NOVEMBER 2025

53601/126C2A/
127C2A/225C3A/
220C4A/241C4A

Time : Three hours Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions each in 30 words.

1. What is platform independence in Java?

2. What is the role of the main method in Java?

3. What is a static method in Java?

4. What is the purpose of a constructor in a Java class?

5. How do you create an object of a class in Java?

6. Define the try and catch blocks in Java.

7. How can you create a custom exception class in Java?

8. What is Swing in Java?

9. What is the Event Delegation Model in Java?

10. What are the main differences between JButton and JToggleButton?

11. Give an example of where an adapter class might be used.

12. What is a Vector in Java?

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions, each in 200 words.

13. Describe the structure of a simple Java program.

14. Analyze the Java buzzwords such as portability and threads.

15. What are the usage of the this and super keywords in Java, providing examples of each?

16. Discuss the concept of garbage collection in Java.

17. How do you handle mouse events in Java? Illustrate with an example.

18. What are the difference between a List and an Array List in Java?

19. Compare the Iterator interface with the Enumeration interface. Provide examples.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions, each in 500 words.

20. Examine type conversion and casting in Java. Discuss the differences between implicit and explicit casting and provide code examples for both.

21. Explain the concept of packages in java with an example.

22. Evaluate the importance of synchronization in multithreaded programming.

23. Discuss the AWT class hierarchy in detail. How is it different from Swing in terms of component handling and rendering?

24. Describe the Java Collections Framework in detail.

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