B. C. A. (Sem. V) Examination

November / December – 2013

Java Programming : BCA-501

Time : 3 Hours]   [Total Marks : 70

1   (a)   Do as directed :   **6**

    (1)   A _____ method is automatically called when an object is created.

    (2)   JDK stands for _____.

    (3)   Define : Byte code.

    (4)   Define : Machine code.

    (5)   'Super' is a keyword in java. (True/False)

    (6)   JVM stands for _____.

  (b)   Attempt the following : (any **three**)   **12**

    (1)   Explain basic structure of java.

    (2)   Explain the basic concept of object oriented programming.

    (3)   Explain type conversion & casting in java.

    (4)   Expalint JDK and its component.

2   (a)   Do as directed :   **5**

    (1)   Define : Static method.

    (2)   Define : Inheritance.

    (3)   Define : Method Overriding.

    (4)   List out access modifiers.

    (5)   Define : Abstract class.

(b) Attempt the following : (any **three**)   12

    (1) What is nesting of method ? Explain with suitable example. unit-२→ 4

    (2) Explain final method and final class with suitable example.

    (3) Write a java program to show parameterized constructor overloading. unit२)5

    (4) Explain static data and static method.

3   (a) Do as directed :   6

    (1) Define : Interface. unit 3 →२

    (2) Define : Multithreading. ''→ 9

    (3) List out java API. ' →4

    (4) Thread class is extended from _____ package.

    (5) Runnable is an interface class. (True/ False).

    (6) Define : implements.

  (b) Attempt the following : (any **three**)   12

    (1) Give the difference between 'String' and 'StringBuffer' classes.

    (2) Explain thread methods. 3→13

    (3) Difference between Array and Vector. 3→8

    (4) Explain packages with example. 3→3

4 **(a)** Do as directed : 5

    (1) What is an applet ? 4 → 7

    (2) _____ tag is used for passing parameter to an applet.

    (3) What is an exception ? 4 → 1

    (4) What is the use of paint( ) method ?

    (5) Applet class is extended from _____ package.

  (b) Attempt the following : 12

    (1) Explain 'try' and 'catch' block in exception handling. 4 → 2

    (2) Explain applet life cycle in detail. 4 → 7

    (3) Explain graphics class method.

_____

Applet
Thread.