

N.G.M.COLLEGE (AUTONOMOUS) : POLLACHI

END-OF-SEMESTER EXAMINATIONS : MAY– 2026

B.COM.-E.COMMERCE

MAXIMUM MARKS: 75

VI SEMESTER

TIME : 3 HOURS

PART – III

JAVA PROGRAMMING

SECTION – A

(10 X 1 = 10 MARKS)

ANSWER THE FOLLOWING QUESTIONS.

(K1)

1. Which method is the entry point of a Java program?
a) start() b) main() c) run() d) init()
2. _____ loop executes at least once irrespective of the condition.
a) for b) while c) do-while d) if
3. Identify the index of the first element in a Java array.....
a) 0 b) 1 c) -1 d) Depends on size
4. Choose the method used to start a thread in Java.....
a) run() b) start() c) execute() d) begin()
5. Which layout arranges components in a single column or row in Android?
a) RelativeLayout b) ConstraintLayout c) LinearLayout d) FrameLayout

ANSWER THE FOLLOWING IN ONE (OR) TWO SENTENCES

(K2)

6. Explain variables and constants in Java.
7. Describe visibility control in Java.
8. Summarize string array with an example.
9. Relate exceptions to reliable program execution.
10. Define an applet and explain its purpose.

(CONTD 2)

SECTION – B

(5 X 5 = 25 MARKS)

ANSWER EITHER (a) OR (b) IN EACH OF THE FOLLOWING QUESTIONS.
(K3)

11. a) Write a Java program to demonstrate command line arguments.
(OR)
b) Apply type casting to ensure compatibility between different data types.
12. a) Demonstrate how objects access class members in Java.
(OR)
b) Assess the importance of inheritance in software development.
13. a) Compare one-dimensional and two-dimensional arrays in data handling.
(OR)
b) Discover how interfaces function in achieving multiple inheritance.
14. a) List the advantages of using Runnable interface.
(OR)
b) Sketch the flow of exception handling mechanism.
15. a) Describe the applet life cycle with methods. Give simple example.
(OR)
b) Sketch the steps involved in running an Android application.

SECTION – C

(5 X 8 = 40 MARKS)

ANSWER EITHER (a) OR (b) IN EACH OF THE FOLLOWING QUESTIONS.
(K4 (Or) K5)

16. a) Examine the importance of Java program structure and execution flow.
(OR)
b) Analyze different categories of operators in Java with suitable examples.
17. a) Differentiate between method overloading and method overriding with justification.
(OR)
b) Analyze decision making and looping constructs and explain their importance in program logic.
18. a) Compare and justify the use of String and String Buffer classes.
(OR)
b) Justify the use of packages by creating and using a user-defined package.
19. a) Examine and determine the importance of thread life cycle management.
(OR)
b) Discuss the role of finally block using a Java program.
20. a) Show how user input is obtained in an applet.
(OR)
b) Discuss the role of views and layouts in Android app development.