

B.C.A. (Part-III)

334

B.C.A. (Part-III) EXAMINATION, 2019

(Faculty of Science)

(Three-Year Scheme of 10+2+3 Pattern)

Core Java Programming - 334

Time Allowed : Three Hours

Maximum Marks : 100

Answer of all the questions (short answer as well as descriptive) are to be given in the main answer-book only. Answers of short answer type questions must be given in sequential order. Similarly all the parts of one question of descriptive part should be answered at one place in the answer-book. One complete question should not be answered at different places in the answer-book.

Write your roll number on question paper before start writing answers of questions.

Question paper consists of three Parts. All THREE Parts are compulsory.

PART - I : (Very Short Answer) consists of 10 questions of 2 marks each. Maximum limit for each question is up to 40 words.

PART - II : (Short answer) consists of 5 questions of 4 marks each. Maximum limit for each question is up to 80 words.

PART - III : (Long answer) consists of 5 questions of 12 marks each with internal choice.

PART - I

1. (a) Explain object oriented programming. 10x2=20
 (b) Why do we say that Java is a platform independent language ?
 (c) What is Multithreading in Java ?
 (d) Explain Class and Object.
 (e) What is String Buffer objects in Java ?
 (f) What is AWT Classes ?
 (g) What do you understand by Swing in Java ?
 (h) What is the use of Applet in Java ?
 (i) Explain Socket in Java.
 (j) What is the use of Jar file ?

PART - II

2. (a) Explain some of the important features of Java. 5x4=20
 (b) What is the use of Inheritance ? Also explain its type.
 (c) Discuss some of the Event Handling Mechanism in Java.
 (d) Explain Applet life cycle.
 (e) Differentiate Inner Class and Sub Class.

PART - III

UNIT - I

3. Discuss the various tools that are used to Create and Run Java Program, with suitable example. 12

OR

Why do we say that Java is a pure object oriented programming language ? Explain by defining most of the supporting feature of OOPs by Java.

UNIT - II

4. Write a program in Java to concatenate (Merge) two string using array. 12

OR

Design a program in Java to implement the different types of inheritance and also write code for handling the exception in that.

UNIT - III

5. Write short notes on the following - 12

- (a) Differentiate paint and repaint in Java Swing.
- (b) Explain Border layout and Grid layout.

OR

- (a) Differentiate Swing and AWT in Java.
- (b) Why Swing is called light weight ?

UNIT - IV

6. Write a program using Java to illustrate the Applet with suitable example. 12

OR

How do we manage Thread in Java ? Also explain Thread Synchronisation and inter-thread communication with suitable example

UNIT - V

7. Write a program to illustrate the use of Socket Programming with suitable example. 12

OR

Why do we use JDBC ? Explain by writing the code in Java with an example.

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