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SDCCS401

IV Semester B.Sc. Degree Examination, June/July - 2026
(SEP Scheme Freshers)
COMPUTER SCIENCE
Object Oriented Concepts Using Java

Time : 3 Hours **Maximum Marks : 80**

Instructions **:**

Answer all the Sections.

SECTION - A

I. Answer any Ten questions. Each question carries 2 marks. **(10×2=20)**

1. List any two features of Java.
2. What is an identifier? Mention any two rules for an identifier.
3. What is the purpose of "Instance of " operator in Java.
4. Differentiate between break and continue statement in Java.
5. What are instance variable? How are they different from class variable.
6. What is the use of finalize method.
7. Define method overriding in Java.
8. Define wrapper class.
9. Define a thread. Mention its types.
10. What are the different types of errors in Java?
11. What is the use of init ( ) method in applets.
12. Write the difference between Character Stream and Byte Stream.

SECTION - B

II. Answer any Six questions. Each question carries 5 marks. **(6×5=30)**

13. Explain how Java differs from C.
14. What are Command Line Arguments? Explain with an example.
15. Explain the Data types in Java with example.
16. Explain the multilevel Inheritance with suitable diagram and example.
17. Explain any six string functions in Java with an example.

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18. What is an exception? Write a program in java to handle the arithmetic exception using try, catch and finally keyword.
19. Explain Thread Life Cycle with a neat diagram.
20. Write a Applet program for Line Graph.

SECTION - C

III. Answer any Three questions. Each question carries 10 marks. **(3×10=30)**

21. a) Discuss any 5 Java tokens with an examples. **(5)**
    b) Explain the basic structure of Java program with an example. **(5)**
22. a) Write a Java program to demonstrate constructor overloading. **(5)**
    b) Explain wrapper classes with example. **(5)**
23. a) Define an Interface. Write a Program to implement Multiple Interface in Java. **(5)**
    b) Explain Hiding Classes in Java packages. **(5)**
24. a) Write an Applet Program to Draw Circles and Rectangles using Graphic Class. **(5)**
    b) Write a note on handling primitive data types in Java. **(5)**