CPG101-APRIL 2016

Section A

A1.

- 4 data types that belongs to integer category are:

1.byte

2.int

3.long

4.short

A2.

(a)

- if(balance<20)

System.out.println("minimum is $20");

(b)

- boolean h;

(c)

- data=data + 5;

(d)

- Button x=new Button("Go in");

A3.

~ Three types of identifer you can declare inside a Java program are:

1. $name

2. \_name

3. Name

A4.

~ Three types of comments that can be used in Java language are:

1. line comment(//)

2. Block comment(/\*...\*/)

3. Javadoc comment(/\*\* ......\*/)

A5.

(a)36

(b)-47

(c)2

(d)true

(e)true

(f)false

A6.

Integer is an object while int is a variable data type.

A7.

(a) invalid

(b) invalid

(c) invalid

(d) invalid

(e) valid

A8.

(a)public static void sms(String A, int B)

(b)public static int process(int F, int G)

B1.

(a)

(i)float[] weight=new float[120];

(ii)

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

{

if(weight[i]<90)

System.out.println(weight[i]);

}

(b)

(i)

- Three constructs in Java programming are:

1. sequence

2. selection

3. Iteration

(ii)

- flow charts for above three constructs

See page no 26,27,28 or in InternalExamination-2017.zip in website.

(c)

-

public class NestedLoop

{

public static void main(String[] args)

{

System.out.println("Number Series");

int i,j,a;

for(i=1;i<=5;i=i+2)

{

System.out.print(i + “\t” );

for(j=1;j<=i; j++)

{

System.out.print(j + “ ”);

}

System.out.println();

}

}

}

B2.

(a)

- public class decrement

{

public static void main(String args[])

{

int i=50;

do

{

System.out.println(i);

i=i-1;

}while(i>=10);

}

}

(b)

- switch(c)

{

case 'A':

z=2;

break;

case 'B':

case 'D':

z=4;

break;

default:

z=6;

}

(c)

- (i) C programming= Third Generation language

(ii)Assembly Language= Second Generation language

(iii)Structured Query Language= Fourth Generation language

(iv) Machine Language= First Generation language

(v) Java = Third Generation language

(d)

- Five types of operators used in Java programming are:

1. Arithmetic operator

2. Relational or Comparison operator

3. Logical operator

4. Assignment operator

5. Increment/Decrement operator

B3.

(a)

- Four methods found inside the applet are:

1. init(): it is the first method called in any array.

2. start(): it is executed after init() method.

3. stop(): it is called when the user leaves the page.

4. destroy(): it is called browser or applet viewer is closed.

(b)

- Three attributes of Applet tag are as follows:

1. code : It specifies the applet class to run.

2. width: It specifies the initial width of the panel in which an applet runs.

3. height: It specifies the initial height of the panel in which an applet runs.

(c)

- Three types of layout manager found in a Java program are as follows:

1. GridLayout

2. FlowLayout

3. BorderLayout

(d)

- import java.applet.\*;

import java.awt.\*;

public class DrawRect extends Applet

{

public void paint(Graphics g)

{

g.drawRect(20,200,150,300);

setBackground(Color.RED);

g.setColor(Color.BLUE);

g.fillRect(20,200,150,300);

}

}

\*\*\*\*\*\*\*\*\*\*\*\*END OF PAPER\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*