BCACACN 203

Second Semester B.C.A. Degree Examination, July/August 2023
(NEP 2020) (2021-22 Batch Onwards)
OBJECT ORIENTED CONCEPTS USING JAVA (DSCC)

Time : 2 Hours

Max. Marks : 60

Note : Answer **any six** questions from Part – **A** and **one full** question from **each** Unit in Part – **B**.

PART – A

1. a) Mention any four advantages of OOP.   (6×2=12)

   b) What is type conversion ? Mention the types.

   c) What is the purpose of break and continue statement ? Give example.

   d) What is the use of 'this' keyword in Java ?

   e) What is the purpose of super() ?

   f) List any four types of exceptions in Java.

   g) List any two features of applets.

   h) What is an event ? Give example.

PART – B

UNIT – I

2. a) List and explain any four features of Java.

   b) What are streams ? List and explain different byte and character streams.

   c) Explain the increment, decrement and conditional operator with syntax and example.   (4+4+4)

3. a) Explain switch statement with syntax and example.

   b) Explain various features of OOP.

   c) List and explain different primitive data types available in Java.   (4+4+4)

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UNIT – II

4. a) Explain different methods to initialize an array with suitable example.

   b) Write the general form of a class. Explain how to define a class in Java with suitable example.

   c) What is recursion ? Illustrate recursion with a code example.   **(4+4+4)**

5. a) Explain method overloading with suitable example.

   b) Explain while loop with syntax and example.

   c) Explain command line arguments in Java with example.   **(4+4+4)**

UNIT – III

6. a) Explain single inheritance with suitable example.

   b) Explain any four thread methods.

   c) Explain how to create and implement interface using suitable example.   **(4+4+4)**

7. a) Explain how to create and use a package in Java with suitable example.

   b) Explain exception handling in Java with suitable example.

   c) Explain the process of creating a thread by extending a thread class.   **(4+4+4)**

UNIT – IV

8. a) Explain any four methods defined in Applet.

   b) Explain how any two mouse events are handled in Applets with suitable example.

   c) Write a note on Swing Components and containers.   **(4+4+4)**

9. a) List and explain any three Event Listener Interfaces.

   b) Explain the purpose of JButton with an example.

   c) Explain how any two key events are handled in applets with suitable example.   **(4+4+4)**