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II Semester B.C.A.6. (NEP) Degree Examination, September/October - 2022**OBJECT ORIENTED CONCEPTS USING****JAVA PROGRAMMING****Paper - DSC 5****(Regular)****Time : 2 Hours****Maximum Marks : 60****Instructions to Candidates :** *Answer the questions as per the instructions given.*

1. Answer any 6 questions. (6×2=12)
 - a. State the different types of data types?
 - b. Define method overloading?
 - c. Define super and sub class?
 - d. Define Interface?
 - e. State any two events?
 - f. What do you mean by flow layout?
 - g. Define exception?
 - h. State the I/O Java Packages?
2. Answer any 3 questions. (3×4=12)
 - a. Describe the OOPs concepts?
 - b. Define control structure? Explain two decision making statements.
 - c. Discuss visibility modifiers?
 - d. Write a java program to find the factorial of given n.
3. Answer any 3 questions. (3×4=12)
 - a. Explain the types of inheritances?
 - b. Write a program to demonstrate method overriding.
 - c. Explain interfaces in java with example?
 - d. Write a steps to define and import the user defined packages.

[P.T.O.]



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4. Answer any 3 questions. (3×4=12)
- a. Discuss Event handling in java with example
 - b. Explain any two Mouse and Key events?
 - c. Explain textfield with examples.
 - d. Write a program which creates and displays a message on the window.
5. Answer any 3 questions. (3×4=12)
- a. Explain with a neat diagram thread life cycle.
 - b. Write a program to demonstrate exception handling with try, catch and finally.
 - c. Briefly describe Byte stream with example.
 - d. Explain Runnable Interface with example.
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III S  mester B.C.A. 4 Degree Examination, April - 2022
OBJECT ORIENTED PROGRAMMING USING JAVA
(Repeater)

Time : 3 Hours

Maximum Marks : 80

Instructions to Candidates :

- 1) All sections are Compulsory
- 2) Draw neat diagram .

SECTION - A

Answer All the questions.

(10×2=20)

1.
 - a) What is encapsulation ?
 - b) What is garbage collection ?
 - c) Define vector List any two methods.
 - d) What is Constructor ?
 - e) Define wrapper class.
 - f) What are access modifiers in java ?
 - g) Define exception handling.
 - h) What is applet ?
 - i) State methods of Graphic class.
 - j) Explain "public static void main (String args[])"

SECTION - B

Answer any Four of the following .

(4×5=20)

2. Explain java features.
3. Explain Thread priority.
4. Write a procedure to create packages.
5. Write java program to demonstrate at least 5 string methods using scanner class.
6. Explain applet life cycle with neat diagram.

[P.T.O.]



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SECTION - C

Answer any **Four** of the following.

(4×10=40)

7. a) Explain method overriding with example.
b) Difference between C++ & java.
 8. Write short note on
 - a) Final Keyword.
 - b) Static method.
 - c) wait () and Sleep ()
 9. Explain OOps Concepts.
 10. Define Interface . Write program to demonstrate multiple inheritance.
 11. Write java program to demonstrate method over loading.
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III Semester B.C.A.4 Degree Examination, March/April - 2021
OBJECT ORIENTED PROGRAMMING USING JAVA
(Regular/Repeaters)

Time : 3 Hours**Maximum Marks : 80**

- Instructions to Candidates:** 1) Answer questions from all the Three sections.
2) Write question numbers correctly.
3) Draw diagram wherever necessary.

SECTION - A

Answer **ALL** the questions**(10×2=20)**

1. a) What are command line arguments? Give an example.
b) Define array. Give example for declaring and initializing array in Java.
c) State any two characteristics of constructor in Java.
d) What are wrapper classes? Give example
e) State the significance of super keyword.
f) Define Multithreading
g) What is the significance of static keyword in Java.
h) Define exception. What happens when exception occurs?
i) State the packages that need to be imported to create an applet.
j) Define applet. Write the tags used to create an applet.

SECTION-B

Answer any **Four** of the following.**(4×5=20)**

2. Write a Java program to find factorial of a number reading input as command line argument.
3. Explain final keyword with respect to variable method and class.
4. Explain any five string methods in Java with usage, syntax and example.
5. Write a program to demonstrate exception handling in Java.
6. How do applets differ from applications?

P.T.O.



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SECTION - C

Answer any **FOUR** of the following.

