

**T.Y.B.SC. (COMPUTER SCIENCE) SEM –VI (2014 COURSE) :**

**WINTER - 2017**

**SUBJECT: ADVANCED JAVA**

Day : Monday  
Date : 30/10/2017

Time: 12.00 NOON TO 02.00 PM

Max. Marks: 40

**W-2017-0764**

**N.B.:**

- 1) All questions are **COMPULSORY**.
- 2) Figures to the right indicate **FULL** marks.
- 3) Draw neat labeled diagrams **WHEREVER** necessary.

**Q.1** Answer any **TWO** of the following: **(10)**

- a) Describe inputstream classes in detail.
- b) Explain applet life cycle with suitable diagram.
- c) State any five controls used in swing.

**Q.2** Answer any **TWO** of the following: **(10)**

- a) Describe any five methods from graphics class
- b) Illustrate multithreading with an example.
- c) Explain Flow Layout with an example.

**Q.3** Answer any **TWO** of the following: **(10)**

- a) Write a note on event handling.
- b) Write a program for following output:

<b>Enter First Number</b>	<input type="text"/>		
<b>Enter Second Number</b>	<input type="text"/>		
<b>Result</b>	<input type="text"/>		
<input type="button" value="Add"/>	<input type="button" value="Sub"/>	<input type="button" value="Div"/>	<input type="button" value="Mult"/>

- c) Explain thread priorities with their methods.

**Q.4** Answer any **FIVE** of the following: **(10)**

- a) Differentiate between java applets and java application.
- b) What is a thread?
- c) What are the advantages of an applet?
- d) Define Adapter classes.
- e) What is the use of JTextArea Control?
- f) Define stream.
- g) What is a Synchronization?

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