

- c) String(0) d) None of the mentioned
- (viii) Identify What is the return type of Constructors?
a) int b) float
c) void d) None of these
- (ix) When does method overloading is determined?
a) At run time b) At compile time
c) At coding time d) At execution time
- (x) Identify Which of these class is used to create an object whose character sequence is mutable?
a) String() b) StringBuffer()
c) String() & StringBuffer() d) None of these
- (xi) Identify Which of these keywords can be used to prevent Method overriding?
a) static b) constant
c) protected d) final
- (xii) Which of these is a type of IO stream in Java?
a) Integer stream b) Short stream
c) Byte Stream d) String Strem
- (xiii) What is the purpose of the sleep() method in Java threads?
a) To terminate the thread. b) To pause the thread indefinitely.
c) To pause the thread for a specified amount of time. d) To start the thread.
- (xiv) What is the purpose of the <applet> tag in HTML?
a) To define a Java class. b) To define an image.
c) To embed a Java applet in a web page. d) To create a hyperlink.
- (xv) What is the purpose of the start() method in an applet?
a) To start the applet\'s execution. b) To paint graphics on the applet.
c) To stop the applet. d) To initialize the applet.

Group-B

(Short Answer Type Questions)

3 x 5=15

2. What is Synchronization? (3)
3. Recall the primary purpose of a Java applet. What is the key difference between a Java applet and a standalone Java application? (3)
4. Describe the purpose of the try, catch, and finally blocks in exception handling. How do these blocks work together to handle exceptions effectively? (3)
5. Write a program to Find the sum, average, and maximum value in an array of integers. (3)
6. Write a program to Implement an interface for comparing objects and use it to sort an array of custom objects. (3)

OR

Write a program to Create a hierarchy of classes representing shapes (e.g., Circle, Rectangle, Triangle) with inheritance. (3)

Group-C

(Long Answer Type Questions)

5 x 6=30

7. Analyze What is Copy constructor with an example. (5)
8. What is Wrapper Class in java?-Explain properly (5)
9. Explain the characteristics of Object Oriented Programming. (5)
10. Write down the difference between throw and throws keyword in java (5)
11. Explain the Applet Life Cycle. (5)
12. Can a constructor be private? Give the proper justification. (5)

OR

What do you mean by Garbage Collection?

(5)

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