

JAVA PROGRAMMING

Paper-MS-15-21



Time Allowed : 3 Hours]

[Maximum Marks : 80]

73

Note : Attempt five questions in all, selecting one question from each Unit. Question No. 1 is compulsory.

Compulsory Question

1. Differentiate the following :

- (a) Abstract class and Static classes.
- (b) JAVA Keywords and Identifiers.
- (c) Finally and Finalize.
- (d) Bean and Swings.
- (e) Class and Interface.

Dislike



0

UNIT-I

2. Discuss different access specifiers in JAVA. Why pointers are missing in Java? Differentiate fully OOP and Partially OOP with examples.



3. (a) Write Java code to find the sum of 20 integers, entered through command line argument.

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- (b) Write Java code to find the greatest among 3 integers, entered through command line argument.



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UNIT-II

4. What are different types of exceptions and their relative effects?
Write program to handle your own exception.
5. Explain the concept of multithreading with Java code. Discuss thread priorities, thread synchronization and interthread communication.



UNIT-III

73

6. Differentiate character stream and byte stream in Java. Explain their utilities by suitable example.
7. What are different types of Applet in Java? Explain Applet life cycle.



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UNIT-IV

8. Write Java code to demonstrate different Layouts in Java.
Write simple code to design a calculator using GridLayout.
9. Write Applet code to show all the activities of Mouse using MouseListener and MouseMotionListener classes.



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Roll No

TBC-301



B. C. A. (THIRD SEMESTER) MID SEMESTER EXAMINATION, 2021 JAVA PROGRAMMING

228

Time : 1½ Hours



Maximum Marks : 50

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Note : (i) Answer all the questions by choosing any *one* of the sub-questions.
(ii) Each question carries 10 marks.

1. (a) Define JVM and its need in Java Programming. Explain by using suitable diagrammatic representation.

10

10 Marks (CO1)



OR

(b) Define abstraction in Java. Write a program to show the implementation of an abstract class and abstract methods in

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(2)

TBC-301

2. (a) Define Inheritance. Write a program to show the implementation of multiple inheritance in Java. 10 Marks (CO1)



OR

228

(b) Write short notes on the following :

10 Marks (CO1)



(i) Inner class

Dislike

(ii) Static class



(iii) Packages

(iv) Method overriding

10

3. (a) Explain wrapper classes in Java. Write a Java program to perform the basic arithmetic operations. 10 Marks (CO1)



OR

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(b) Define constructors and its types



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to show the implementation

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10 Marks (CO1)

programming question





(3)

4. (a) Define exceptions in Java. Explain the role of exception handling in Java. Write a Java program to show the implementation of `ArrayIndexOutOfBoundsException` exception in Java.

10 Marks (CO2)

228



- (b) Write short notes on the following :

10 Marks (CO2)

Dislike



- (i) Throw
- (ii) Throws
- (iii) Finally
- (iv) Errors

5. (a) Discuss thread in Java. Explain how it is different from multithreading. Write a life cycle of threading in Java.

10

10 Marks (CO2)



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- (b) Write a Java program to show the implementation of multithreading in Java.



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(CO2)

TBC-301

430



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B.Com- IV Sem

Java Important Questions

- 1) What are the problems of POP approach?
- 2) Explain the features/concepts of OOP.
- 3) Explain the parts of Java program/Structure of Java program.
- 4) Explain the data types in Java.
- 5) Explain the operators in Java.
- 6) Explain about command line arguments in Java.
- 7) Explain about naming conventions in Java.
- 8) Explain about different types of control statements in Java[Conditional control/Decision making statements, looping statements, jumping statements (break & continue)]
- 9) Explain about arrays in Java (1D,2D arrays)
- 10) What is String ? Explain String class methods in Java.
- 11) Explain the following.
 - a) What is class and object? Explain how to create class and objects in Java.
 - b) What is class and object? Explain how to initialize the instance variables/object in Java.
- 12) Explain about access specifiers/access modifiers in Java.
- 13) What is inheritance? Explain different types of inheritance in Java.
- 14) What is constructor? Explain different types of constructors in Java.
- 15) What is polymorphism? Explain method overloading in Java.
- 16) What is abstraction? Explain about abstract class and abstract methods in Java.
- 17) What is a package in Java? Explain different types of packages in Java.
- 18) Explain how to create a packages and how to access packages in Java.
- 19) What is exception? Explain different types of exceptions in Java.
- 20) What is exception? Explain exception handling in Java.



42



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1



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Important Questions-2022





- Instructions -*
- (1) All Questions are *Compulsory.*
 - (2) Answer each next main Question on a new page.
 - (3) Illustrate your answers with neat sketches wherever necessary.
 - (4) Figures to the right indicate full marks.
 - (5) Assume suitable data, if necessary.
 - (6) Mobile Phone, Pager and any other Electronic Communication devices are not permissible in Examination Hall.



104

Ma



I. Attempt any FIVE of the following:

- a) Enlist the logical operators in Java.
- b) Give the syntax and example for the following functions
 - i) min ()
 - ii) Sqrt ()
- c) Define the interface in Java.
- d) Enlist any four inbuilt packages in Java.
- e) Explain any two methods of File Class.
- f) Write syntax of eclipse.
- g) Enlist any four compile time errors.



1



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1



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No. 1.



