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Roll No.				Total No. of Pages: 0
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Total No. of Questions: 07

BCA (2009 to 2010 Batch) (Sem.-5) INTRODUCTION TO INTERNET AND JAVA

Subject Code: BC-501 Paper ID: [B0219]

Time: 3 Hrs. Max. Marks: 60

INSTRUCTION TO CANDIDATES:

- 1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains SIX questions carrying TEN marks each and a student has to attempt any FOUR questions.

SECTION-A

- l) Write briefly:
 - a) What is internet?
 - b) Define Search Engine.
 - c) Define Applet.
 - d) What is JDK?
 - e) Differentiate between java and C++.
 - f) Explain Encapsulation.
 - g) Define debugging.
 - h) What is Final block in java?
 - i) What is IP address?
 - i) What is E-Mail?

SECTION-B

- 2) What are packages in java? Explain with the help of example.
- 3) Discuss the various features of java.
- 4) What are constructors? Explain with example.
- 5) Explain the types of Internet protocols in detail.
- 6) Give the life cycle of a Thread.
- 7) How you can achieve the feature of multiple inheritance in java?

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Roll No.				Total No. of Pages: 02

Total No. of Questions: 07

BCA (2010 Batch) (Sem.-5) INTRODUCTION TO INTERNET AND JAVA

Subject Code: BC-501 Paper ID: [B0219]

Time: 3 Hrs. Max. Marks: 60

INSTRUCTIONS TO CANDIDATES:

- 1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains SIX questions carrying TEN marks each and students has to attempt any FOUR questions.

SECTION-A

- 1. Write short notes on:
 - a) Subnet Mask
 - b) ICMP
 - c) DNS
 - d) Finalizes
 - e) Internet Architecture Board
 - f) Internet Service Providers
 - g) Applets
 - h) Polymorphism
 - i) JVM
 - j) Exceptions

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SECTION-B

- 2. What are Constructors? Discuss its features and various types. Also write Java program for parameterized constructor.
- 3. How E-Mail works? Discuss.
- 4. What is Inheritance? Explain its different types. Also write Java program to implement multiple inheritance.
- 5. a) What are different search strategies used in search engines? Explain.
 - b) Write a note on WWW.
- 6. Discuss IP Addresses in detail.
- 7. a) How can we handle Exceptions in Java? Discuss.
 - b) What is Event Handling in Java? Discuss.

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Roll No.			Total No. of Pages: 02

Total No. of Questions: 07

BCA (2011 & Onward) (Sem.-5)
PROGRAMMING IN JAVA
Subject Code: BSBC-502

Paper ID : [B1155]

Time: 3 Hrs. Max. Marks: 60

INSTRUCTIONS TO CANDIDATES:

- 1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. Write briefly:

- A) List Characteristics of OOP.
- B) What is Java Virtual Machine?
- C) What are Zagged arrays?
- D) Naming conventions of a package.
- E) Name various branching statements of java.
- F) What are wrapper classes?
- G) What is Visibility control?
- H) Use of control loops in Applets.
- I) Why Exception handling is done?
- J) Usage of Java AWT.

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SECTION-B

- 2. How Object Oriented Paradigm is different from structural programming? Also discuss the benefits and applications of OOP.
- 3. What is method overloading? How it is different from method overriding? Explain with an example.
- 4. Write a program to implement Multiple Inheritance using Interfaces. Also explain the process.
- 5. How Applets differ from applications? Explain Applet life cycle as well.
- 6. Explain various components of Event handling.
- 7. Write a program to demonstrate the use of File & data Input/ Output stream.

Roll No.			Total No. of Pages : 02

Total No. of Questions: 07

BCA (2011 & Onward) (Sem.-5)
PROGRAMMING IN JAVA
Subject Code: BSBC-502
Paper ID: [B1155]

Time: 3 Hrs. Max. Marks: 60

INSTRUCTION TO CANDIDATES:

- SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains SIX questions carrying TEN marks each and a student has to attempt any FOUR questions.

SECTION-A

1. Write briefly:

- a) Define polymorphism.
- b) Java is platform-independent. Justify.
- c) Describe various JDK tools in brief.
- d) What is the purpose of final keyword?
- e) What is the task of main() method in a Java program?
- f) What are separators? List various separators used in Java along with their purpose.
- g) What is appletviewer used for?
- h) Conditional operator in Java.
- i) Differentiate between while and do-while.
- j) What is the use of implements keyword?

SECTION-B

- 2. What are the various primitive data types available in Java? Also specify memory requirements and range of each.
- 3. What are classes and objects? How are classes and objects created in Java? Explain with syntax and example.
- 4. What are packages? How are packages created and implemented in Java? Explain in detail with syntax and example.
- 5. What are applets? How do they differ from application programs? Discuss the steps involved in creating and running an applet.
- 6. Explain the exception handling mechanism of Java. Name a few exception handling classes.
- 7. What is AWT? Briefly explain various AWT controls available in Java.

