

OR

- Q.11 a) Enlist and explain different methods of mouse listener and key listener interface. 6
- b) Write an Applet code for drawing a square inside the circle. 5

APC - 5084

Second Year B.C.A (Semester - II) Examination
Paper - 15BCA212
Java Programming

Time : Three hours]

[Full Marks - 60

- N.B. :**
- i) All questions carry equal marks
 - ii) Question No. 1 is compulsory
 - iii) Assume suitable data wherever necessary.
 - iv) Illustrate your answer necessary with the help of neat sketches.
 - v) Use Blue/Black ink/refill only for writing the answer book.

- Q.1 Fill in the blanks with correct alternatives. 5
- a) Every Java program when successfully compile, it creates ____ file.
- i) . java
 - ii) . exe
 - iii) . class
 - iv) . bak
- b) Java provides an alternate approach known as ____ to support the concept of multiple inheritance.
- i) class
 - ii) objects
 - iii) methods
 - iv) interface
- c) Generally, ____ acts as containers for classes.
- i) Packages
 - ii) interface
 - iii) inheritance
 - iv) None of these
- d) The try-throw-catch mechanism is also known as ____ mechanism.
- i) Extra ordinary mechanism
 - ii) Exception handling
 - iii) Pointer mechanism
 - iv) All of these

- e) The correct sequence of states in Applet life cycle is ____
- Born, Idle, Dead, Display
 - Display, Begin, Stop, End
 - Born, Running, Idle, Dead
 - None of these

- Q.2 a) Explain JDK with its different tools. 4
- b) Explain do-while statement with proper syntax and example. 4
- c) Write a java program to generate following result. 3

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* * * * *
 * * * *
  * * *
   * *
    *

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OR

- Q.3 a) Explain Relational and conditional operations with example. 4
- b) Explain switch statement with proper syntax and example. 4
- c) Write a Java program for finding largest among three given numbers. 3
- Q.4 a) What is Class ? How objects are created in Java ? Explain with example. 5
- b) Explain method overriding with the help of suitable program. 6

OR

- Q.5 a) What is Constructor ? Explain construction overriding with example. 5
- b) Explain :- 6
- Abstract methods
 - Final Variables

- Q.6 a) Explain public, private and protected access specifiers with example. 9
- b) Enlist API package in Java. 2

OR

- Q.7 a) Define package. Explain how we can create own packages with the help of suitable example. 6
- b) Write a java program, which demonstrates the concept of Interface. 5

- Q.8 a) What is Exception ? Explain exception handling mechanism with the help of suitable diagram. 6
- b) Define multithreading. Explain the concept with the help of suitable program. 5

OR

- Q.9 a) What is Thread ? Explain thread life cycle. 6
- b) Explain the use of finally block. 3
- c) Explain catchall exception. 2

- Q.10 a) What is Applet ? Explain Applet Life cycle. 6
- b) How keyboard events are handled through Applet ? Explain in detail. 5