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BCACAC 314

**Credit Based Fifth Semester B.C.A. Degree Examination, Oct./Nov. 2014
(2014-15 Batch) (New Syllabus)
JAVA PROGRAMMING**

Time : 3 Hours

Max. Marks : 100

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

PART – A

(2×10=20)

1. a) Define Byte code. Write the benefits of Byte code.
- b) Define scope and life time of variable.
- c) Define stream. Name the two types of streams defined in Java.
- d) Define Array. Write the purpose of length member.
- e) What are constructors ?
- f) What is the use of 'this' keyword in Java ?
- g) Define interface. Why it is used ?
- h) Define Package. Name any two advantages of using package.
- i) What is an exception ? What are the advantages of exception handler ?
- j) Write the two ways of identifying whether the thread has ended.
- k) Write the syntax of <applet> tag and also write the purpose compulsory attributes.
- l) Write the limitations of the AWT components with respect to SWING.

PART – B

Unit – I

2. a) Write a note on java Buzzwords. **(5+6+4+5)**
- b) Write a note on :
 - i) Increment and Decrement operator
 - ii) Type conversion in Expression.
- c) With syntax and example explain the process of reading a character from the keyboard.
- d) Explain nested switch statement with syntax and example.

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3. a) Write a note on Java's contribution to the internet. (5+5+4+6)
b) List and explain different primitive data types available in Java.
c) With syntax and example explain the process of reading a string from the keyboard.
d) Explain while loop and do while loop with syntax and example.

Unit – II

4. a) Explain how to declare, instantiate, initialize and use a one dimensional array with example. (6+5+5+4)
b) With an example explain command line arguments.
c) With an example explain method overloading.
d) Write a note on :
i) Abstract class and Abstract method
ii) Final class and Final method.
5. a) Explain any four string methods with suitable example. (4+6+5+5)
b) With an example explain the different types of constructors supported by Java.
c) Explain how to pass variable-length arguments with suitable example.
d) With an example explain single level inheritance.

Unit – III

6. a) With an example explain how to create and importing the user defined package. (6+5+4+5)
b) With an example explain implementing an interface.
c) Illustrate the use of finally with suitable example.
d) Define synchronization. With an example explain how synchronization is achieved in multithreaded environment using synchronized methods.
7. a) Explain the Java's access control mechanism using access modifier keywords. (5+6+5+4)
b) With an example explain how a user defined exception is defined and used for handling errors.
c) With an example explain how a thread created by implementing runnable interface.
d) Write a note on Thread Priority.



Unit – IV

8. a) With an example explain passing parameters to an applet. (5+5+5+5)
b) What is the purpose of TextField class ? Explain any three methods of TextField class with syntax and example.
c) What is the purpose of layout managers ? With an example explain the use of Grid Layout.
d) With an example explain how to create a swing applet.
9. a) What is the purpose of MouseListener interface ? With the syntax and example explain any five methods of MouseListener interface. (6+5+5+4)
b) Name the controls required for creating a menu. With an example explain the creation of a menu.
c) With syntax and example explain the purpose of showStatus() method.
d) With an example explain the use of anonymous inner classes to handle events.
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