

**Vidya Vikas Mandal's**  
**Shree Damodar College of Commerce & Economics, Margao-Goa**  
**FY B.Voc (ST), Semester-II, Semester End Examination April/May 2023**  
**OOPS with JAVA (STG201)**

**Duration: 2hrs****Max Marks: 60****Instructions:**

- 1) All Questions are Compulsory
- 2) Start each question on fresh page.
- 3) Figures to the right indicate maximum marks.
- 4) Draw a neat diagram wherever necessary

**Q1. Answer ANY FIVE of the Following.****(5 x 2 = 10 Marks)**

- a) Explain JVM in brief.
- b) Describe Limitation of Procedure Oriented Programming Language.
- c) Explain Data Abstraction.
- d) Describe Class in Java and give one example.
- e) Explain arrays in Java.
- f) Explain in brief Java Packages.
- g) Describe Errors.

**Q2. Answer ANY FIVE of the Following.****(5 x 2 = 10 Marks)**

- a) Distinguish between Checked Exception and Unchecked Exception.
- b) Explain in brief how to handle exception in Java using throws.
- c) Briefly explain threads in Java.
- d) Explain deadlocks in brief.
- e) Describe Container Class.
- f) Explain Scrollbar component in Java.
- g) Explain Panels in brief.

**Q3. Answer the Following.****(2 x 5 = 10 Marks)**

- A) Explain Default Constructors with the help of a Java program.

**5 marks**

**OR**

- B) Explain Single Inheritance and write a java program for the same.

**5 marks**

- C) Explain in detail features of Java.

**5 marks**

**Q4. Answer the Following. (2 x 5 = 10 Marks)**

A) Explain Method Overloading in detail with the help of a Java program. **5 marks**

**OR**

B) Explain Abstract Classes and write a java program for the same. **5 marks**

C) Differentiate between Abstract Methods and Concrete Methods. **5 marks**

**Q5. Answer the Following. (2 x 5 = 10 Marks)**

A) Explain try and catch block in Java with the help of a example. **5 marks**

**OR**

B) Describe Byte stream class and write a Java program to read from a file. **5 marks**

C) With the help of a diagram explain Life Cycle of an Applet. **5 marks**

**Q6. Answer the Following. (2 x 5 = 10 Marks)**

A) Differentiate between AWT and Swings. **5 marks**

**OR**

B) Explain AWT Layout Manager in detail. **5 marks**

C) With the help of Diagram explain Model View Controller Architecture. **5 marks**

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