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4.

Attempt any THREE of the following:

- a) Explain switch case and conditional operator in java with suitable example.
- b) Draw and explain life cycle of Thread.
- c) Write a java program to sort an 1-d array in ascending order using bubble-sort.
- d) Explain how to create a package and how to import it.
- e) Explain
 - i) drawLine
 - ii) drawOval
 - iii) drawRect
 - iv) drawArc

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Time : 3 Hours]

[Maximum : 80 Marks]

SECTION - A

(8 × 4 = 32 Marks)



71

Answer any EIGHT of the following questions.

1. a) What are the components of Java ?
- b) Explain about the Branching Mechanism in Java.
- c) What are the key features of Java ?
- d) Explain how to clean up unused objects.
- e) Explain about Extends Keywords.
- f) Write about types of Java constructors.
- g) Explain about the Thread Life Cycle.
- h) How to run and compile the Packages ?
- i) Explain about packages.
- j) Differentiate between Swings and AWT.
- k) Explain about the Container Class.
- l) Write components and containers of AWT.



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SECTION - B

(4 × 12 = 48 Marks)



Answer all questions.

2. a) Explain various conditional statements in Java.
(Or)
- b) Explain about the Method Overloading.
3. a) Explain types of variables.
(Or)
- b) Explain about the Wrapper classes.
4. a) What is meant by Exception and its types ?
(Or)
- b) Explain about the BufferedInputStream Class and BufferedOutputStream Class.
5. a) Explain the Applet Life cycle.



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Time : 3 Hours]

[Maximum : 80 Marks]

SECTION – A

(8 × 4 = 32 Marks)



72

- Answer any EIGHT of the following questions.
- What is JVM ?
 - Explain about the Type Casting and Type Conversion.
 - Write any two conditional statements in Java.
 - Explain about Command line Arguments.
 - Explain about Super and Final Keyword.
 - Write rules for creating Java constructor.
 - Explain about Multithreading.
 - Explain about the Java Exception Handling Keyword.
 - List important built in exceptions in Java.
 - What is an Applet ?
 - Explain about Layout Manager.
 - How to create statement ?

SECTION – B

(4 × 12 = 48 Marks)

Answer all questions.

- Explain the structure of Java and how to create and execute the Java Program.
(Or)
- Explain about the Method Declaration and Method Invocation.
- What is an Array ? And explain its types in Java.
(Or)
- Explain about Abstract Classes and Interface.
- Explain about User Defined Exceptions.
(Or)
- Explain about Random Access Files.
- What is the Event Handling and its type in Applet ?
(Or)
- Explain the types of JDBC.

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KU ★ MODEL PA

B.Sc., Third Year • Computer Science

Programming in Java

Time : 3 Hours

[Maximum : 80 Marks]

SECTION - A (8 × 4 = 32 Marks)



71

Answer any EIGHT of the following questions.

1. a) What are the Datatypes in Java ?
- b) Explain about Classes and Objects in Java.
- c) How to create the objects in Java ?
- d) Explain about the Inner class in Java.
- e) What is Access protection in Java ?
- f) Show the difference between Abstract classes and Interfaces.
- g) Explain about the Packages.
- h) What is mode ? And explain four different access modes.
- i) Explain about the Java Exception Handling Keyword.
- j) What is AWT Hierarchy ?
- k) How to establish Connection ?
- l) What are top level and light weight containers ?



Dislike



2

SECTION - B (4 × 12 = 48 Marks)



Answer all questions.

2. a) What is Java ? What are the key features of Java ? And explain its essentials.

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1. a) Explain about constructor Overloading
(Or)

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4. a) How to create New Thread ?
(Or)

71

b) Explain about Scanner Class.

5. a) What is meant by AWT and its components ?
(Or)



b) How to create statement ? Execute Query and Iteration Results

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2



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Code No: 154BE

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

B. Tech II Year II Semester Examinations, March - 2022

JAVA PROGRAMMING

(Common to CSE, IT)

R18

Time: 3 Hours

Max. Marks: 75

Answer any five questions
All questions carry equal marks

- 1.a) Design a java program to find the factorial of a given number.
b) Justify method overriding with a suitable example program.



- 2.a) With suitable code segments illustrate various uses of 'final' keyword.
b) Develop a java program to display the following output.

66

```

1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
  
```

[7+8]

- 3.a) How to define a package? How to access, import a package? Illustrate with example.
b) Justify the concept of variables in interfaces and extending interfaces with example code.

Dislike

- 4.a) Design an interface called Shape with methods draw() and getArea(). Further, two classes called Circle and Rectangle that implements Shape to compute area of respective shapes. Use appropriate getter and setter methods. Write a java program for the same.
b) Demonstrate the Random access file operations.



- 5.a) What is thread? Justify the producer - consumer problem using inter-thread communication.

[9+6]

- b) Write a program to illustrate the use of multiple catch blocks for a try block.
6.a) Analyze the need of thread synchronization. How is it achieved in Java programming?
b) Explain with a suitable program.
Develop a program that includes a try block and a catch clause which processes the arithmetic exception generated by division-by-zero error.

[9+6]

- 7.a) Show the differences between ArrayList and Vector in Collection framework.
Design a program to store the names of bank depositors and their current balances by using hash table.

