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19/194-C

B.C.A. (III Semester) Examination, 2019

Fourth Paper

(BCA : 304 Java Programming)

Time : Three Hours / [Maximum Marks : 70

Note : Attempt questions from **all** sections as per instructions.

Section - A

(Very Short Answer Type Questions)

Note : Attempt **all** parts of this question. Give answer of each part in about 50 words.

$1\frac{1}{2} \times 10 = 15$

1. (i) List any four characteristics of Java.
- (ii) What is command line argument?
- (iii) What is the use of super keyword?
- (iv) What are the applications of wrapper class?

P.T.O.

(2)

- (v) What is an exception?
- (vi) What is Multitasking?
- (vii) What is TCP/IP?
- (viii) Define a stream.
- (ix) What are the differences between an applet and an application program?
- (x) What is AWT?

Section - B

(Short Answer Type Questions)

Note : Attempt **all** questions. Give answer of each question in about 200 words. $7 \times 5 = 35$

2. What are the components of Java architecture? Explain in detail.

OR

Write a program that computes and prints the factorial value of given number.

3. What is the difference between overriding and overloading a method? Explain with example.

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(3)

OR

Write short notes on:

- (i) User-defined package
- (ii) Built-in package

4. Explain the two ways of creating a thread in Java and the role of the start, run and stop methods.

OR

Explain the Life cycle of the Thread.

5. What are the inbuilt streams available in Java I/O package? Discuss data I/P and O/P streams.

OR

Write a program for simple chatting using TCP.

6. Explain the Layout Manager in detail.

OR

Design a simple calculator using AWT.

Section - C

(Long Answer Type Questions)

Note : Attempt any **two** questions. Give the answer of each question in about 500 words.

10×2=20

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(4)

7. Explain the difference of various looping statements with the help of appropriate examples.
8. Define an Applet. How is an Applet different from an application? Describe the life cycle of an applet.
9. Design an applet with the label text fields, choice, checkbox and text area to input your resume.
10. Discuss in detail, with the help of example, socket programming.
11. Write short notes on any **two** of the following:
- (i) Constructors
 - (ii) Interface
 - (iii) JDBC

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