





## PART – B

Answer **any six** question in **one** or **two** sentences **each**. **Each** question carries a weightage of **one**.

9. Rewrite the following statements using "switch".

```
if (x == 1)
    System.out.println("One");
else if (x == 2)
    System.out.println("Two");
else if (x == 3)
    System.out.println("Three");
else if (x == 4)
    System.out.println("Four");
else if (x == 5)
    System.out.println("Five");
```

10. What are the rules for forming variable names in JAVA ?

11. What is the main difference between Java platform and other platforms ?

12. What are access modifiers ?

13. What is the difference between while and do while loop ?

14. State the difference between a class and an object.

15. List the advantages of object oriented programming.

16. Give an example of an infinite loop.

(W = 6×1=6)



PART – C

Answer **any four** questions. Answer **not** to exceed **one** page. **Each** carries a weightage of **two**.

17. Give the output

```
int a, k = 24 ;  
for (a = 2 ; a <= k/2 ; a += 3)  
if (k%a == 0)  
System.out.println (a++) ; k++ ;  
System.out.println (k+ "\n" + a) ;
```

18. Explain the difference between private, public and protected access.

19. Explain the effect of modifier "final" while defining a class.

20. Explain the various increment, decrement and shorthand operators in JAVA.

21. Define a class "library" with data members Book No, Book Name, Author's Name, Publisher name and methods to accept and display the data.

22. Write a program to find the biggest element in an array of 10 elements.

(W = 4×2=8)

PART – D

Answer **any one**. **Each** question carries a weightage of **four**.

23. List and explain the various decision making, branching and looping statements available in JAVA programming language.

24. a) What is the use of a constructor ?

b) Explain the various types of constructors with the help of an example.

(W = 1×4=4)

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