

Seat No.: 1045

## XY-134

B.C.A. Sem. IV April-2013

CC-210 Core Java

Time: 3 Hours

[Max. Marks: 70

1. (a) List and explain any three Java features in detail.

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OR

Explain all Java primitive data types in detail.

(b) Explain the concept of method overloading and constructor overloading in Java with an example.

OR

Answer the following:

- (1) Explain the use of 'this' keyword in constructor and instance variable hiding. 4
  - (2) What will be the values of x, m and n after execution of the following statements?

int x, m, n;

m = 10;

n = 15;

x = (+ m) + n + +;

2. (a) Explain the operation of the append() and reverse() methods of the StringBuffer class with an example and also give the difference between String and StringBuffer class.

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OR

How to create, declare, initialize and use a one-dimensional array in Java? And also explain the concept of pass by reference in concern with a one-dimensional array with an example.

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List out the names of wrapper classes and explain Integer wrapper class in detail with an example. OR Answer the following: Explain how to use binarySearch() and fill() methods of an Arrays class. (1) What will be the values of 1 and m after execution of the following statements? int i = 40: int j = 80: int k = 40; int 1 = i/k \* 2 + j; int  $m = i / (k * 2)^{2} + j$ ; What is exception handling? Explain the process of creating custom exception and handling it in Java. 7 Explain the use of try, catch and finally keyword and also explain how a method can throw the exception in Java, with an example. Explain the concept of an interface and also explain how an interface can be used for achieving multiple inheritance in java with an example. 7 OR Answer the following: Explain the use of 'super' keyword in java with an example. (1)4 Differentiate between abstract class and interface. (2) 3 What is Multithreading? Explain Thread life cycle.

OR

What do you mean by package? Explain how can we create user defined (1) package and how can we access it. Explain with an example.

Discuss the different ways in which a thread can be created in Java.

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(b)	)	What is an applet ? Explain the lif	e cycle of	an applet.	7
		OR		The design of the Court of the	
		List and explain attributes of the <applet> tag.</applet>			7
		***			
Aı	nsw	ver the following:	-		14
(1	)	JDK tool is used for compiling a java program.			
		(a) java	(þ)	javac	
		(c) javap	(d)	javadoc	
(2	2)	After the successful compilation file.	of a Jav	a program, bytecodes are contained	in
	::- <u>.</u>	(a) java	(þ)	class	
		(c) .obj	(d)	.exe	美
(3	3)	Variables that are shared by every instance of a class are			
		(a) class variables	(b)	public variables	
		(c) private variables	(d)	illegal	
(4	4)	If String movie = new String("Wis	est Side S	tory");, the value of movie indexOf(	1')
(5)	5)	operator is used to creat	e an array		
. (6	5)	Wrapper classes are defined in the	ie	package.	
		(a) java.util	(b)	java.lang	
		(c) java.net	(d)	java.awt	
(	7)	In java, Throwable is the parent class for all Exception and Error classes.			
		[True / False]			
(8	8)	When an interface method is	implemen	ted in a class, it must be declared	as
		(a) public	(b)	private	
		(c) protected	(d)	None of these	

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- (9) An abstract class can't be instantiated. [True / False]
- (10) The drawOval() method is an instance method of the
  - Graphics (a)

(b) Thread

Applet (c)

- (d) Event
- method is used to set the name of a thread. (11) The \_\_\_
  - getName() (a)

(b) isAlive()

setName() (c).

- setPriority() (d)
- (12) An applet requires main() method for execution. [True / False]
- tag in HTML page. (13) An applet can be executed by placing the \_\_\_\_\_
- (14) The minimum priority of a thread is \_\_\_\_

10 (c)