

BCA4javC0110 **Seat No: _____**
B.C.A Semester - 4 (CBCS) Examination
March/April- 2018
CS-19 PROGRAMMING WITH JAVA
(CORE)

Time: 2:30 Hours

Marks: 70

Instructions:

1. All questions are compulsory.
 2. Figures to the right indicate marks.
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- Que-1 (A) Attempt following questions. (04)
1. _____ is the process by which object of one class access the properties of another class.
 2. API stands for _____ .
 3. JDK stands for _____ .
 4. POP stands for _____ .
- Que-1 (B) Attempt following. (Attempt any one) (02)
1. List out Java tokens.
 2. What is class?
- Que-1 (C) Attempt following (Attempt any one) (03)
1. Explain finalize() method in Java.
 2. Explain parameterized constructor with example.
- Que-1 (D) Attempt following (Attempt any one) (05)
1. What is Overloading? Explain method overloading with example.
 2. Explain looping statement with example.
- Que-2 (A) Attempt following questions. (04)
1. _____ data members never access outside of class in inheritance.
 2. Methods declared as _____ cannot be overridden.
 3. _____ package imported by default into all Java programs.
 4. One class inherits in second class using _____ keyword.
- Que-2 (B) Attempt following (Attempt any one) (02)
1. What is Abstract class?
 2. What is interface?
- Que-2 (C) Attempt following (Attempt any one) (03)
1. Explain access specifier available in Java.
 2. Explain Vector class.
- Que-2 (D) Attempt following (Attempt any one) (05)
1. Explain method overriding with example.
 2. Explain User-define package with example.
- Que-3 (A) Attempt following questions. (04)
1. Divide by zero error; these are example of _____ exception.
 2. _____ thread runs in background to perform tasks such as garbage collection.

3. _____ package provides a file class that supports for creating files and directories.
 4. _____ thread method is useful for starting thread.
- Que-3 (B) Attempt following (Attempt any one) (02)
1. List out blocking thread methods.
 2. explain Thread Priority in multithreading.
- Que-3 (C) Attempt following (Attempt any one) (03)
1. Explain methods of Thread class.
 2. Explain streamtokenizer class in Java.
- Que-3 (D) Attempt following. (Attempt any one) (05)
1. Explain exception handling in Java.
 2. Explain thread life cycle with its states.
- Que-4 (A) Attempt following questions. (04)
1. _____ class must be import for applet programming.
 2. _____ is a first stage of applet life cycle.
 3. _____ is a idle state of applet.
 4. _____ tag used for embedding applet into web page.
- Que-4 (B) Attempt following. (Attempt any one) (02)
1. Explain drawString method.
 2. Explain paint method.
- Que-4 (C) Attempt following. (Attempt any one) (03)
1. Explain graphics class methods for rectangle with example.
 2. Explain color class with example.
- Que-4 (D) Attempt following. (Attempt any one) (05)
1. Explain flow layout and border layout with example.
 2. Explain card layout and grid layout with example.
- Que-5 (A) Attempt following questions. (04)
1. AWT stands for _____ .
 2. A _____ provides a rectangular area on which we can draw graphics.
 3. _____ method of JList, returns the top most selected item.
 4. _____ method of JList, returns the number of rows visible in the list.
- Que-5 (B) Attempt following. (Attempt any one) (02)
1. What is component?
 2. What is container?
- Que-5 (C) Attempt following. (Attempt any one) (03)
1. Swing v/s Awt.
 2. Explain Event delegation model.
- Que-5 (D) Attempt following. (Attempt any one) (05)
1. List out types of Event Listener Interface explain any three.
 2. Write note on Adaptor classess.
