**A1.**

**a)-**

i) 8

ii) 10

**b)-**

i) -2

ii) -1

**A2.**

**a)**

if(count>10)

System.out.println("count is greater than 10");

**b)**

public static int smallest(int x,int y,int z)

**c)**

x--;

total= total-x;

**A3.**

a)- integer

b)- private

c)- flowLayout

d)- TextField

e)- bottom

f)- toLowerCase()

g)- component

h)- escape sequence

i)- wildcard

j)- exception

**A4. – book/note**

**A5.**

init()

start()

stop()

destroy()

**A6.**

­ a)- true

b)- true

c)- false

d)- true

A7.

a)

i) Binary Search

ii) Linear Search

b)

i) Termination step to stop the iteration.

ii) Recursive step to call the function itself over and over again.

**B1.**

**a)**

public class DoIt

{

public static void main(String[] args)throws Exception

{

char answer;

System.out.print("Enter a character: ");

answer=Character.toUpperCase((char)System.in.read());

System.in.read();

System.in.read();

while(answer!='X')

{

System.out.println("The character you entered is "+answer);

System.out.print("Enter a character: ");

answer=Character.toUpperCase((char)System.in.read());

System.in.read();

System.in.read();

}

System.out.println("Exit program.");

System.out.println("Press any key to continue...");

}

}

**b)**

-

import java.applet.\*;

import java.awt.\*;

public class DrawString extends Applet

{

public void paint(Graphics g)

{

g.drawString("Good luck in Exam",60,40);

}

}

c)

i) double total;

ii) public static double area(int x, int y, double z)

iii) Button a=new Button("Display");

iv) int [] marks=new int[3];

d)

int, double, boolean, char

**B2.**

a)

i)

**Error**:

-equals() is used for string only.

-B is enclosed with double quotation

**Correction**:

-Remove equals() method and use "==" sign instead of equals method

-B must be enclosed with single quotation as 'B'.

ii)

Error:

1) No data type declared for the given variable.

2) There is a semicolon in the while loop.

Correction:

1)Declare a data type for the given variable such as int.

2) Remove semicolon from the while loop.

b)

|  |  |
| --- | --- |
| **Length** | **Length()** |
| It is an attribute. | It is a method. |
| It returns the number of elements stored in an array. | It returns the number of characters in a string. |

c)

i)

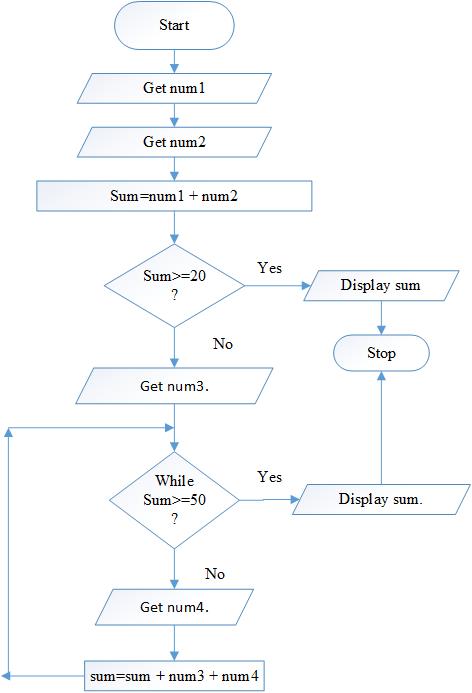


Figure: While loop within a selection

ii)



Figure: Do…While loop within a selection

d)

import java.applet.\*;

import java.awt.\*;

public class DrawRectangle extends Applet

{

public void paint(Graphics g)

{

g.drawRect(50,50,100,80);

}

}

**B3.**

**a)**

i)

computeResult: Name of the method.

void: the method doesn't return any value.

x and y: method has two parameters x and y of double and int data type respectively.

ii)

public: the method can be accessed by any class in any package.

static: method can be called without creating an instance of the class.

**b)**

if(fastfood=='k' || fastfood=='K')

System.out.println(“He likes KFC.”);

else if(fastfood=='m' || fastfood=='M')

System.out.println(“He likes Mc Donald.”);

else

System.out.println(“He has no preference.”);

**c)**

1. final

**ii)-**  the statement is invalid. The keyword ‘final’ is missing in the given example so it’s not a constant and hence the value of GST can be changed during execution

**d)**

**-**

public static void volume(double length,double breadth,double height)

{

double result=le ngth\*breadth\*height;

System.out.println(“Total volume: ” + result);

}

**e)-**

|  |  |
| --- | --- |
| **Local variable** | **Member variable** |
| It is declare in a method. | It is declare in a class definition. |
| It can’t be accessed outside of that method. | It can be accessed by all methods in the class. |