**A1.**

**a)- 6**

**b)- 12**

**c)- -5**

**d)- false**

**e)- false**

**A2.**

a)-returns the number of characters contained in the string object.

b)-one of the four methods in the Applet that gets execute after the init() method.

c)- used to declare a constant

d)- to display a text in an applet at specified x and y coordinate.

e)- used to define inheritance i.e. a subclass inheriting attributes and methods of superclass

**A3.**

a) The component which contains other component is known as container object.

b) Three types of container are:

1. Panel

2. ScrollPane

3. Window

**A4. –**

**&&, ||, !**

**A5.-**

The three basic constructs of structured programming are:

a) Sequence:

The process which are carried out in sequential manner.

b) Selection:

Consist of condition which leads to either true or false.

c) Iteration:

Consists of actions that need to be repeated over and over again while a particular condition is true.

**A6.**

a)- float money=2.5F;

b)- TextField name=new TextField(30);

c)-

if(point>50)

{

System.out.println(“pass”);

}

d)-

total=total+20;

e)-

int[] age=new int[50];

A7.

javac filename.java

**B1.**

**a)**

**b)**

a) i. Comparing two strings without ignoring a case.

ii. Convert the given character into a lower case.

iii. Joining two or more string together.

b)

i. void= Doesn’t return any value.

welcome= name of the method.

a= first parameter of String data type

b = second parameter of the data type.

ii) char= return type of the method

checkgrade= name of the method

mark=parameter of int data type

c)

i.

class Area

{

int width;

int height;

}

ii)-

public Area(int w,int h)

{

width=w;

height=h;

}

iii)-

Area square=new Area(10,10);

d)-

Error:

1. The parameter ‘y’ is not declared.
2. The variable ‘average’ is not declared.
3. The return statement is missing.

Correction:

1. Declare parameter ‘y’ as int y.
2. Declare variable ‘average’ as double average.
3. Insert return statement to return value of average as return average.

e)-

- final int LIMIT=255;

**B2.­**

**--Chapter 8**

**a)**

**-**

public class while

{

public static void main(String[] args)

{

int i=100;

while(i>=10)

{

System.out.println(i);

i= i-5;

}

}

}

**b)**

if(x== ‘a’ || x== ‘A’)

p=10;

else if(x== ‘b’ || x==’B’)

p=5;

else if(x== ‘R’)

p=3;

else

System.out.println(“Invalid x”);

**c)-** Already done in other QPs

**B3.**

**a)**

Label: Label is a component that displays a single line of text. For eg

Label label\_name = new Label(“text string”);

**b)**

**-browser and appletviewer.**

**c)**

1. **-**is a class contained in the java.awt package. This Graphic class provides different graphic functions that allow an application to draw and color objects like lines, circles, rectangles etc

**ii)-**  drawRect(),drawOval(),drawArc()

**d)**

**-**

import java.applet.\*;

import java.awt.\*;

public class DrawCircle extends Applet

{

public void paint(Graphics g)

{

g.drawOval(150,50,100,150);

setBackground(Color.blue);

g.setColor(Color.green);

g.fillOval(150,50,100,150);

}

}

**e)-**

<html>

<head>

<title>Example of drawing Circle</title>

</head>

<body>

<applet code= “DrawCircle.class” width=500 height=500 >

</applet>

</body>

</html>