**A1.**

**a)-** boolean status

**b)-** password.equals(“checking”)

**c)-** money=44.34F;

d)- System.out.println(“Please try harder”);

**e)-**

public static void welcome()

{

}

**A2.**

**a)- boolean**

**b)- Label**

c)- ++

d)- toUpperCase()

e)- Button

f)- BorderLayout

**A3.**

a)- false

b)- true

c)- true

d)- true

e)- true

f)- false

**A4.**

a)-

* firstName
* \_firstName
* $firstName\_1

b)-

* It can only use letters, digits, dollar signs and underscore.
* It must begin with a letter, an underscore(\_) or a dollar sign and it must not contain a space or other symbols.
* It cannot be a reserved words of Java programming language such as public, class etc.

**A5.-**

public, protected

**A6.**

switch(Grade)

{

case 'A':

case 'B':

System.out.println("Good Student");

break;

case 'C':

case 'D':

System.out.println("Average Student");

break;

default:

System.out.println("Reunit Student");

}

**B1.**

**a)**

i)-

Error: the break statement is missing.  
Correction: insert break statement after println() method of each case.

ii)-

Error: i) method name is a keyword.

ii) there is a semicolon right after the method header

iii) variable ‘b’ is defined twice.  
Correction:

i) use another method name instead of double.

ii) remove the semicolon right after the method header

iii) remove the variable ‘b’declaration from the body.

**b)**

**-**

import java.io.\*;

public class SumOfNumbers

{

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

{

BufferedReader input=new BufferedReader(new

InputStreamReader(System.in));

int i;

int sum=0;

do

{

System.out.println("Enter a number");

i=Integer.parseInt(input.readLine());

if(i>0)

sum=sum+i;

}while(i>0);

System.out.println("The total sum: "+ sum);

}

}

**c)**

**B2.­**

**a)**

**-**

**public class WhileLoop**

**{**

**public static void main(String[] args)**

**{**

**int i=20;**

**while(i<=100)**

**{**

**System.out.println(i);**

**i=i+7;**

**}**

**}**

**}**

**b)**

counter-controlled repetition and sentinel-controlled repetition

|  |  |
| --- | --- |
| **Counter-controlled** | **Sentinel-controlled** |
| The number of execution of the loop is known. | The number of execution of the loop is unknown. |
| Condition variable is known as counter variable. | Condition variable is known as sentinel variable. |
| **int count;**  **for( count=1; count<=100; count++)**  **System.out.prinln(count);** | do  {  //get integer input from user into ‘n’ variable  }  while(n>0); |

**c)-**

**i)-**

public static double powerprocess(float x, float y)

**ii)-**

if(balance>limit)

{

System.out.println(“above the limit.”);

}

**iii)-**

h =h-1;

sum=sum+h;

**d)-**

i)A new button is created with a specified label named ‘measure’

**OR**

A new button object is created having a label ‘measure’ and a Button variable ‘meabutton’ is holding a reference to that object.

ii) 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.

iii) data is an integer array that contains 4 integer values such as 12,24,45 and 78.

**B3.**

**a)**

init(), start(), stop(), destroy()

**b)**

**-** To allow other AWT components or even containers to be attached/contained inside it.

Panel, Window, ScrollPane

**c)**

**-**

i)-

ii)-

<html>

<head>

<title>Rectangle</title>

</head>

<body>

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

</applet>

</body>

</html>

iii)-

appletviewer test.html