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B.C.A. (III)
1731   **Java Prog.**

B.C.A. (Part-III) Examination 2017

Paper- I
BCA 301- Java Programming
Time - Three Hours
Maximum Marks - 80

नोट :– (1) प्रश्न संख्या एक अनिवार्य है। शेष प्रश्नों में से किन्ही चार को हल कीजिए।

Note:- (1) Question No. 1 is Compulsory. Attempt any four question from the remaining questions.

नोट :– (2) सभी प्रश्नों के अंक समान है।

(2) All questions carry equal marks.

1-

(a) What is JVM?

(b) What is Package?

(c) What is abstract class?

(d) Explain Finally block?

(e) Define type casting.

(f) How does a vector differ from an array?

(g) What is an object?

(h) What is Multithreading?

2- (a) Describe Java Environment in detail.   8
(b) What is operator? Explain logical and bitwise operators.   8

3-(a) Differentiate between the following:-   8
(i)   Break and continue statement.
(ii)   While and do.... while loop.

(b) Write a program to input any two integer number and swap them without using third variable.   8

4- (a) What is Thread? Explain life cycle of a Thread? 8

(b) What is Constructor overloading? Explain with suitable example.   8

5- What is inheritance? Explain various types of inheritance with suitable example.   16

6- Differentiate between the following with example.   2 x 8=16
(i)   Class and interface.
(ii)   Method overloading and method overriding.

7-(a) What is an applet? Discuss the steps involved in developing and running local applet.   8

(b) What is an exception? Explain how exception handling mechanism can be used for debugging a program. 8

8- Write short notes on the following:-   4 x 4=16
(i)   Static members.
(ii)   Wrapper classes.
(iii) Synchronization.
(iv)   Scope of variables.

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Java Prog.

B.C.A. (Part-III) EXAMINATION, 2018
PAPER-I
BCA: 301- JAVA PROGRAMMING

Time Allowed - Three Hours
Maximum Marks - 80

नोट :– (1) प्रश्न संख्या 1 अनिवार्य है। शेष प्रश्नों में से किन्हीं चार को हल कीजिये।

(2) सभी प्रश्नों के अंक समान है।

Note :- (1) Question No. 1 is compulsory. Attempt any FOUR questions from the remaining questions.

(2) All questions carry equal marks.

1. Define following :-

(a) Package in Java

(b) JDK

(c) Final Keyword

(d) Access Specifier

(e)   Applets

(f)   Super Keyword

(g)   class & object

(h)   Exception handling

2.   What is inheritance ? Explain it's types with suitable example.

3. (a)   What is string class ? Explain string functions with example.

    (b)   Write a program in Java to find factorial of a given number.

4.   Differentiate between the following :-

    (a)   Class & Interface

    (b)   Method Overloading & Overriding.

5. (a)   What is a Package ? Write the steps involved in Creating user define Package.

    (b)   Describe features of Java.

6. (a)   What is a Thread ? Explain life cycle of thread ?

    (b)   Explain Vectors in Java

7. (a)   What is Applet ? Explain the steps involved in Creating an Applet.

    (b)   What is Thread Synchronization ? Explain.

8.   Write short note on following :-

    (a)   Super keyword

    (b)   Abstract class

    (c)   Bit wise operators

    (d)   Static member

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Java Prog.

B.C.A. (Part-III) Examination 2019

Paper- I
BCA-301: JAVA PROGRAMMING

Time Allowed - Three Hours
Maximum Marks - 80

नोट :– (1) प्रश्न संख्या 1 अनिवार्य है। शेष प्रश्नों में से किन्हीं चार को हल कीजिये।

(2) सभी प्रश्नों के अंक समान हैं।

Note:- (1) Question No. 1 is compulsory. Attempt any FOUR questions from the remaining questions.

(2) All questions carry equal marks.

(8x2=16)

1- Briefly answer the following.

a) What is an abstract class?

b) What is Java virtual Machine?

c) What is the Use of packages in Java?

d) Define Garbage Collection?

e) What is dynamic method dispatch?

f) Why Java is called Platform independent?

g) What is the use of "this" keyword?

h) Difference between application and applet?

2- Explain Multithreading. How Java implement its thread Model?

3- What is exception handling? How multiple exception are caught in a single program? WAP to demonstrate the use of custom exception.

4- Write a Program to show the calling sequence of constructors.

5- What do you mean by static class and static method? Can we make an instance of an abstract class? Justify your answer with an example?

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6- a) Explain various access specifiers Supported by Java with an example?

b) Explain concept of OOPS?

7- a) Explain creating Package and Accessing a package with example.

b) Describe the different stages in the life cycle of an applet.

8- Write a program to implement the Fibonacci series using for loop control structure.

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B.C.A. (PART - III) EXAMINATION - 2020

Paper-I

BCA-301 : JAVA PROGRAMMING

Time - Three Hours

Maximum Marks - 80

Note:- (1) Question No. 1 is compulsory. Attempt any FOUR questions from the remaining questions.

