Name :	Utech
Roll No.:	
Invigilator's Signature :	

## CS/BCA/SEPARATE SUPPLE/SEM-6/BCAE-602B/2011 2011

## **OBJECT ORIENTED PROGRAMMING WITH JAVA**

Time Allotted: 3 Hours Full Marks: 70

The figures in the margin indicate full marks.

Candidates are required to give their answers in their own words as far as practicable.

# GROUP – A ( Multiple Choice Type Questions )

1. Choose the correct alternatives for the following:

 $10 \times 1 = 10$ 

- i) Which is the integer type among the following?
  - a) Float

b) Byte

c) Chard)

Double.

- ii) Which is the wrong statement in automatic type conversion?
  - I) Two types should be compatible
  - II) The source type should be smaller than destination type.
  - III) The destination type should be larger than destinaion type
    - a) I & II
- b) I & III
- c) II & III
- d) None of these.

SS-87 [Turn over

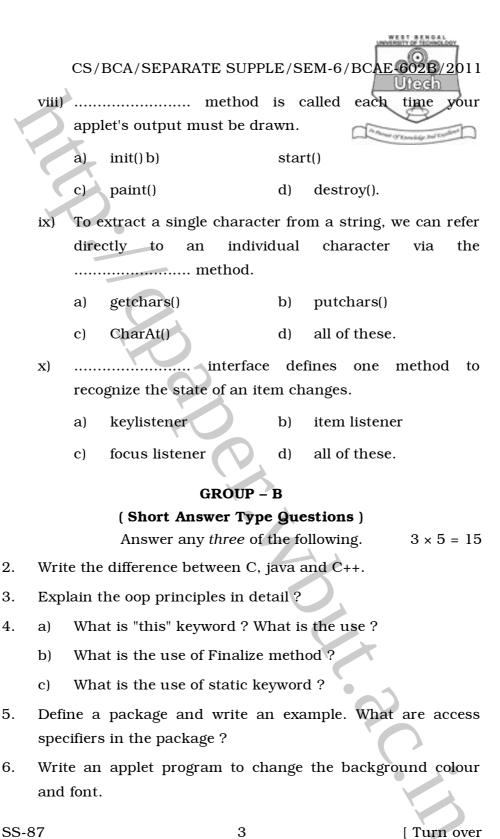
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iii)	The	default constructors	auto	omatically initializes all	
	insta	To Annual (N' Energial of Stall Explaints)			
	a)	0	b)	1	
	c)	- 1	d)	none of these.	
iv)	Whi	ch operator is used to o	ereate	e memory to object ?	
	a)	New			
	b)	Dot			
	c)	both (a) and (b)			
	d)	none of these.			
v)	Whe	n you implement an i	interf	ace method, it must be	
	decla	ared as			
	a)	public	b)	private	
	c)	protected	d)	none of these.	
vi)		wakes up	the	first thread that called	
	wait() on the same object.				
	a)	Notify	b)	Notifyall	
	c)	both (a) & (b)	d)	none of these.	
vii)		abstract n	netho	d is the only entry point	
	to th	e thread.			
	a)	suspend()	b)	run()	

c)

resume()

d) wait().



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### (Long Answer Type Questions)

Answer any three of the following.



- 7. a) What is an object referencing? Give a demo program.
  - b) What is overloading ? Give one program to create volume of a box by parameters passing by creating objects.
- 8. a) What is a thread? How to create multiple thread and extend threads? Give eamples for each.
  - b) Write about any 10 methods present in astring and give small example program for each method.
  - c) Write about applet lifecycle in detail.
- 9. What is exception? Write a java program to implement try, catch nested try, throw and throws method.
- 10. a) Write a smallapplet program to draw lines.
  - b) Write a smallapplet program to draw rectangles.
  - c) Write a smallapplet program to draw ellipses and circles.
  - d) Write a smallapplet program to draw arcs.
  - e) Write a smallapplet program to draw polygons.
- 11. What are different types of controls supported by abstract window toolkit? Explain at least 6.

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