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Roll No.					Total No. of Pages : 0

Total No. of Questions: 07

BCA (2010 Batch) (Sem.-5) INTRODUCTION TO INTERNET AND JAVA

Subject Code: BC-501 Paper ID: [B0219]

Time: 3 Hrs. Max. Marks: 60

INSTRUCTION TO CANDIDATES:

- SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains SIX questions carrying TEN marks each and a student has to attempt any FOUR questions.

SECTION-A

- 1) Write briefly:
 - a) What is URL?
 - b) Discuss Internet Backbone.
 - c) What is Port?
 - d) What are the responsibilities of event listener?
 - e) What are the components to use dial-up Network?
 - f) What are priorities of threads?
 - g) What is garbage collection?
 - h) Define interface.
 - i) What is the role of 'super' keyword?
 - j) Why java is called platform independent language?

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SECTION-B

- 2) Discuss security issues in Internet.
- 3) How Java is different from C++? Explain with examples.
- 4) Define Constructor. It is possible to overload a constructor. Justify your answer using example.
- 5) How do you define a class in Java? How do you create its instances and refer to them?
- 6) Discuss looping controls available in Java. Give examples.
- 7) What do you know about multithreading? How it is implemented in Java?

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Total No. of Questions: 07

BCA (2011 & Onward) (Sem.-5)
PROGRAMMING IN JAVA
Subject Code: BSBC-502
Paper ID: [B1155]

Time: 3 Hrs. Max. Marks: 60

INSTRUCTION TO CANDIDATES:

- 1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains SIX questions carrying TEN marks each and a student has to attempt any FOUR questions.

SECTION-A

1. Write briefly:

- a) Define Polymorphism. How is it implemented in Java?
- b) Briefly discuss the history of Java.
- c) What is Java Virtual Machine?
- d) What is a constructor? What is the use of constructors?
- e) What is the use of Final?
- f) What are wrapper classes?
- g) What is an Interface in Java?
- h) What is a Package? How is a package created in Java?
- i) What are abstract classes?
- j) What do you mean by method overloading?

SECTION-B

- 2. What is Object-Oriented Programming? Discuss the benefits of OOP.
- 3. What are the various data types available in Java? Explain.
- 4. What is Inheritance? What are the different forms of inheritance in Java? Explain with suitable examples.
- 5. What is an exception? How is it different from an error? Is it possible to include your own exception in a program? Explain with suitable code for the purpose. Also discuss the use of finally block.
- 6. What do you mean by a Java applet? How is an applet different from an application? Discuss the life cycle of an applet.
- 7. Explain with examples the various graphics methods supported by AWT.

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Total No. of Questions: 07

BCA (2011 & Onward) (Sem.-5)
PROGRAMMING IN JAVA
Subject Code: BSBC-502
Paper ID: [B1155]

Time: 3 Hrs. Max. Marks: 60

INSTRUCTION TO CANDIDATES:

- 1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains SIX questions carrying TEN marks each and a student has to attempt any FOUR questions.

SECTION-A

l. Write short notes on:

- a) What are various advantages of Vectors over Arrays?
- b) Explain Destructor.
- c) What are Web Browsers?
- d) Explain JVM.
- e) What are Byte Codes?
- f) What are Random Access Files?
- g) What is the use of Final Variable?
- h) What are Exceptions?
- i) What are different types of errors?
- j) Write down the syntax to create class and object.

SECTION-B

- 2. Differentiate between C, C++ and Java.
- 3. a) Write various steps to develop compile and run Java program.
 - b) Write a note on Random Access File.
- 4. How can we implement multiple inheritance in java? Explain with example.
- 5. a) What are various advantages of using Package in java?
 - b) Differentiate between Applet and Applications.
- 6. What are constructors? Write down its various features and different types. Also write example for Parameterized constructor.
- 7. What are various techniques to handle Exceptions in Java? Explain with example.

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Roll No						

Total No. of Questions: 07 Total No. of Pages: 02

BCA (Sem. 5) PROGRAMMING IN JAVA Subject Code: BSBC-502 Paper ID: B1155

Time: 3 Hrs. Max. Marks: 60

INSTRUCTIONS TO CANDIDATES:

- 1. Section A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. Section B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION A

1. Write briefly:

- a) What is an object? How we create it?
- b) What is Java Virtual Machine?
- c) What are various types of arrays? Give syntax of creating each of them.
- d) Write steps to create a package.
- e) Name various branching statements of java.
- f) What are wrapper classes?
- g) Demonstrate how parameters are passed to an Applet.
- h) Use of control loops in Applets.
- i) Why Exception handling is done?
- j) What is Java AWT?