[16+9]



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- 8.a) Design a program using an applet. When you press the key "key pressed" on the status window, when you release the key, "key released" on status window when you release the key and when you type the character it should print "hello" at co-ordinates (50,50) on Applet.

[9+6]

Java programming

question paper R18

CSE students important

questions #checkitout

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Answer any five questions
 All questions carry equal marks

- 1.a) Design a java program to find the factorial of a given number.
 b) Justify method overriding with a suitable example program.

- 2.a) With suitable code segments illustrate various uses of 'final' keyword.
 b) Develop a java program to display the following output.

1
 1 2
 1 2 3
 1 2 3 4
 1 2 3 4 5

66

- 3(a) How to define a package? How to access, import a package? Illustrate with ex.
 b) Justify the concept of variables in interfaces and extending interfaces with example code.

- 4.a) Design an interface called Shape with methods draw() and getArea(). Further design two classes called Circle and Rectangle that implements Shape to compute area of respective shapes. Use appropriate getter and setter methods. Write a java program for the same.
 b) Demonstrate the Random access file operations.

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- 5.a) What is thread? Justify the producer - consumer problem using inter-thread communication.
 b) Write a program to illustrate the use of multiple catch blocks for a try block.
- 6.a) Analyze the need of thread synchronization. How is it achieved in Java programming? Explain with a suitable program.
 b) Develop a program that includes a try block and a catch clause which processes the arithmetic exception generated by division-by-zero error.

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- 7.a) Show the differences between ArrayList and Vector in Collection framework.
 Design a program to store the names of bank depositors and their current balances using hash table.

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- 8.a) Design a program using an applet which prints "key pressed" on status window when you press the key, "key released" on status window when you release the key and when you type the character it should print "hello" at co-ordinates (50,50) on Applet.
- b) Demonstrate the different types of Event Listeners supported by java.

1

1

Paper ID : 70069

Total Pages 5



BCA (Semester-IV) Examination, 2022

(Session 2019-22)

47

COMPUTER APPLICATION

[Paper Code : BCA-401]

(Java Programming)

Time : Three Hours]

[Maximum Marks : 80

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Note : Candidates are required to give their answers in their own words as far as practicable. Answer any five questions. The questions are of equal value.

3

What is Java? Write down the features and applications of Java.

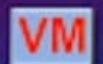
What is loops in Java? Discuss the types of loop with syntax. Write a Java program to print factorial value of a given integer.



3



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70069/1640

(1)

[P.T.O.]



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BCA 4TH Semester II Java
Programming (2019-22)



3. What is Class and Object? Write a Java program to calculate area and perimeter of a circle using class and object.



4. What are two possible ways of passing arguments to a method? What are the difference between them?

47

5. What is Inheritance? Discuss the types of inheritance. Write a Java Program to demonstrate the concept of multilevel inheritance.



Dislike

6. What is two dimensional array? Write a java program to enter $m \times n$ number in an array, print sum of all elements. Array elements entered by the user through stream class.



3

7. What is Package? Write down the steps for creating and accessing a package with suitable example.



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8. What is an Applet? Distinguish between local and remote applets. Discuss the life cycle of an applet.



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10. Write notes on any two of the following : KINEMASTER



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(a) Abstract class



(b) Life cycle of a thread

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(c) Static data member and static member function

(d) Visibility control in Java

----- X -----



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BCA 4TH Semester II Java
Programming (2019-22)



[Total No. of Printed Pages-2

[CB-BS325]

AT THE END OF THIRD SEMESTER (CBCS PATTERN)
DEGREE EXAMINATION
COMPUTER SCIENCE-III- OBJECT ORIENTED
PROGRAMMING USING JAVA

(From The Admitted Batch of 2015-2016)



Time : 3 Hours

Maximum : 75 Marks

137

SECTION-A

I. Answer any Five questions.

(5×5)



- 1) Explain the basic concept of OOP.
- 2) Explain jumps in loops.
- 3) What is an array? Explain different types of arrays in Java.
- 4) Explain Thread priorities in Java.
- 5) Write about API packages.
- 6) Explain the structure of Java program.
- 7) Explain static members in Java.
- 8) What is Wrapper classes? Why they needed in Java?

Dislike



3

SECTION - B

II. Answer ALL the questions.

(5×10=50)

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9) a) Explain Java features in detail.

(OR)

b) What is Type
of type casting

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difference
between
java
and
c++



16000

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(2)

[CB-BS325]

10) a) Explain different Decision making statements in Java.

(OR)

b) What is Overloading? Explain how to overload methods.

11) a) What is Inheritance? Explain different types of Inheritances.

(OR)

b) Explain different forms of Interfaces with example.

12) a) With neat diagram explain Thread Life cycle.

(OR)

137



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b) What is Exception? Explain how to handle Java exceptions with example.

13) a) Explain applet life cycle with neat diagram.



3

b) What are different types of packages available in Java? Explain.



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Q1. SHORT – ANSWER TYPE QUESTIONS

(Note: RE refers to Reappear Examination)

Q1.1 What is JVM?

MDU BCA 2018, RE 2017, 2017, RE 2015, 2015

Q1.2 What are the benefits of OOPs?

MDU BCA RE 2015

Q1.3 What are the basic concepts used in OOPS?

Q1.4 What is encapsulation?

