

writing a simple JAVA program that performs console I/O.

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8. (a) Illustrate any five programming methods used in JAVA Program.
- (b) Write the source code for creating a frame window applet.
9. (a) Explain various control supported by Abstract Window Toolkit along with their syntaxes.
- (b) Illustrate various standard layout managers provided by AWT in JAVA programming.

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Roll No. ....

**56084**

**MBA 2 Year 4th Semester (N.S.)  
Examination- May, 2016**

**PROGRAMMING IN JAVA**

**Paper : MBA-416**

**Time : 3 hours**

**Max. Marks : 50**

Before answering the questions, candidates should ensure that they have been supplied the correct and complete question paper. No complaint in this regard will be entertained after the examination.

**Note :** Attempt all 5 parts of the 1st question in Section-A. Attempt **four** questions selecting **one** questions from each Unit in Section B. All questions carry equal marks.

**SECTION - A**

1. Explain the following :

(a) JAVA tokens

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- (b) Data types
- (c) Multithreading
- (d) Applet tag
- (e) Abstract Window Toolkit

JAVA  
in JAVA programming

### SECTION - B

#### UNIT - I

2. What are the salient features of JAVA programming language? Which development tools of object oriented programming are included in the environment? Describe the structure of a typical JAVA program with the help of an example.
3. Explain various branching and looping structures in JAVA programming language. Give examples.

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#### UNIT - II

4. What do you mean by method in Java programming? Write the syntax of creating a method in Java. What are overloading and overriding methods? Illustrate.
5. What do you mean by exception handling? How is it implemented in Java? Illustrate with suitable examples.

#### UNIT - III

6. How an applet is different from application? What are local and remote applets? Draw the state transition diagram of an applet life cycle and explain each of its state.
7. What do you mean by console I/O? How is it incorporated in a Java program? Illustrate by