



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) Char
 - d) 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 destination type
 - a) I & II
 - b) I & III
 - c) II & III
 - d) None of these.



iii) The default constructors automatically initializes all instance variables to

- a) 0
- b) 1
- c) - 1
- d) none of these.

iv) Which operator is used to create memory to object ?

- a) New
- b) Dot
- c) both (a) and (b)
- d) none of these.

v) When you implement an interface method, it must be declared 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 method is the only entry point to the thread.

- a) suspend()
- b) run()
- c) resume()
- d) wait().



viii) method is called each time your applet's output must be drawn.

- a) init() b) start()
c) paint() d) destroy().

ix) To extract a single character from a string, we can refer directly to an individual character via the method.

- a) getchars() b) putchars()
c) CharAt() d) all of these.

x) interface defines one method to recognize the state of an item changes.

- a) keylistener b) item listener
c) focus listener d) all of these.

GROUP - B

(Short Answer Type Questions)

Answer any *three* of the following.

3 × 5 = 15

2. Write the difference between C, java and C++.
3. Explain the oop principles in detail ?
4. a) What is "this" keyword ? What is the use ?
b) What is the use of Finalize method ?
c) What is the use of static keyword ?
5. Define a package and write an example. What are access specifiers in the package ?
6. Write an applet program to change the background colour and font.



GROUP – C

(Long Answer Type Questions)

Answer any *three* of the following.

3 × 15 = 45

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 examples 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.

=====