Total No. of Questions: 6

Total No. of Printed Pages:3

Enrollment No.....



Faculty of Science

End Sem (Even) Examination May-2019 CA3CO14 Object Oriented Technology

Programme: BCA Branch/Specialisation: Computer

Application

Duration: 3 Hrs. Maximum Marks: 60

Note: All questions are compulsory. Internal choices, if any, are indicated. Answers of Q.1 (MCQs) should be written in full instead of only a, b, c or d.

- Q.1 i. Which of the following is a legal identifier in java?
 - (a) 2variable (b) #myvar (c) +@\$var (d) _myvar
 - Which declaration of the main() method is valid?
 - (a) public void main(String args [])
 - (b) public static void main(String[] arr)
 - (c) final public static void main(String[] arr)
 - (d) public void static main(String args [])
 - iii. In the given Array declaration, which expression returns the 1 output as 5?

```
int [] arr = \{23, 5, 78, 34, 2\};
```

- (a) arr.length()
- (b) arr[].length()
- (c) arr[].length (d) arr.length
- iv. What will be the output of following program

class A {
 int x = 10;
 public void assign(int x) {
 x = x;
 System.out.println(this.x);

public static void main(String[] args) {
 new A().assign(100);
}

(a) 10

(b) 100

(c) 0

(d) Compile-time error

P.T.O.

1

	V.	What is the base class for all Exception?				
		(a) java.lang.Exception				
		(b) java.lang.Throwable				
		(c) java.lang.RuntimeException				
		(d) java.lang.Error				
	vi.	Which method will contain the b	ody of the thread?	1		
		(a) run() (b) start() (c)	stop() (d) main()			
	vii.	Give the abbreviation of AWT?		1		
		(a) Applet Window Toolkit (b) Abstract Window Toolkit			
		(c) Absolute Window Toolkit (d) None of these				
	viii.	Package of drawstring() method	is	1		
		(a) java.applet (b)	java.io			
			java.awt			
	ix.	The following are the advantages	s of	1		
		I. It is lightweight.				
		II. It supports pluggable look and feel.				
		III. It follows MVC (Model View	w Controller) architecture			
		(a) Swing (b)	AWT			
			None of these			
	х.	The Following steps are required to perform				
		I. Implement the Listener interface and overrides its methods				
		II. Register the component with				
		., .	String Handling			
		(c) Event Handling (d)	None of these			
0.3	•	Witness in called Marking Ind.	and the language of the state o	4		
Q.2	i.		ependent language" Justify this	4		
	::	statement with proper explanation. Write a Java program to print following pattern: 6				
	ii. Write a Java program to print following pattern:					
		232				
		3 4 5 4 3				
		4567654				
OR	iii.	Write various features of obje	ect oriented programming and	6		
ΟI	111.	explain them in brief.	or oriented programming and	U		
		onplant ment in oner.				

Q.3	i.	Describe constructor overloading with example.	4
	ii.	How to create string in java. Write a Java program to reverse a string.	6
OR	iii.	What is an array? How to create array? Write a java program to sort an array.	6
Q.4		Attempt any two:	
	i.	What are the five keywords, which are used for exception handling? Explain each.	5
	ii.	What is synchronization in Java? What are the various techniques by which synchronization can be implemented? Explain	5
	iii.	Explain concept of multithreading with the help of an example program.	5
Q.5	i.	Write a Java Program to create instance of Frame class and show Button component on the Frame.	4
	ii.	Explain about any two AWT Layout Managers with example programs.	6
OR	iii.	Explain the Java AWT hierarchy with diagram.	6
Q.6		Attempt any two:	
	i.	List out the differences between AWT and Swings.	5
	ii.	How event listener works? Explain with the help of an example.	5
	iii.	What is an adapter class? Explain.	5
		- • • • • • • • • • • • • • • • • • • •	

Marking Scheme CA3CO14 Object Oriented Technology

Q.1	i.	Which of the following is a legal identifier	in java?	1	
		(d) myvar	J		
	ii.	Which declaration of the main() method is	valid ?	1	
		(b) public static void main(String[] arr)			
	iii.	In the given Array declaration, which expre	ssion returns the output	1	
		as 5?			
		int [] $arr = \{ 23, 5, 78, 34, 2 \};$			
		(d) arr.length			
	iv.	What will be the output of following progra	m	1	
		(a) 10			
	v.	What is the base class for all Exception?		1	
		(b) java.lang.Throwable			
	vi.	Which method will contain the body of the	thread?	1	
		(a) run()			
	vii.	Give the abbreviation of AWT?		1	
		(b) Abstract Window Toolkit			
	viii.	Package of drawstring() method is		1	
		(d) java.awt			
	ix.	The following are the advantages of		1	
		I. It is lightweight.			
		II. It supports pluggable look and feel.			
		III. It follows MVC (Model View Controller) architecture			
		(a) Swing		1	
	x. The Following steps are required to perform				
		I. Implement the Listener interface and ov			
		II. Register the component with the Listen	er		
		(c) Event Handling			
~ 2		"Love is called Machine Indonendant langua)	4	
Q.2	i.	"Java is called Machine Independent langua	ige 2 marks	4	
		Basic explanation			
	::	Explanation with the concept of byte code	2 marks	_	
	ii.	Write a Java program to print following pat Proper java syntax	2 marks	6	
		Logic	2 marks		
		Desired output	2 marks		
OR	iii.	Features of object oriented programming		6	
		1 mark for each feature	(1 mark * 6)		

Q.3	i.	Constructor overloading with example.		4		
		Proper java syntax	2 marks			
		Logic	2 marks			
	ii.	String creation	2 marks	6		
		Java program	4 marks			
OR	iii.	Array	2 marks	6		
		Array creation	2 marks			
		Java program to sort an array.	2 marks			
Q.4		Attempt any two:				
	i.	Five keywords, which are used for exception handling 5				
		1 mark for each feature	(1 mark * 5)			
	ii.	Synchronization in Java	1 mark	5		
		Techniques by which synchronization can be	e implemented			
		2 marks for each technique (2 marks * 2)	-			
	iii.	Concept of multithreading		5		
		Explanation	1 mark			
		Logic	2 marks			
		Desired output	2 marks			
0.5 :		Java Program to create instance of Frame class and show Button 4				
Q.5 i.		component on the Frame.	iass and show Button	7		
		Logic	2 marks			
		Desired Output	2 marks			
	ii.	Any two AWT Layout Managers		6		
		3 marks for each layout	(3 marks * 2)			
OR	iii.	Java AWT hierarchy		6		
		Diagram.	2 marks			
		Explanation of each component	4 marks			
Q.6		Attempt any two:				
Q.o	i.	Differences between AWT and Swings.		5		
	1.	1 mark for each difference	(1 mark * 5)	J		
	ii.	Event listener working	2 marks	5		
	11.	Example program	3 marks	J		
	iii.	Adapter class	Jillains	5		
	111.	Adapter class		3		