(2) All questions carry equal marks.

नोट:– (1) प्रश्न संख्या 1 अनिवार्य है। शेष प्रश्नों में से किन्हीं चार को हल कीजिये।

(2) सभी प्रश्नों के अंक समान हैं।

1. Briefly answer the following :   8X2=16

   (a)   What is JDK ?

   (b)   What is JVM ?

   (c)   Define Package .

   (d)   What is multithreading ?

   (e)   What is use of "SUPER" ?

   (f)   What is applet ?

   (g)   What is interface ?

   (h)   Define abstract class .

2. (a)   Explain features of JAVA .   8

   (b)   Explain constructor & it's types .   8

3. (a)   Explain difference between abstract class & interface with example .   8

   (b)   Explain the use of "Final" keyword in JAVA .   8

4. Write a program in JAVA to design a class employee with 5 data of employee record & find out employee details having highest salary by a method .   16

5. (a)   Write a program in JAVA to reverse a string given by user without use of library functions .   8

   (b)   Write a program in JAVA to implement multiple inheritance .   8

6. (a)   What do you mean by applet in JAVA ? Explain life cycle of applet .   8

   (b)   Write a program to show calling sequence of constructors .   8

7. What is string ? Explain string functions available in JAVA with example. 16

8. Write short note of following : 4X4=16
   (a) Garbage collection
   (b) Access specifier
   (c) "this" keyword
   (d) Exception handling

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B.C.A. (III)

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Java Prog.

B.C.A. Part-III
EXAMINATION - 2021
Paper - I
BCA 301 - Java Programming

Time Allowed : **Three** Hours

Maximum Marks : **80**

Note : 1. Question No. 1 is Compulsory. Attempt any four from the remaining questions.

2. All questions carry equal marks.

1. Define following: 8×2=16

   (a) Tokens

   (b) Statements

   (c) Type casting

   (d) ? operator

(e) Expression and its evaluation

(f) Class

(g) Array

(h) Applet tag.

2. (a) What is a Thread? Also explain life cycle of thread.

    (b) What is Thread Sychronization? Explain.
                                          $8 \times 2 = 16$

3. Differentiate between the following: $8 \times 2 = 16$

    (a) Local Applet v/s Remote Applet

    (b) C++ v/s JAVA

4. (a) Explain various types of inheritance with suitable examples?

    (b) Write a program in JAVA to implement multi-level inheritance. $8 \times 2 = 16$

5. What is an Interface? Also explain the following terms:
                                                      16

    (a) Extending Interface

    (b) Implementing Interface

    (c) Accessing Interface variable

    (d) Define Interface.

6. (a) Write a program in JAVA to generate a fibonacci series upto n number given by the user. 8

   (b) Write a program in JAVA to print a No into Reverse using class. 8

7. (a) What is an Array? Explain one dimensional and two dimensional array in Java with the help of suitable examples. 8

   (b) What is package? Also explain the following:

   (i) Adding a class to a package with the help of suitable examples.

   (ii) System package. 8

8. Write short notes on following :- 4×4=16

   (a) Vector

   (b) Static members

   (c) Nesting of method

   (d) Hiding classes.

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B.C.A. (III)

1731   **Java Prog.**

B.C.A. Part-III EXAMINATION - 2022

Paper - I

BCA 301 - Java Programming

Time Allowed : **Three** Hours

Maximum Marks : **80**

Note : 1. Question No. 1 is Compulsory. Attempt any four from the remaining questions.

2. All questions carry equal marks.

1. (i)   What is JVM? $2 \times 8 = 16$

    (ii)   Define the term variable?

    (iii)   What is an abstract class?

    (iv)   What do you mean by Statement?

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(v) What is an Object?

(vi) What is an Applet Tag?

(vii) How to create an object in a Java?

(viii) What is Loop?

2. (a) Describe the structure of a java program with the help of suitable example.

(b) Describe Java Environment in detail. $8 \times 2 = 16$

3. (a) Write a java program to calculate a factorial of a given Number by the user. $8 \times 2 = 16$

(b) What is an Operator? Explain Increment and Decrement operator and Bitwise operator with the help of examples. $8 \times 2 = 16$

4. (a) What is Constructor overloading? Explain with suitable example.

(b) What is Method? Explain the term method overloading with the help of suitable java program. $8 \times 2 = 16$

5. (a) Differentiate between the following:

(b) Class v/s Interface.

6. (a) Explain the life cycle of applet with the help of examples.

(b) Write a java program to perform an addition of two 2D matrix and Result will be store in another 2D matrix. $8 \times 2 = 16$

7. (a) What is an exception? Explain the following term.

(i) Thread exception

(ii) ERROR

(b) Write a java program to implement a single-level inheritance. $8 \times 2 = 16$

8. Write short notes on the following:

(i) Symbolic Constant

(ii) Wrapper class

(iii) Visibility control

(iv) Getting input from the user.

$4 \times 4 = 16$

(a) Overloading v/s Overriding $8 \times 2 = 16$

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