SECTION B

2. Explain the difference of various looping statements with the help of appropriate examples. What are labeled loops?

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- **3.** What is method overloading? How it is different from method overriding? Explain with an example.
- **4.** Write a program to implement Multiple Inheritance using Interfaces. Also explain the process.
- **5.** Why Exception handling is required? How it is done?
- **6.** Explain Event delegation. How Action listener class is implemented?
- 7. Write a program to demonstrate the use of File & data Input/ Output stream.



Page 2 of 2

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Total No. of Questions: 07

BCA (2011 & Onward) (Sem. – 5) PROGRAMMING IN JAVA

M Code: 70629 Subject Code: BSBC-502 Paper ID: [B1155]

Time: 3 Hrs. Max. Marks: 60

INSTRUCTIONS TO CANDIDATES:

- 1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION A

- 1. Briefly answer the following:
 - a) Differentiate between Java and C++.
 - b) What do you mean by constructor overloading?
 - c) What are Final variables and methods?
 - d) What are Zagged arrays?
 - e) What are Vectors in Java? What is its purpose?
 - f) Explain the term polymorphism?
 - g) What is an abstract class?
 - h) Why Java is called platform independent?
 - i) What is Java virtual machine?
 - j) What is a Package? What is the use of Packages in Java?

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SECTION B

- 2. What is object-oriented programming? Discuss the basic concepts of object-oriented programming.
- 3. What are the various looping statements available in Java? Discuss any one with suitable example.
- 4. Create a Date class in Java having day, month and year data members. Create constructors for initializing data members, functions for validating date, getting values of data members and displaying the date.
- 5. Define an Applet. How is an Applet different from an application? Describe the lifecycle of an applet.
- 6. Explain with examples, the various graphics methods supported by AWT. How color of an object can be changed?
- 7. Describe the Delegation Event Model. What are the Event Sources and Event Listeners? Explain with an example Java code, how various mouse events are handled?

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Roll No.					Total No. of Pages: 0

Total No. of Questions: 07

BCA (2013 & Onward) (Sem.-5)
PROGRAMMING IN JAVA
Subject Code: BSBC-502
Paper ID: [B1155]

Time: 3 Hrs. Max. Marks: 60

INSTRUCTION TO CANDIDATES:

- SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains SIX questions carrying TEN marks each and a student has to attempt any FOUR questions.

SECTION-A

Q1. Answer briefly:

- a) Write the structure of a typical Java program.
- b) How command line arguments are passed in a Java program?
- c) What is the difference between a class and an object?
- d) How arrays are declared in a Java program?
- e) What are parameterised constructors?
- f) What are overriding methods?
- g) When do we use protected access specifier?
- h) What is an Applet? How is an applet different from an application?
- i) What is Inheritance? What are the different forms of inheritance in Java?
- j) What is CLASSPATH?

SECTION-B

- Q2. Discuss the salient features of Java programming language. How Java is different from C and C++?
- Q3. What are the various operators available in Java? Discuss each with an example.
- Q4. a) What is Interface in Java? How is interface implemented?
 - b) What is an abstract class? What is its use in Java?
- Q5. What is an Exception? What are the types of exceptions? Discuss in detail exception handling in Java.
- Q6. Create an applet that receives three numeric values as input from the user and then displays the largest of these on the screen. Write a sample HTML page to include this applet.

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Q7. Explain with examples the various methods supported by the Graphics class. Pilbarber col

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Total No. of Questions: 07

BCA (2013 & Onward) (Sem.-5) PROGRAMMING IN JAVA Subject Code: BSBC-502 M.Code: 70629

Time: 3 Hrs. Max. Marks: 60

INSTRUCTION TO CANDIDATES:

- 1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains SIX questions carrying TEN marks each and a student has to attempt any FOUR questions.

SECTION-A

1. Answer briefly:

- a) What are benefits of OOP?
- b) How Java differs from C++?
- c) Define Java tokens.
- d) Write about data types in Java.
- e) What are string functions in Java?
- f) How would you access System package?
- g) Write the importance of interfaces.
- h) Differentiate Applet with Applications.
- i) Give introduction of Rectangle in Graphics class.
- j) Write about Window Listener Event Handling.

SECTION-B

- 2. Explain following:
 - a) Constructers and its syntax
 - b) Methods Overloading
- 3. Discuss various loop statements and branching statements available in Java? Show their syntax.
- 4. How do we create a Java applet? Discuss its life cycle showing passing parameters to Applets.
- 5. What is error and exception handling in Java? How would you handle the exception using *Try* and *Catch*?
- 6. Explain Java AWT basics. Explain the syntax of *TextArea* layout in AWT package.
- 7. What are the inbuilt streams available in Java I/O package? Discuss data I/P and O/P streams.

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