(4×10=40)

7. a) Explain decision making statements in Java.
b) Explain any five features of Java (5+5)
 8. a) Explain creating and implementing an interface in Java with a program.
b) Explain creating and importing a package in Java with a program. (5+5)
 9. a) Explain various access control modifiers in Java.
b) Explain method overriding in Java with a program. (5+5)
 10. a) Explain the following terms used in exception handling -
try, catch, finally, throw, throws
b) Write a Java program to copy bytes from one file to another. (5+5)
 11. a) Explain any five methods of Graphics class with syntax and example.
b) Explain *applet life cycles*.
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III Semester B.C.A. 5 Degree Examination, March - 2022

JAVA PROGRAMMING (Theory)

(Regular)

Time : 3 Hours

Maximum Marks : 80

Instructions to Candidates:

1. *All the Sections are Compulsory.*
2. *Draw a neat Diagram wherever necessary.*
3. *Write question numbers neatly & correctly.*

SECTION - A

Answer any **Ten** of the following.

(10×2=20)

1.
 - a) What is Class and object?
 - b) Define JVM and JRE.
 - c) Define array. Give example for declaring and initializing array in Java.
 - d) What is methods Overloading?
 - e) What is super class and sub class?
 - f) Define Final and Super keyword.
 - g) What is exception handling?
 - h) Define Multithreading.
 - i) Define applet. Write a HTML tag used to create an applet.
 - j) State the methods of Graphics Class.
 - k) Define abstraction and encapsulation.
 - l) Define vector.

[P.T.O.]



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SECTION - B

Answer any **Four** of the following.

(4×5=20)

2. Explain in detail features of Java.
3. Explain any five string methods in Java with usage and example.
4. Write a program to demonstrate use of user defined package by importing the package and access the number variable of class contained in the package.
5. Write a note on file reader and file writer.
6. Explain differences between Applet and Applications.
7. Explain Thread priorities.

SECTION - C

Answer any **Four** of the following.

(4×10=40)

8. a) Write a Java program to find a factorial of a number reading input as command line argument.
b) Explain looping statements in Java.
 9. Explain following terms in detail with example Static Data, Static Method, Static Blocks.
 10. a) Explain various access control modifiers in Java.
b) Explain Inheritance and its types in detail.
 11. a) Explain thread life cycle with neat diagram.
b) Explain different types of exception handling.
 12. a) Explain life cycle of applet with neat diagram.
b) Write a applet program to draw a line, rectangle and circle.
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IV Semester B.C.A.3 Degree Examination, May - 2019

PROGRAMMING USING JAVA

THEORY

(RCU 2017 - 18 Repeaters)

Time : 3 Hours

Maximum Marks : 80

- Instructions : (1) All Sections are compulsory.
(2) Draw diagrams whenever necessary.

SECTION - A

Answer any 10 of the following.

2x10=20

- (a) List out the features of Java.
- (b) How Java differs from C++?
- (c) Define Java statements.
- (d) Define default constructor.
- (e) Define type casting.
- (f) List out all operators in Java.
- (g) Write the syntax of If..else statement in java.
- (h) Define class and object.
- (i) Define interfaces in Java.
- (j) Define Applets.
- (k) Define stream classes.
- (l) Define exceptions in Java.

SECTION - B

Answer any 4 of the following.

4x5=20

1. Explain decision making in Java.
2. Explain arrays and different types of arrays in Java.

P.T.O.

4. Explain method overloading in Java.
5. Explain the life cycle of Applets.
6. Explain method overriding in Java.
7. Explain exception handling in Java.

SECTION - C

Answer any 4 of the following.

4x10=40

8. (a) Explain threads in Java. 4
(b) Explain the life cycle of threads. 6
9. (a) Explain constructors in Java. 4
(b) Write a program in Java on interfaces. 6
10. (a) Explain how applets differ from applications. 5
(b) Write a program in Java on multilevel inheritance. 5
11. Explain the different types of looping statements in Java with an example for each. 10
12. Explain in detail byte stream class and character stream classes. 10

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III Semester B.C.A.4 Degree Examination, November/December 2018
OOPS USING JAVA (Regular)

Time : 3 Hours

Max. Marks : 80

- Instructions :** i) *All sections are compulsory.*
ii) *Draw neat diagrams wherever necessary.*

SECTION – A

1. Answer the following questions : (2×10=20)
- Define AWT.
 - What is garbage collection ?
 - What is vector ? List any two methods.
 - What is multithreading ?
 - What is super and this keywords ?
 - What are access modifiers in java ?
 - What is exception handling ?
 - What is applet ?
 - What is typecasting in java ?
 - Explain the line "Public static void main (String args [])"?

