OBJECT ORIENTED PROGRAMMING WITH JAVA (SEMESTER - 6)

CS/BCA/SEM-6/BCAE-602B/09
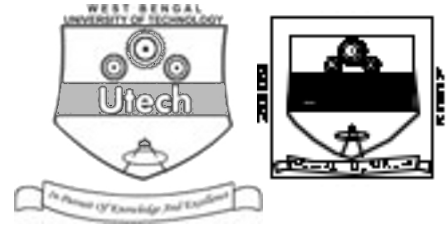
1. ....
   Signature of Invigilator

2. ....
   Signature of the Officer-in-Charge

Reg. No.

Roll No. of the Candidate

CS/BCA/SEM-6/BCAE-602B/09
ENGINEERING & MANAGEMENT EXAMINATIONS, JUNE – 2009
OBJECT ORIENTED PROGRAMMING WITH JAVA (SEMESTER - 6)

Time : 3 Hours] [Full Marks : 70

INSTRUCTIONS TO THE CANDIDATES :

1. This Booklet is a Question-cum-Answer Booklet. The Booklet consists of **32 pages**. The questions of this concerned subject commence from Page No. 3.

2. a) In **Group – A**, Questions are of Multiple Choice type. You have to write the correct choice in the box provided **against each question**.

   b) For **Groups – B** & **C** you have to answer the questions in the space provided marked 'Answer Sheet'. Questions of **Group – B** are Short answer type. Questions of **Group – C** are Long answer type. Write on both sides of the paper.

3. **Fill in your Roll No. in the box** provided as in your Admit Card before answering the questions.

4. Read the instructions given inside carefully before answering.

5. You should not forget to write the corresponding question numbers while answering.

6. Do not write your name or put any special mark in the booklet that may disclose your identity, which will render you liable to disqualification. Any candidate found copying will be subject to Disciplinary Action under the relevant rules.

7. **Use of Mobile Phone and Programmable Calculator is totally prohibited in the examination hall.**

8. You should return the booklet to the invigilator at the end of the examination and should not take any page of this booklet with you outside the examination hall, **which will lead to disqualification**.

9. Rough work, if necessary is to be done in this booklet only and cross it through.

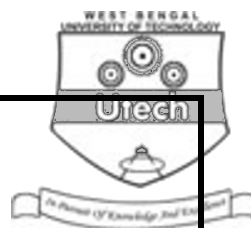### No additional sheets are to be used and no loose paper will be provided

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FOR OFFICE USE / EVALUATION ONLY
Marks Obtained

				Group – A					Group – B		Group – C			Total Marks	Examiner's Signature
Question Number															
Marks Obtained															

....
Head-Examiner/Co-Ordinator/Scrutineer

6694 (05/06)

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ENGINEERING & MANAGEMENT EXAMINATIONS, JUNE – 2009
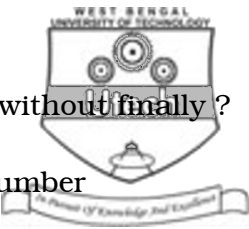# OBJECT ORIENTED PROGRAMMING WITH JAVA
SEMESTER - 6

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[Full Marks : 70

GROUP – A

(Multiple Choice Type Questions)

1. Choose correct alternatives for the following :   10 × 1 = 10

   i) Java bytecode is saved in files with names that end with

      a) .classb)   .code

      c) .java   d) .exe

   ii) An exception is

      a) run-time error   b) machine error

      c) compile time error   d) none of these.

   iii) From the following which one is not Java primitive data type ?

      a) Byte   b) Boolean

      c) Short   d) Variant.

   iv) The ability to declare different methods with the same name in a class is known as

      a) Method overloading   b) Method overriding

      c) Recursion   d) None of these.

   v) Which member function of a class is used to create object of that class ?

      a) Constructor   b) New

      c) Object   d) None of these.

   vi) How many default constructor one can have in a class ?

      a) 1   b) 4

c)   0   d)   2.

vii)   The many catch clauses can a try statement have without finally ?

a)   One   b)   Any number

c)   Zero   d)   None of these.

viii) Which class cannot be instantiated ?

a)   Abstract   b)   Public

c)   Final   d)   Protected.

ix)   All exceptions in Java are subclass of

a)   Throwable   b)   Abstract

c)   Error   d)   Throw.

x)   Data Input is

a)   an abstract class defined in Java.io

b)   a class we can use to read primitive data types

c)   an interface that defines methods to open files

d)   an interface that defines methods to read primitive data types.

GROUP – B
(Short Answer Type Questions)

Answer any *three* of the following.   3 × 5 = 15

2.   What are the differences between method overloading and method overriding ? When do we declare a method or class final ?

3.   What are the differences between an abstract class and an interface ?

4.   Discuss the steps involved in handling Event in Java.

5.   Explain how exception-handling mechanism can be used for debugging a program.

6. Discuss the various levels of access protection available for packages and their implications.

GROUP – C

(Long Answer Type Questions)

Answer any *three* questions. 3 × 15 = 45

7. a) Briefly discuss the features of Java language. 6

   b) Explain the each term of the following statement :

   Public static void main (String args [ ]) 4

   c) Write program using constructor overloading to calculate the area of a rectangle and a circle. 5

8. a) Why is inheritance important for an OOP ? 2

   b) Define different types of inheritance with example. 4

   c) Explain the usage of 'this' and 'super' keywords in Java program. 3 + 3

   d) Explain the role of template. 3

9. a) Briefly explain the Applet life cycle. 6

   b) What are the main differences between Java application & Java applet ? 4

   c) Write an applet program where you may input two numbers and get the result of the product of those two numbers. 5

10. a) What is multi-threaded program ? 2

    b) Explain the methods by which you can block a thread. 5

    c) What is the difference between Runnable state and Running state of the thread ? 2

    d) What is the significance of the functions Alive ( ) and join ( ) ? 2 + 2

    e) What is thread synchronization ? 2

11. Write short notes on the following : 5 × 3 = 15

    a) Interface

    b) Thread priority

    c) Garbage collection

    d) Static variable and method

e) Package concept in Java.

6

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END