(CBCS) (2016-17 and Onwards)
COMPUTER SCIENCE
BCA 504 : Java Programming

Instruction: Answer all Sections

SECTION – A

I. Answer any ten questions:

1) Why Java is simple? Mention any two reasons.
2) What are string literals?
3) Give the general form of ‘Switch’ statement.
4) What is instance variable? Give an example.
5) Write a few points about ‘default constructor’.
6) What does ‘static’ keyword do in a class?
7) What is Java API?
8) What is Exception handling?
9) What is the need for ‘applet viewer’?
10) What is error? Compare with exception.
11) What is the purpose of ‘init()’ method in Applet?
12) What is the use of canvas in AWT?

(10x2=20)

SECTION – B

II. Answer any five questions:

13) a) Explain the line “public static void main (string args[])”.
 b) Explain the History and evolution of Java.

14) a) How to create objects? What happens when you create objects?
 b) Demonstrate ‘this’ keyword with Simple Java Program.

(5x10=50)

P.T.O.
15) a) Differentiate component and container class.  
b) Give the general form of interface with one example.  
16) a) Explain bitwise and logical operators with examples.  
b) Illustrate array declaration and accessing data elements using an example.  
17) a) Differentiate constructors and methods.  
b) Give the steps to create and use a Java package with an example.  
18) a) Explain the life cycle of a Thread.  
b) Explain the steps of executing an Applet using a simple code.  
19) a) Explain try .... catch with an example.  
b) Write a short note on Graphics Class.  
20) a) Write a program to sort a list of elements in ascending order.  
b) Give the classification on "java.io.IOException". Explain IOException.
V Semester B.C.A. Degree Examination, November/December 2015
(Y2K8 Scheme) (F+R)
COMPUTER SCIENCE
BCA – 504 : Java Programming
(70 – 2013 – 14 and Onwards) (60 – Prior to 2013 – 14)

Time : 3 Hours
Max. Marks : 60/70

Instructions : 1) Answer all the Sections.
2) Section – D is applicable to the students who were admitted in 2013 – 14 and Onwards.

SECTION – A

Answer any ten questions : (10x1=10)

1. What do you mean by command line argument ?
2. What are the two ways of giving values to a variable ?
3. Write down the default values of byte and char datatypes.
4. Define a class and write down its syntax.
5. What is the use of ‘this’ and ‘super’ keywords ?
6. How multiple inheritance is achieved in Java ?
7. What is concurrency ?
8. What is exception ?
9. How user defined exception is done ?
10. Write down the applet code for “hello-class” file.
11. Why repaint () method is used ?
12. Which method is used to draw a circle ?

P.T.O.
SECTION B

Answer any five questions:

13. Explain Java program structure.
14. Write a note on scope of variables.
15. Differentiate between string and string Buffer.
16. What is a vector? Mention its advantages over an array.
17. What is a package? Write down the steps for creating user defined package.
18. How is a string class different from string buffer class? Give two methods of string class.
19. Write down the steps for drawing polygons.
20. Give the classification of input stream classes.

SECTION C

Answer any five questions:

21. Explain the features of Java.
22. What is method overriding? Write a program to demonstrate method overriding.
23. Explain any seven string methods with an example.
24. What is thread? Explain thread life cycle with a neat diagram.
25. What is interface? Write a program to demonstrate interface.
26. What do you mean by unchecked exception? Write a program to illustrate try, catch, and finally statements.
27. What is applet? Explain applet life cycle with a neat diagram.
28. Write a note on graphic class and its methods.

SECTION D

Answer any one question:

29. a) Write a note on inheritance.

29. b) Write a program to display all prime numbers between two limits using command line argument.

30. Write a program to implement mouse events.