MDU BCA 2015

Q1.5 Discuss the importance of Encapsulation in Java.

MDU BCA RE 2016

Q1.6 What are the characteristics of object oriented programming(OOP)?

Q1.7 What is the aim of OOP?

Q1.8 What are the various applications of object oriented programming(OOP)?

Q1.9 What is abstraction?

MDU BCA RE 2015

Q1.10 What do you mean by Procedural Programming?

Q1.11 What are the characteristics of procedure oriented programming / language?

Q1.12 List some of the most popular object-oriented languages.

Q1.13 What is class?

MDU BCA 2017

Q1.14 What is the difference between a class and an object?

Q1.15 What is object reference?

Q1.16 How is Java different from C?

Q1.17 What is method overriding? MDU BCA 2017, RE 2015

OR

Describe method overriding with example.

MDU BCA RE 2016

Q1.18 What is the difference between object oriented programming language and object based programming language?

Q1.19 What is Bytecode and what are its benefits?

Q1.20 What is identifier?

MDU BCA RE 2017

Q1.21 On which memory, arrays are created in Java?

Q1.22 What is the difference between throw and throws keyword in Java?

Q1.23 What is 'this' keyword?

MDU BCA 2017

Q1.24 Briefly describe the purpose of the Java Virtual Machine.

Q1.25 What is static method?

MDU BCA 2018, RE 2017

OR

Discuss static methods in Java briefly.

MDU BCA RE 2016

Q1.26 Why can't we override static method?

Q1.27 What is the difference between static (or class) method and instance method.

Q1.28 Discuss importance of Abstraction.

MDU BCA 2016

Q1.29 Why is multiple inheritance not supported in Java?

Q1.30 What are the various uses of final keyword?

Q1.31 What does the term “initialization” mean?

Q1.32 Can we have an empty catch block?

Q1.33 What is finally keyword?

MDU BCA RE 2018, 2018, 2017

Q1.34 What is final keyword?

MDU BCA RE 2018, 2018

Q1.35 What is finalize() method?

MDU BCA RE 2018, 2017

Q1.36 What is primitive data? MDU BCA RE 2018

OR

Explain primitive data types. MDU BCA 2015

Q1.37 What is a thread in Java?

Q1.38 What gives Java its ‘write once and run anywhere’ nature?

Q1.39 How does thread synchronization occurs inside a monitor?

Q1.40 Differentiate between Thread and Process in Java?

Q1.41 Explain package naming with an example.

MDU BCA 2016

Q1.42 Is it legal to declare a class to be a final abstract? Explain why or why not.

Q1.43 How does the Object Oriented approach improve software development?

Q1.44 What is Inheritance?

Q1.45 What is increment and decrement operator?

MDU BCA RE 2017

Q1.46 What are the methods for inter-thread communication and what is the class in which these methods are defined?

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Q1.47 What are the four types of methods in Java that can not be overridden?

Q1.48 What is package?

MDU BCA 2015

Q1.49 How to access the content of package?

MDU BCA 2015

Q1.50 What is the difference between String and StringBuffer?

Q1.51 Which is more preferred – Synchronized method or Synchronized block?

Q1.52 Discuss Java thread model briefly.

MDU BCA 2016

Q1.53 What is the use of finalize() method in Java?

Q1.54 What is stream and stream class?

MDU BCA 2015

What is stream class?

MDU BCA RE 2015

Q1.55 What are the usages of Java packages?

Q1.56 List two major applications of packages.

MDU BCA RE 2016

Q1.57 Write the use and advantages of constructors in Java.

MDU BCA RE 2016

Q1.58 What is the difference between notify() and notifyAll()?

Q1.59 What is the difference between the break and continue statement in Java?

Q1.60 What is equals() method? **MDU BCA RE 2017**

Q1.61 What is the difference between overloading and overriding?

MDU BCA 2015

Q1.62 What is the difference between Method Overloading and Method Overriding.

Q1.63 What is compare() method?

MDU BCA RE 2017

Q1.64 List two major applications of Abstract classes.

MDU BCA 2016

Q1.65 Why a proper exception handling mechanism is required?

Q1.66 What is modifier? MDU BCA RE 2015, 2015

Q1.67 List some of the most common types of exception that might occur in java.

MDU BCA RE 2015

Q1.68 What is Extends keyword? MDU RE BCA 2018

OR

What is Extends?

MDU BCA 2018

OR

Explain use of extends in Java. MDU BCA 2016

Q1.69 What is the difference between calling wait() and sleep() method in Java multi-threading?

Q1.70 What is Runnable interface?

MDU BCA RE 2017

Q1.71 What is the difference between abstraction and encapsulation?

Q1.72 What is JAVA?

Q1.73 What is stringBuffer class in Java?

MDU BCA RE 2016

Q1.74 What is garbage collection? MDU BCA 2017

OR

What is garbage collection in Java.

UNIT - I

Q2.(a) Explain Paradigms of Programming Language and benefits of OOPs with example.

MDU BCA RE 2018

OR

What do you mean by Paradigms of Programming Language?

MDU BCA 2018

OR

What do you mean by Paradigms of Programming language? How it effect to a programming language? Explain benefits of OOPs with example.

MDU BCA 2017

Q2.(b) What are applications of OOPs?

MDU BCA 2018

OR

Explain applications of OOPs with suitable example.