SECTION – B

- Answer any four of the following : (5×4=20)
- Explain the java program structure.
 - What is package ? Write down steps for creating user defined package.
 - Explain applet life cycle with neat diagram.
 - Write a java program to demonstrate at least 5 string methods using scanner class.
 - Explain with File reader and File writer concept.

SECTION – C

- Answer any four of the following : (10×4=40)
- a) What do you mean by unchecked exception ? Write a program to illustrate try, catch and finally statements.
 - b) Write a note on graphics class and methods. (5+5)

P.T.O.



8. a) Explain method overriding with example.
b) Difference between C++ and java. (5+5)
 9. Write short note on :
 - a) Final keyword
 - b) Synchronization in threads
 - c) Static method
 - d) Wait () and Sleep ().
 10. Explain with example wrapper classes ? Write a java program to implement wrapper classes and their methods.
 11. Explain method overloading with example.
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III Semester BCA 4 Degree Examination, Nov/Dec - 2019
OBJECT ORIENTED PROGRAMMING USING JAVA
(Repeater/Regular)
Paper - BCA 4

Time : 3 Hours

Maximum Marks : 80

Instructions to Candidates:

1. *All sections are compulsory.*
2. *Draw a neat diagram wherever necessary.*
3. *Write Question Numbers neatly & correctly.*

SECTION - A

Answer **ALL** the Questions:

(10×2=20)

1.
 - a) What is class & object?
 - b) Define polymorphism.
 - c) What is constructor?
 - d) Define wrapper class?
 - e) State access control (Modifies).
 - f) What do you mean by vector?
 - g) Define exception.
 - h) What is print writer?
 - i) What do you mean by applet?
 - j) State the methods of Graphics class.

SECTION - B

Answer any **FOUR** of the following:

(4×5=20)

2. Differentiate between POP & OOPS.
3. Write a Java program to demonstrate constructor overloading.
4. Write a procedure to create packages.
5. Explain Thread priority.
6. Differentiate between Applet & Applications.

P.T.O.

**SECTION - C**

Answer any **FOUR** of the following:

(4×10=40)

7. Explain OOPS concepts.
 8.
 - a) Write a Java program to demonstrate method overloading.
 - b) Explain static keyword with data, method & block.
 9. Define Interface. Write a program to demonstrate multiple inheritance.
 10. Explain different types of exception with example.
 11.
 - a) Explain Applet life cycle.
 - b) Write an applet program to demonstrate line & Rectangle.
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IV Semester BCA UG Examination, September - 2020

PROGRAMMING USING JAVA

(Repeater)

Time : 3 Hours

Maximum Marks : 80

Instructions to Candidates : All sections are compulsory.

SECTION - A

I. Answer any **TEN** of the following.

(10×2=20)

- List the commands used for compilation and execution of Java program.
- What are command line arguments? Give example.
- List the Java tokens.
- State any two properties of constructor in Java.
- What are wrapper classes? Give example.
- State significance of super keyword.
- Define Multithreading.
- Define exception. What happens when exception occurs.
- State any four drawing methods of Graphics class.
- How applets differ from applications?

SECTION - B

II. Answer any **four** of the following.

(4×5=20)

- Explain any five features of Java.
- Write the difference between Java and C++?
- Write a program to demonstrate method overloading.
- Explain final keyword with respect to variable, method and class.
- Explain static data, static methods and static block.
- Explain how to create and import an interface in Java with a program.

[P.T.O.]



SECTION - C

III. Answer any **four** of the following.

(4×10=40)

8. Explain structure of a Java program.
9.
 - a) Write a note on operators in Java.
 - b) Explain applet life cycle.
10.
 - a) Explain method overriding with a program.
 - b) Explain various access controls (modifiers) in Java.
11.
 - a) Write a program to copy bytes from one file to another.
 - b) Write a note on thread Synchronization.
12.
 - a) Explain following terms used in exception handling-
try, catch, finally, throw, throws
 - b) Write a program to demonstrate exception handling in Java.