



41322/C220

Reg. No.

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**III Semester B.C.A.4 Degree Examination, March/April - 2021**  
**OBJECT ORIENTED PROGRAMMING USING JAVA**  
**(Regular/Repeaters)**

**Time : 3 Hours****Maximum Marks : 80**

- Instructions to Candidates:** 1) Answer questions from all the Three sections.  
2) Write question numbers correctly.  
3) Draw diagram wherever necessary.

**SECTION - A**

Answer **ALL** the questions**(10×2=20)**

1. a) What are command line arguments? Give an example.
- b) Define array. Give example for declaring and initializing array in Java.
- c) State any two characteristics of constructor in Java.
- d) What are wrapper classes? Give example
- e) State the significance of super keyword.
- f) Define Multithreading
- g) What is the significance of static keyword in Java.
- h) Define exception. What happens when exception occurs?
- i) State the packages that need to be imported to create an applet.
- j) Define applet. Write the tags used to create an applet.

**SECTION-B**

Answer any **Four** of the following.**(4×5=20)**

2. Write a Java program to find factorial of a number reading input as command line argument.
3. Explain final keyword with respect to variable method and class.
4. Explain any five string methods in Java with usage, syntax and example.
5. Write a program to demonstrate exception handling in Java.
6. How do applets differ from applications?

**P.T.O.**



## SECTION - C

Answer any **FOUR** of the following.

(4×10=40)

7. a) Explain decision making statements in Java.  
b) Explain any five features of Java (5+5)
  8. a) Explain creating and implementing an interface in Java with a program.  
b) Explain creating and importing a package in Java with a program. (5+5)
  9. a) Explain various access control modifiers in Java.  
b) Explain method overriding in Java with a program. (5+5)
  10. a) Explain the following terms used in exception handling -  
try, catch, finally, throw, throws  
b) Write a Java program to copy bytes from one file to another. (5+5)
  11. a) Explain any five methods of Graphics class with syntax and example.  
b) Explain *applet life cycles*.
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