MDU BCA RE 2017

OR

What is object oriented programming? Also write the various applications of OOPs.

Q2.(c) Differentiate between object-oriented and procedure oriented approaches in Java.

MDU BCA RE 2016, 2016, RE 2015, 2015

Q3.(a) Explain evolution of OO methodology with example.

MDU BCA RE 2018

OR

What do you mean by evolution of OO Methodology? What are basic features of OOP approach? What are benefits of OOPs? Explain with example.

MDU BCA RE 2017

Q3.(b) What is Object-Oriented Methodology? What are its features? Also discuss merits and demerits of Object Oriented Methodology.

Q3.(c) Discuss the various programming language paradigms with their computational models. Give suitable diagrammatic representation of the same.

Q4.(a) Write and explain the basic concepts of OOPs. Also write the features / characteristics of Object-Oriented Programming. How Object Oriented Programming is beneficial over other programming techniques? Explain.

Q4.(b) What are the important common features supported by object-oriented languages? Illustrate.

Q4.(c) Define Abstraction. How is it useful and used in Java? **MDU BCA RE 2016**

Q5.(a) Define Polymorphism. How is it useful and used in Java? Discuss with examples. **MDU BCA 2016**

Q5.(b) Discuss uses of encapsulation in Java with an example. **MDU BCA 2016**

Q5.(c) Name and explain various Object-Oriented Languages.

Q6. Describe the following as applied in OOP with example:

(a) Polymorphism

MDU BCA RE 2018, 2018, 2017, RE 2016, 2015

(b) Method overriding

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- (c) Encapsulation
MDU BCA RE 2018, 2018, RE 2017, RE 2015
- (d) Procedure oriented language
MDU BCA 2017
- (e) Class
MDU BCA RE 2018, 2018, 2015
- (f) Object
MDU BCA RE 2018, 2018, 2015
- (g) Abstraction
MDU BCA RE 2018, 2015
- (h) Inheritance
MDU BCA 2015

UNIT - II

Q7.(a) What are features of JAVA? Explain each with suitable example. MDU BCA RE 2018

OR

What are basic features of JAVA? Illustrate with an example. MDU BCA RE 2017

OR

What are characteristics of JAVA? Explain each with example. MDU BCA 2017

OR

What is the history and features of JAVA?

MDU BCA RE 2015, 2015

OR

Explain the various characteristics of Java programming language. MDU BCA 2013, 2012

Q7.(b) Describe Java Virtual Machine and its uses.

MDU BCA RE 2016

Q7.(c) What are various types of data using in JAVA? Explain using example. MDU BCA 2018

OR

Explain various data types available in Java.

MDU BCA RE 2015

OR

What are various types of data types supported by Java? MDU BCA 2010

Q8.(a) What are various types of operators using in JAVA? Illustrate with an example.

MDU BCA 2018

OR

Explain Java operators with examples.

MDU BCA RE 2017, RE 2015

OR

Explain various expressions and operators available in Java. MDU BCA 2015

Q8.(b) What is array? How to declare and initialize array? Explain using example.

MDU BCA RE 2017

OR

How the arrays are implemented in Java? Illustrate the declaration and usage of arrays through suitable example. MDU BCA 2010

Q8.(c) Discuss the syntax of declaring Array in Java and its uses. Also explain string with suitable example.

Q9.(a) What do you mean by class and objects in Java? Explain the concept of declaring object of a class with the help of a program example.

Q9.(b) What do you mean by a method in Java? What is method overloading? Illustrate through suitable example. MDU BCA 2010

Q9.(c) Define method overriding. How is it useful and used in Java? Explain with an example.

Q9.(d) Explain constructor with example.

MDU BCA 2017, RE 2015

OR

Describe the three types of constructors with examples in Java.

MDU BCA 2016

Q10.(a) Explain Garbage Collection. **MDU BCA 2015**

Q10.(b) Explain the use of 'this' keyword in Java with the help of an example.

Q10.(c) Explain static method with example.

MDU BCA 2017

OR

**What do you mean by static method in Java?
For what purpose static methods are used?
Illustrate through suitable example.**

Q10.(d) Explain overloading of constructor in Java with examples and Java code.

MDU BCA RE 2016, 2016

OR

What is overloading constructor? Explain through suitable example.

Q10.(e) Explain the concept of the finalize() method.

Q11.(a) Explain abstract class with example.

MDU BCA RE 2017, RE 2015

Q11.(b) What are types of inheritance? Explain each with example.

MDU BCA RE 2018

OR

**What is inheritance? What are their types?
Explain with example.**

MDU BCA 2018

OR

What is meant by Inheritance? Which kinds of inheritances are supported by Java and how? Illustrate through suitable examples.

MDU BCA 2010

Q11.(c) What is the use of final keyword in Java?

UNIT – III

Q12.(a) What is exception? List some of the most common types of exception that might occur in Java. Explain how to deal with exception.

MDU BCA 2015

OR

Explain types of exceptions in Java with examples. MDU BCA RE 2016, 2016

Q12.(b) What is exceptional handling? How try-catch work in Java? Explain with example.

