



32422/D 220

Reg. No.

--	--	--	--	--	--	--	--

**IV Semester B.C.A.3 Examination, May/June 2017  
(2014-2015 Onwards) (Regular)  
PROGRAMMING USING JAVA**

Time : 3 Hours

Max. Marks : 80

***Instruction : All Sections are compulsory.***

SECTION – A

1. Answer **any ten** of the following : **(10×2=20)**
- a) Expand JVM and AWT.
  - b) State any four features of Java.
  - c) What is command line argument ? Give an example.
  - d) Define Applet.
  - e) What are abstract methods and classes ?
  - f) How do you create an object in Java ? Give syntax.
  - g) How destructors are defined in Java ?
  - h) Give the difference between jump and continue statement.
  - i) Explain final class.
  - j) Define Vector.
  - k) Define thread priority in JAVA.
  - l) What is an applet tag ?

SECTION – B

- Answer **any four** of the following : **(4×5=20)**
- 2. Write the differences between Java and C++.
  - 3. Explain various branching statements in Java.
  - 4. Write a Java Program to implement any two string operations.

P.T.O.



5. Explain life cycle of thread with neat diagram.
6. Write a Java applet program to demonstrate drawing objects.
7. Write a note on stream classes.

SECTION – C

Answer **any four** of the following : **(4×10=40)**

8. What is Constructor ? Explain constructor overloading with an example. **10**
  9. Define interface. How can we achieve multiple inheritance in Java ? **10**
  10. a) Write a note on packages.  
b) Write a program to illustrate packages. **(5+5=10)**
  11. a) Explain applet life cycle with transition diagram.  
b) Write a Java program to illustrate the use of try, catch, throw, finally to demonstrate exception handling. **(5+5=10)**
  12. a) Explain byte stream class and character stream class.  
b) Differentiate between applets and applications. **(5+5=10)**
-



22422/D 220

Reg. No.

--	--	--	--	--	--	--	--	--	--

**IV Semester B.C.A.2 Examination, May/June 2017  
(2011 – 2012 Onwards) (Repeater)  
PROGRAMMING USING JAVA**

Time : 3 Hours

Max. Marks : 80

- Instructions :** 1) *All Sections are compulsory.*  
2) *Write the syntax and example wherever necessary.*  
3) *Draw diagrams wherever necessary.*

SECTION – A

Answer **any ten** of the following.

(2×10=20)

1. State any four features of Java.
2. What is the significance of final variables and final methods ?
3. What is JVM ?
4. How does an applet differs from Java Standalone application ?
5. What is the difference between Mutable and Immutable strings ?
6. What is an object ? Write the syntax to create an object in Java.
7. Define constructor. Mention any 2 characteristics of constructor.
8. What is the significance of 'super' keyword in Java ?
9. What is package ? Mention any 2 advantages of using package.
10. What is garbage collection ? How it is handled in Java ?
11. What is the use of 'finally' statement ?
12. How to draw circle in Java ? Give the syntax.

P.T.O.



## SECTION – B

Answer **any six** of the following. **(6×5=30)**

13. Explain briefly how multiple inheritance is achieved in Java, with programming example.
14. Write a note on Java operators. Give examples each.
15. Write a Java program to illustrate the use of type casting and type promotion in Java.
16. Explain the various uses of the 'final' keyword with examples each.
17. Explain exception handling mechanism in Java with the help of an example.
18. Differentiate between Method Overloading and Method Overriding in Java.
19. Write a Java program to handle primitive data types in Java.
20. Write the differences between Java and C++.

## SECTION – C

Answer **any three** of the following. **(3×10=30)**

21. a) Explain the life cycle of thread with the help of a neat diagram.  
b) Discuss the different ways of implementing threads in Java. **(5+5=10)**
  22. a) What are vectors ? Write a Java program to illustrate the use of vectors.  
b) Write a Java program to implement any 5 string operations. **(5+5=10)**
  23. Write a Java program to create a student report using applet, read the input as 5 subject marks using text boxes and generate the grades. **10**
  24. Write short note on the following : **(2×5=10)**
    - a) Wait ( ) and sleep ( ).
    - b) Byte stream classes.
    - c) 'final' keyword.
    - d) Method overloading.
    - e) Visibility control in Java.
  25. a) What is the use of multiple catch statements in Java ? Explain briefly with example.  
b) Write a Java program to illustrate the use of try, catch and finally to show exception handling mechanism. **(5+5=10)**
-