

END TERM EXAMINATION

FOURTH SEMESTER [BCA] MAY-2010

Paper Code: BCA 206

Subject: Java Programming & Website Design

Paper ID: 20206

Time : 3 Hours

Maximum Marks : 75

Note: Question 1 is compulsory. Attempt one question from each unit.

- Q1. (a) What is the task of main method in a java program? (3)
- (b) What is a token? List out the types of tokens supported by Java. (3)
- (c) Describe how can you present information in the form of lists in HTML. (3)
- (d) What are multiple styles? Explain with suitable examples. (3)
- (e) Why can't we use a keyword as a variable name? (3)
- (f) Write short notes on Even Handling mechanism. (3)
- (g) Why the applet classes are declared as public? (3)
- (h) What is the difference between WHILE and Do-While loop? (2)
- (i) Differentiate local and remote applets. (2)

UNIT -I

- Q2. (a) Explain in detail about Control Structures available in java. (3)
- (b) How will you represent a multidimensional array in java? (3)
- (c) Write a program, which will read a text and count all occurrences of a particular word. (3)
- (d) List out the advantage and disadvantage of default exception handler. (3.5)

OR

- (a) How is interface used to support multiple inheritance? Explain with a program.
- (b) Describe the various levels of access protection available in packages and their implications with an example program. (4)
- (c) What is the difference between multiprocessing and multithreading? What is to be done to implement these in the program? (4.5)

UNIT-II

- Q3. (a) Describe the different stages in the life cycle of an applet. Distinguish between **init()** and **start()** methods. (4)
- (b) What are Buttons and CheckBoxes? How do you add these controls to your applet window? (4)
- (c) Develop an applet that receives three numeric values as input from the user and then displays the largest of the three numbers on the screen. (4.5)

OR

- (a) What is GridLayout? Describe the arguments **r** and **c** supplied to the constructor of class **GridLayout**. (4)
- (b) Write a program to display the given string in reverse order. (4)
- (c) Explain about StringBuffer class, StringBuffer Constructor and different StringBuffer methods using a program. (4.5)

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UNIT-III

- Q4. (a) Describe the Delegation Event Model of event handling in Java. How is it a better approach than the other approach? (6.5)
- (b) Describe the information needed to create a TCP socket. (3)
- (c) Describe about 'Key Event' and 'Mouse Event'. (3)
- OR**
- (a) Describe the JDBC Architecture. What are the steps for connecting to the database using JDBC? (6.5)
- (b) Define the following terms:- (4x1.5=6)
- (a) ODBC (ii) UDP (iii) Socket (iv) Proxy Server

UNIT-IV

- Q5. (a) Describe how can you present information in the form of lists in HTML. (4)
- (b) Write a program to create an image map with all the three shapes. (4)
- (c) What is the role of <hr> tag? What are the various attributes it can take? (4.5)
- OR**
- (a) Write an HTML document to print your class time table. (3.5)
- (b) Explain the difference between the ordered list and unordered list with examples. (3)
- (c) Without using the form tag also we can place objects like checkboxes, textboxes on the form. Then what is the significance of the form tag? Discuss. (6)