B.C.A. (Pt.-III)

Cor. Jav. Pro.

304/334
B.C.A. (Part-III) Examination, 2023
(Faculty of Science)

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

Core Java Programming

Paper : 304/334

Time Allowed : 3 Hours

Maximum Marks : 100

Answer of all the questions (Short answer as well as 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 you 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 one question from each unit with internal choices.

PART-I

1. Attempt all questions. Each question carries 2 marks. 10×2=20

    (a) What is Byte Code?

    (b) Write the syntax of enhanced for loop.

    (c) What do you mean by packages in Java?

    (d) What is Interface in Java?

    (e) What is Listeners?

    (f) What is Swing in Java?

    (g) What is the use of paint() method in applet?

    (h) What is Runnable interface in Java?

    (i) What is Network Interface?

    (j) What is Collection Framework in Java?

PART-II

2. Attempt all question. Each questions carries 4 marks.

  (a) Explain all Data Types available in Java.

  (b) What is Constructor? Explain with suitable example.

  (c) Write short note on Java.util package.

  (d) Differentiate between Applet and Standalone application.

  (e) What is Datagram?

PART-III

3. Why Java is known as Platform Independent Language? Explain various features of Java in detail. 12×5=60

Or

What do you mean by Operators? Describe various operators available in Java.

4. What is Array? How array is declared and used in Java? Explain by giving proper example.

Or

What is Exception? How Exceptions are handled in Java? Write a program which shows Exception handling Mechanism.

5. What is AWT? Explain any four AWT Components in detail.

Or

Discuss the Layout Managers and their role in GUI based programs in Java.

6. What is Applet? Explain Applet Life cycle in detail. Also make a demo program of Applet.

Or

What is Multithreading? Explain the Life cycle of Thread.

7. Explain in detail about networking of Java highlighting Client and Server Socket and their usages.

Or

What are Collection Classes? Draw its hierarchy and implement List interface in a Java Program.

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