December 2013

A1

1. False
2. True
3. False
4. False
5. True
6. False
7. False
8. True
9. False
10. True

A2.

1. 10
2. 12
3. -3
4. True
5. 6

A3.

1. length()
2. init()
3. encapsulation
4. new
5. constant

A4.

1. When the user moves the page.
2. When the user minimize a window or travel to different web page.

A5.

1. Linear and
2. Binary search

A6.

1. javac exam.java
2. java exam

A7.

1. / = Arithmetic Operator eg: 4/2= 2;
2. && = logical operator eg: a> b && a>c
3. = Assignment operator, eg: a=6;

A8.

1. Line comment
2. Block comment
3. Javadoc Comment

B1 a.

1. Button name= new Button(“play game”);

add(name);

1. if(id>8)

System.out.println(“The id should not be more than 8 characters”);

else

System.out.println(“It is valid length”);

1. boolean[] status= new boolean[20];

b.

1. Sequence= Process which are carried out in a sequential order.
2. Selection= Condition that leads to either true or false.
3. Iteration= Action that need to be repeated over and over again while a particular condition becomes true.

c. Do yourself

B2.

A.

1. Comparing a string with ignoring a case.
2. Comparing two strings lexicographically.
3. Add method of the container.

B.

1. checking: Name of the method

float: return type of the method i.e. the method returns float value

a: first parameter of float type

b: second parameter of float type

1. Making: Name of the method

int: return type of the method i.e. the method returns int value

amount: parameter of int data type

1. sending: Name of the method

void: doesn’t return any value.

There’s no any parameter in this method.

C.

switch(status)

{

case ‘B’:

System.out.println(“2”+g);

break;

case ‘C’:

case ‘c’:

System.out.println(“4”+g);

break;

default:

System.out.println(“1”+g);

}

D. 1. Encapsulation

2. Inheritance

3. Polymorphism

B3.

1. To separate a class from its member eg: System.out.
2. 1. String

2. int

3. float

4. char



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int i=40;

int j=9;

while(i<=200)

{

System.out.print(i);

i= 5\*j;

j++;

}

1. 1. Container Object: It is a subclass of Components that provides a rectangular display area on the screen.

2. Three types of containers are : Panel, ScrollPane, Window

3. Do yourself.