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BCACAC 314

**Credit Based Fifth Semester B.C.A. Degree
Examination, October/November 2017
(Common to All Batches) (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

1. a) What is Java Bytecode ? **(10x2=20)**
- b) Mention two ways of writing comments in Java.
- c) What is stream ? List different types of streams in Java.
- d) List any four methods associated with Strings.
- e) What is the purpose of a constructor ?
- f) Differentiate final and abstract keyword.
- g) List any four API packages of Java.
- h) What is a thread ? What are the different methods of creating threads ?
- i) What is the purpose of try and catch block ?
- j) What is an Applet ? List two types of Applets available in Java.
- k) What is an event ? Give example.
- l) List any four layout managers supported by swing.



PART – B

Unit – I

2. a) List and explain any seven features of Java.
 - b) Explain the process of reading a character from the keyboard with suitable example.
 - c) Explain any three forms of for loop with suitable example. **(8+6+6)**
3. a) Write a note on Java's contribution to Internet.
 - b) List and explain different primitive data types available in Java.
 - c) Explain switch statement with syntax and example.
 - d) Explain labeled break statement with syntax and example. **(4+6+5+5)**

Unit – II

4. a) Explain the use of command-line arguments in Java with suitable example.
 - b) Write the general form of a class. Explain how to define a class in Java with suitable example.
 - c) Explain the use of static variables with suitable example.
 - d) Explain method overriding with suitable example. **(5+5+5+5)**
5. a) Explain the use of for each style of loop with suitable code example.
 - b) Explain constructor overloading with suitable example.
 - c) Explain the use of static methods with suitable example.
 - d) Explain single inheritance with suitable example. **(5+5+5+5)**

Unit – III

6. a) Explain how to create and use a package in Java with suitable example.
 - b) Explain the life-cycle of a thread with a neat diagram.
 - c) Explain how to create and implement interface using suitable example.
 - d) Differentiate interface and class. **(5+6+6+3)**
7. a) List and explain any five thread methods.
 - b) Illustrate the use of multiple catch statements with suitable example.
 - c) Explain the purpose of synchronization.
 - d) Explain the purpose of finally block with an example. **(5+5+5+5)**



Unit – IV

8. a) Write the complete Applet skeleton.
b) Explain the purpose of JButton and explain any four methods associated with it.
c) List and explain the components of Delegation Event Model.
d) What is the purpose of native keyword ? (6+6+6+2)
9. a) Explain how to pass parameters to an Applet with suitable example.
b) Explain how any two Mouse events are handled in Applets with suitable example.
c) Explain the creation of swing applet with an example. (7+6+7)
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