MDU BCA 2017

OR

Explain exceptional handling using try-catch in Java with suitable example. MDU BCA 2016

Q13.(a) What is Interface? How it extend in Java? Explain with example. MDU BCA 2017

OR

Explain Interface. MDU BCA RE 2015

OR

What do you understand by Interfaces in Java? What are the members of an Interface? Illustrate the implementation of Interfaces in Java. MDU BCA 2010

Q13.(b) Explain uses & advantages of interface in Java with suitable examples. MDU BCA RE 2016

Q14.(a) What are types of Package? Explain with example. MDU BCA RE 2018

OR

What do you mean by package? What are types of package? Explain with example. MDU BCA 2017

Q14.(b) What do you mean by CLASSPATH? How can it be set? Explain.

Q14.(c) What are package naming conventions? Explain.

Q15.(a) What is abstract class? How to implement in Java? Explain. MDU BCA RE 2018

OR

Explain abstract classes. MDU BCA 2018

OR

What is abstract class? What are their importance? Explain with example. MDU BCA 2017

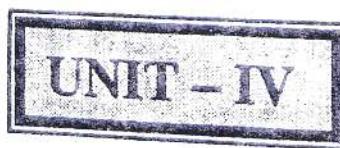
OR

What is abstract class? Illustrate through suitable example. MDU BCA 2015

Q15.(b) Explain catching multiple exceptions with examples in Java. MDU BCA 2016

Q16.(a) How can we use extends and implements together? Explain the syntax as well.

Q16.(b) Differentiate between an interface and an abstract class.



Q17.(a) What is multithreading? Explain life cycle of a thread.

Q17.(b) Write a short note on the Main Thread.

Q17.(c) Explain “Java Thread Model”. What are the various states that a thread can be in? Also explain the thread priorities and synchronization of threads.

Q18.(a) Explain inter-thread communication.

MDU BCA RE 2018, 2017, RE 2015, 2015

OR

What is inter thread communication?

MDU BCA 2018

OR

What do you mean by Inter-Thread Communication? What are the various ways and methods used in Java for implementing inter-thread communication?

Q18.(b) Explain Transient and Volatile modifiers.

MDU BCA 2018

OR

Explain the transient and volatile modifiers in Java with suitable examples. **MDU BCA 2016**

Q19.(a) Explain streams with example.

MDU BCA 2017

OR

What is stream? How is the concept of stream used in JAVA? **MDU BCA RE 2015**

Q19.(b) What do you mean by the Native Methods? How is the integration with native methods done in Java? Why are native methods needed? Also give the disadvantages of native methods.

List of Selected Questions

Q20.(a) What do you mean by characters and strings in Java? Also write the characteristics of strings.

Q20.(b) Explain StringBuffer class and methods.

MDU BCA 2018

OR

Explain StringBuffer class with example.

MDU BCA 2017

OR

Explain StringBuffer class and methods with examples in Java.

MDU BCA 2016

OR

**What do you mean by StringBuffer Class?
What are the characteristics of String Buffer?
Explain the various methods of StringBuffer class with the help of examples.**

Q20.(c) How does String class differ from the String Buffer class? Explain with example.

MDU BCA RE 2015

Q21.(a) What is input and output in Java?

MDU BCA 2015

Q21.(b) Explain reading and writing on files.

MDU BCA RE 2018, 2017, RE 2016, 2015

Q21.(c) Explain Data Conversion using valueOf() method.

MDU BCA 2018

Q21.(d) Explain String class and String operations in Java with example.

MDU RE 2017, RE 2016

OR

Explain String operations.

MDU BCA RE 2018

Object Oriented Programming

IMPORTANT QUESTIONS

1. Define Multithreading? Explain the differences b/w multithreading & multitasking?
2. What is an exception? Explain the exception in handling java?
3. What is exception? What are the different types of exceptions?
4. Explain user defined exceptions with e.g.?
5. What is multithreading? Explain?
6. What is a thread? Explain the life cycle?
7. Explain checked & unchecked exceptions?
8. Explain the following:
 - i).dead lock
 - ii) daemon thread
 - iii) thread group
 - iv) thread priorities
9. Explain delegation event model?
- 10.Explain mouse events with e.g.?
- 11.What is an adapter class? Describe about various adapter classes in detail?
- 12.Explain various components in awt?
- 13.What are layout manager? Discuss the layout java supports?
- 14.What is an applet? Explain life cycle of an applet?
- 15.Discuss about applet tag & its importance?
- 16.Briefly explain about the following
 - i) check box ii) component event iii) focus event iv) JButton
- 17.Describe about various components in swings
- 18.Explain the functionality of JComponent & JPanel
- 19.a) discuss briefly about the following: TCP, UDP, URL
b) Inet address? How to create an Inet address & what are its uses?
- 20.a) How different machines in hardware can be addressed?
b) What are the uses of several socket class? Explain each of them in e.g.?

1

UNIT WISE IMPORTANT QUESTIONS

Unit I

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Object Oriented Programming

IMPORTANT QUESTIONS

1. Write a program that will compute the following series:

- (a) $1/1 + 1/2 + 1/3 + \dots + 1/n$
- (b) $1/1 + 1/2 + 1/2^2 + \dots + 1/2^n$.

[April 07 Set 1][April 07 Set 3][Sep 07 Set 3]

2.(a) What are conventional styles for class names, method names, constants and variables?

(b) Can a java run on any machine? What is needed to run java on a computer?

(c) Explain the concept of keywords. List some java keywords.

