

(FOR THE CANDIDATES ADMITTED

SUBJECT CODE **25 UCT 204**

DURING THE ACADEMIC YEAR 2025-26 ONLY)

REG.NO.

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

END-OF-SEMESTER EXAMINATIONS : MAY– 2026

B.Sc. – COMPUTER TECHNOLOGY

MAXIMUM MARKS: 75

II SEMESTER

TIME : 3 HOURS

PART – III

JAVA PROGRAMMING

SECTION – A

(10 X 1 = 10 MARKS)

ANSWER THE FOLLOWING QUESTIONS.

(K1)

1. What is JVM stand for ?
A. Java Development Kit B. Java Virtual Machine
C. Java Run-time Environment D. Java Verified Machine
2. What is the output of assigning double d=10; int i = d;?
A) i = 10 B) Compilation error (lossy conversion)
C) Compilation error (static field) D) Runtime error
3. Which of the following is NOT an OOP concept in Java?
A) Encapsulation B) Inheritance C) Polymorphism D) Compilation
4. Select, If two interfaces contain methods with the same name, how can a class implementing both avoid ambiguity?
A) By using explicit interface implementation B) By defining the method as private
C) By renaming one of the methods D) By declaring the class as abstract
5. Which of the following blocks always executes, regardless of an exception occurring or not?
A) try B) catch C) finally D) throw

ANSWER THE FOLLOWING IN ONE (OR) TWO SENTENCES

(K2)

6. What do you mean by Data Encapsulation?
7. Define the term type casting.
8. Interpret the term Method overloading.
9. Relate the term Multithreads
10. Define the finally statement.

(CONTD 2)

SECTION – B

(5 X 5 = 25 MARKS)

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

11. a) Describe the benefits of OOPs
(OR)
b) Show how command line arguments are used in java.
12. a) Sketch the list of Arithmetic operator and Logical operators in Java.
(OR)
b) Describe the concept of Operator precedence.
13. a) Examine the usage of static members in a class,
(OR)
b) Show concept of Wrapper classes.
14. a) Apply the interfaces in an example Java Program.
(OR)
b) Discover the use of packages in a Java. Give an example.
15. a) Show how to use multiple catch statements in Java.
(OR)
b) Dramatize the concept of Character Stream Classes in brief.

SECTION – C

(5 X 8 = 40 MARKS)

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

16. a) Analyze the basic concepts of OOPs and its applications.
(OR)
b) Outline the Java Program structure and explain the concepts
17. a) Construct a code for bitwise and special operators in Java
(OR)
b) Examine the decision making using if and nested if statements in Java
18. a) Develop a Java application with inheritance and overriding methods
(OR)
b) Investigate how arrays and string are handled in Java
19. a) Inspect the implementing interfaces and accessing interface variables with an example.
(OR)
b) Experiment the creating packages and accessing them in Java.
20. a) Infer the Applet life cycle and building an applet code.
(OR)
b) Evaluate the byte stream and character stream classes in detail.