Reg. No. ☐☐☐☐☐☐☐☐☐

BCACAC 314

Credit Based Fifth Semester B.C.A. Degree Examination, Oct./Nov. 2016
(New Syllabus) (2014 – 15 Batch Onwards)
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

1. a) What is Byte code ?   (10×2 = 20)

   b) What is the size of character data type in Java ? Why ?

   c) Define Stream. Name any two predefined stream variables.

   d) Define array. Write the syntax for declaring one dimensional array with an example.

   e) What is constructor ? Give example.

   f) Differentiate method overloading and method overriding.

   g) What is Package ? Write any two benefits of using package.

   h) What is Exception ? List any two built-in exceptions in Java.

   i) How to set priority to a thread ? Give example.

   j) What is an Applet ? Name two types of applets.

   k) Write the limitations of AWT controls with respect to SWING controls.

   l) Differentiate components and Containers.

PART – B
Unit – I

2. a) Explain any six features of Java.

   b) Write a note on scope and lifetime of variable.

   c) Explain different variation of for loop with syntax and example.   (6+6+8)

3. a) List and explain primitive data types available in Java.

   b) Differentiate character stream and byte stream. With an example explain the process of reading a string from the keyboard.

   c) With the syntax and example explain :

      i) Type conversion in expression

      ii) Use of break and continue

      iii) Increment and decrement operators.   (6+5+9)

Unit – II

4. a) With the syntax and example explain the declaration and initialization of one dimensional array with suitable example.

   b) With an example explain recursion.

   c) Explain any six string methods with syntax and example.

   d) With an example explain the use of super with example.   (5+4+6+5)

5. a) With an example explain command line argument.

   b) Explain single level inheritance with example.

   c) Explain method overriding with example.

   d) Explain abstract class with example.   (6+6+4+4)

Unit – III

6. a) Explain the different access modifier keywords.

   b) Define Exception handling. With an example explain the exception handling mechanism.

   c) Define Synchronization. With an example explain how the threads are synchronized in multithreading environment using synchronized method.   (6+8+6)

7. a) With an example explain how to create a package in Java.

   b) What is the purpose of finally block ? With an example explain the usage of finally block in exception handling.

   c) Define Thread. With an example explain how to create a thread by using Runnable interface and by using Thread class.   (5+6+9)

Unit – IV

8. a) With an example explain how the parameters are passed to an Applet.

   b) Explain the components of Delegation Event Model.

   c) Define Layout Manager. With an example explain the usage of Border Layout.

   d) List and explain any 4 event classes in java. awt. event.   (6+6+4+4)

9. a) What is the purpose of MouseListener interface ? With the syntax and example. Explain any five methods of MouseListener interface.

   b) With an example explain the usage of ShowStatus method.

   c) With the syntax and example explain any three methods of JButton control.

   d) With an example explain the creation of swing applet.   (6+5+4+5)

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