[April 07 Set 2]

3.(a) Describe the genesis of java. Also write brief overview of java

(b) List and explain the control statements used in java. Also describe the syntax of the control statements with suitable illustration.

[April 07 Set 4]

4.(a) java is freeform language. Comment

(b) Describe in detail the steps involved in implementing a stand-alone program.

(c) What are command line arguments? How are they useful?

[Sep 07 Set 1]

5.(a) When dealing with very small or very large numbers, what steps would you take to improve the accuracy of the calculations

(b) What are symbolic constants? How are they useful in developing programs?

(c) Write a program to determine the sum of the following harmonic series for a given value $1 + 1/2 + 1/3 + \dots + 1/n$. The value of n should be given interactively through the keyboard. [Sep 07 Set 2]

Unit II

1.(a) What is an array? Why arrays are easier to use compared to a bunch of related variables?

(b) Write a program for transposition of a matrix using arraycopy command.

[April 07 Set 1][April 07 Set 3]

Object Oriented Programming

IMPORTANT QUESTIONS

2.(a) What is a constructor? What are its special properties?

(b) How do we invoke a constructor?

(c) What are objects? How are they created from a class?

[April 07 Set 2]

3.(a) What is class? How does it accomplish data hiding?

(b) How do classes help us to organize our programs?

(c) Compare and contrast overloading and overriding methods.

[April 07 Set 4][Sept 07 Set 3]

4.(a) How does String class differ from the StringBuffer class?

(b) Write program to do the following:

i. To output the question “who is the inventor of java”?

ii. To accept an answer

iii. To print out “Good” and then stop, if the answer is correct.

iv. To output the message “try again”, if the answer is wrong

v. To display the correct answer when the answer is wrong even at the third attempt.

[Sept 07 Set 1]

5.Briefly explain following:

(a) final & this keywords

(b) garbage collection

(c) passing parameter-call by value

(d) Overloading methods & Constructors.

[Sept 07 Set 2]

6.(a) What is the difference between equality of objects and equality of objects and equality of references that refer to them?

(b) What is the difference between a public member and a private member of a class?

(c) write an application that computes the value of ex by using the formula:

$ex = 1 + x/1! + x^2/2! + x^3/3! + \dots$

[Sept 07 Set 4]

Object Oriented Programming

IMPORTANT QUESTIONS

1. Create an abstract class with no methods. Derive a class and add a method. Create a static method that takes a reference to the base class, downcasts it to the derived class, and calls the method. In main(), demonstrate that it works. Now put the abstract declaration for the method in the base class, thus eliminating the need for the downcast.

[April 07 Set 1][April 07 Set 2]

2. Is there any alternative solution for Inheritance. If so explain the advantages and disadvantages of it.

[April 07 Set 3]

3. Explain about Object class in detail.

[April 07 Set 4]

4. Create an inheritance hierarchy of Rodent: Mouse, Gerbil, Hamster, etc. In the base class, provide methods that are common to all Rodents, and override these in the derived classes to perform different behaviors depending on the specific type of Rodent. Create an array of Rodent, fill it with different specific types of Rodents, and call your base-class methods. Explain the output.

[Sept 07 Set 1][Sept 07 Set 4]

5. What are the types of inheritances in java? Explain each of them in detail.

[Sept 07 Set 2][Sept 07 Set 3]

Unit IV

1. Write a program to create a private inner class that implements a public inter-face. Write a method that returns a reference to an instance of the private inner class, upcast to the interface. Show that the inner class is completely hidden by trying to downcast to it.

[April 07 Set 1]

2. Prove that all the methods in an interface are automatically public.

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Object Oriented Programming

IMPORTANT QUESTIONS

[April 07 Set 2]

3. Write a program create an interface U with three methods. Create a class A with a method that produces a reference to a U by building an anonymous inner class. Create a second class B that contains an array of U. B should have one method that accepts and stores a reference to a U in the array, a second method that sets a reference in the array (specified by the method argument) to null and a third method that moves through the array and calls the methods in U. In main(), create a group of A objects and a single B. Fill the B with U references produced by the A objects. Use the B to call back into all the A objects. Remove some of the U references from the B.

[April 07 Set 3], [Sept 07 Set 2]

4. Create an interface with at least one method, in its own package. Create a class in a separate package. Add a protected inner class that implements the interface. In a third package, inherit from your class and, inside a method, return an object of the protected inner class, upcasting to the interface during the return.

[April 07 Set 4]

5. Write a program to create a class with a non default constructor and no default constructor. Create a second class that has a method which returns a reference to the first class. Create the object to return by making an anonymous inner class that inherits from the first class.

[Sept 07 Set 1]

6. Prove that the fields in an interface are implicitly static and final.

[Sept 07 Set 3]

7. Create three interfaces, each with two methods. Inherit a new interface from the three, adding a new method. Create a class by implementing the new interface and also inheriting from a concrete class. Now write four methods, each of which takes one of the four interfaces as an argument. In main(), create an object of your class and pass it to each of the methods.

[Sept 07 Set 4]

Object Oriented Programming

IMPORTANT QUESTIONS

Unit V

1.Explain the following exceptions with the help of examples:

- (a) **ArithmaticException**
- (b) **NullPointerException**
- (c) **NumberFormatException.**

[April 07 Set 1]

2.(a) With the help of an example, explain multithreading by extending thread class.

