



**Module-3**

- 5 a. What is an interface? With an example explain how multiple inheritance is implemented in java. (05 Marks)
- b. Design an interface called polygon with a method called area. Implement this interface to create different classes like square, rectangle and print the area of square and rectangle. (08 Marks)
- c. What is a package? Write a simple program to create a package and import package to make use of the class declared in the package. (07 Marks)

**OR**

- 6 a. Define exception and explain the general structure of exception handling mechanism. Write a simple program to generate arithmetic exception and print the description of exception through the program. (10 Marks)
- b. How to create user defined exception in java explain with an example? (06 Marks)
- c. Differentiate between throw and throws. (04 Marks)

**Module-4**

- 7 a. Define a thread. Explain the two methods of creating threads. Write a java program to create multiple threads by implementing runnable interface. (10 Marks)
- b. Write a java program to demonstrate producer consumer problem using synchronized threads. (10 Marks)

**OR**

- 8 a. What is enumeration? Explain values( ) and valueOf( ) methods. (10 Marks)
- b. What is autoboxing and autounboxing in arithmetic expressions? Explain with an example. (10 Marks)

**Module-5**

- 9 a. Explain about URL connection class. Give suitable example for the same. (10 Marks)
- b. What is TCP/IP client socket? Explain the two constructs used to create client socket. (10 Marks)

**OR**

- 10 a. Explain linked list collection class in java with any 4 methods associated with it and write the java program to demonstrate adding a user defined class into linked list collection class. (12 Marks)
- b. Explain Map interface with an example. (08 Marks)

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