**A1.**

**a)-** boolean status;

**b)-** email.equals(temp)

**c)-**rate=2.34F;

**d)-** System.out.println(“do better”);

**e)-** public static float processItem(int data)

{}

**A2.**

1. Button, TextField, Label
2. GridLayout,FlowLayout

**A3.**

1. incorrect
2. incorrect
3. incorrect
4. correct
5. incorrect
6. incorrect
7. incorrect
8. correct

**A4.**

a)- deletion is a Button object whose label is “remove”

b)- A line between first point at 10 and 35 as x& y coordinate and second point at 50 and 35 x& y coordinate is drawn.

**A5.**

a) 22

b) 3

c) 2

d) false

e) true

f) false

**A6. -** Note/Book/Internet

**A7. -** private,public

**B1.**

**a)**

**i)-**

**Error: =!** operator is incorrect.

**Correction:** replace =! operator with != operator

**ii)-**

**Error:**

* the method name ‘float’ is a keyword
* the keyword void and static are in correct order.

**Correction:**

* the method name must be changed. e.g. PrintNumber
* static keyword must come first than void keyword

**b)**

**-**

import java.io.\*;

public class TwoNumbers

{

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

{

BufferedReader input=new BufferedReader(new

InputStreamReader(System.in));

System.out.println("Enter first number :");

int num1=Integer.parseInt(input.readLine());

System.out.println("Enter second number :");

int num2=Integer.parseInt(input.readLine());

if(num1>num2)

{

System.out.println("first is bigger than second.");

}

else if(num1<num2)

{

System.out.println("first is smaller than second.");

}

else

{

System.out.println("we are the same.");

}

}

}

**c)**

i. Note/Book

ii. private

**B2.­**

a)- Refer to December 2012 questions answers.

**b)-**

**i.** float[] weight=new float[100];

**ii.**

int total=0;

for(int i=0;i<weight.length;i++)

{

total=total+weight[i];

System.out.println(“Weight :” +weight[i]);

}

System.out.println(“Total weight: ”+ total);

**c)**

**-**

import java.applet.\*;

import java.awt.\*;

public class DrawRectangle extends Applet

{

public void paint(Graphics g)

{

g.drawRect(100,200,350,250);

setBackground(Color.yellow);

g.setColor(Color.blue);

g.drawString(“I am a rectangle”,100,200);

}

}

**B3.**

1. Note/Book
2. Note/Book
3. Note/Book
4. Note/Book

i. the string value in messageB variable will be append to the string value in messageA variable.

ii. the string value in messageA variable will be compare to the string value in messageB variable and return true or false depending on the equality

iii. it gives the number of characters of the string value that is stored in messageA variable.

1. **–Do it yourself.**