(b) Implementing Runnable interface and extending thread, which method you prefer for multithreading and why.

[April 07 Set 2]

3.(a) What is the role of stack in exception handling?

(b) Give the classification of exceptions.

[April 07 Set 3]

4.(a) What is the difference between unchecked and checked exceptions in java?

(b) Give the list of different unchecked exceptions in java and their meaning.

(c) Explain in detail any two unchecked exceptions.

[April 07 Set 4]

5.In JAVA, is exception handling implicit or explicit or both. Explain with the help of example java programs.

[Sept 07 Set 1]

6.(a) Is it possible to achieve true parallelism using multithreading. What are the limitations in it?

(b) What is the role of priorities in multithreading. What are its limitations? How do you set and get priority values for threads in Java.

1 [Sept 07 Set 2]

7.(a) Give the Class hierarchy in Java related to exception handling. Briefly explain each class.

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Object Oriented Programming

IMPORTANT QUESTIONS

(b) What is the necessity of exception handling? Explain exception handling taking “divide-by-zero” as an example.
[Sept 07 Set 3]

8.(a) What is the meaning of rethrowing an exception? When it is useful. (b) What are the limitations of exception handling feature of java. [8+8]
[Sept 07 Set 4]

Unit VI

1.(a) Why creating a subclass of Frame is preferred over creating an instance of Frame when creating a window.
(b) Explain the steps in creating a subclass of frame with the help of examples.
[April 07 Set 1]

2.What are the methods supported by the following interfaces.
Explain each of them
(a) ActionListener interface
(b) MouseMotionListener interface
(c) TextListener interface.
[April 07 Set 2]

3.(a) What is the functionality supported by java related to Fonts.
(b) How using different fonts improves the user interface.
[April 07 Set 3]

4.What are the methods supported by KeyListener interface and MouseListener interface. Explain each of them with examples.
[April 07 Set 4]

5.(a) How event driven programming is different from Procedure oriented program-ming.
(b) Give overview of Java’s event handling mechanism.
[Sept 07 Set 1]

6.(a) Define Graphics context. How do you obtain graphics context.
(b) Explain in brief different drawing functions of Java.

Object Oriented Programming

IMPORTANT QUESTIONS

[Sept 07 Set 2]

7.(a) Why creating a subclass of Frame is preferred over creating an instance of Frame when creating a window.

(b) Explain the steps in creating a subclass of frame with the help of examples.

[Sept 07 Set 3]

8.(a) What is Delegation Event model? Explain it. What are its benefits?

(b) Define Event. Give examples of events. Define event handler. How it handles events.

[Sept 07 Set 4]

Unit VII

1.(a) What is the use of JPasswordField? Explain with an aid of an application program. (b) What are the differences between JPopupMenu and JMenu?

[April 07 Set 1]

2.Differentiate following with suitable examples:

(a) Frame, JFrame

(b) Applet, JApplet

(c) Menu, Jmenu.

[April 07 Set 2]

1

3.Explain the following:

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Object Oriented Programming

IMPORTANT QUESTIONS

- (a) Creating an applet
 - (b) Passing parameters to applets
 - (c) Adding graphics and colors to applets.
- [April 07 Set 3]

4.Explain various methods of Applet class with necessary examples.
[April 07 Set 4]

5.What are containers? List various containers. Explain the usage of JPanel with example.
[Sept 07 Set 1]

6.What is JFC? Explain the differences between JTextArea, JTextField, JTextComponent with examples.
[Sept 07 Set 2]

7.Briefly explain the components of AWT.
[Sept 07 Set 3]

8.Create an applet with two toolbars. One toolbar should be created using JButtons and a separator and another toolbar should be created using 3 custom Action classes. Add one to the "north" and another to the "south" sides of border layout. When the user clicks one of the buttons in the toolbar, it will print a message to the console stating that which button is being pressed from which toolbar. Add functionalities to the buttons such as New, Open, Close, Save, Cut, Copy, Paste. [16]
[Sept 07 Set 4]

Unit VIII

1

1.Briefly explain the constructors and methods of StringTokenizer class.
[April 07 Set 1]

Object Oriented Programming

IMPORTANT QUESTIONS

2.Explain connection less client/server interaction with datagrams in detail. Give suitable example.

[April 07 Set 2]

**3.(a) What is a port? What is the difference between port and socket?
(b) Explain several methods provided by URL?**

[April 07 Set 3]

4.What is StringTokenizer class? What is its use? Write a program to display the course name, course fee & duration of course using StringTokenizer class.

[April 07 Set 4]

**5.(a) How does Random class generate pseudo random numbers?
(b) Write a program to generate a set of random numbers. Find its sum and average. The program should also display * based on the random numbers generated. [Sept 07 Set 1]**

6.(a) Briefly explain String class.

(b) Write a program to count the frequency of words, characters in the given list of text.

[Sept 07 Set 2]

7.(a) How does Random class generate pseudo random numbers?

(b) Write a program to generate a set of random numbers. Find its sum and average. The program should also display * based on the random numbers generated.

[Sept 07 Set 3]

8.What do you mean by URL? How to create an URL? Explain several methods provided by URL? Give appropriate examples.[4+4+8]

[Sept 07 Set 4]