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Total No. of Pages : 02

Total No. of Questions : 16

BCA (2014 to 2018) (Sem.-5)
PROGRAMMING IN JAVA
Subject Code : BSBC-502
M.Code : 70629

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :

1. **SECTION-A** is **COMPULSORY** consisting of **TEN** questions carrying **TWO** marks each.
2. **SECTION-B** contains **SIX** questions carrying **TEN** marks each and a student has to attempt any **FOUR** questions.

SECTION-A

Answer briefly :

1. Discuss the history of Java in brief.
2. Write the general structure of a typical Java program.
3. What is Java virtual machine?
4. What is the role of a constructor in a program?
5. What do you mean by containership?
6. What is the purpose of throw statement?
7. What is the purpose of Java AWT package?
8. How is multiple Inheritance implemented in Java?
9. Differentiate between InputStream and Reader classes.
10. What do you mean by interface in Java?

SECTION-B

11. What are the various data types available in Java? Discuss each with an example.
12. What is Inheritance? Explain various types of inheritance with suitable examples.
13. What is an Exception? How is it different from an error? Is it possible to include your own exception in a program? Explain with suitable code for the purpose. Also discuss the use of *Finally* block.
14. Create an applet that receives two numeric values as input from the user and then displays the sum, difference and product of these on the screen. Write a sample HTML page to include this applet.
15. What are the various events defined in the MouseEvent class? Explain the purpose of each with an example.
16. What is a Stream? Describe the major tasks of input and output stream classes. Discuss and distinguish between them.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.