

B.C.A Semester - 4 (CBCS) Examination
March/April-2024 [OLD COURSE]
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) Answer the following questions. (04)
1. JDK stands for _____.
 2. To compile a java program _____ command is used.
 3. The extension of a java source file is _____.
 4. What its object?
- Que-1(B) Answer the following questions. (ANY ONE) (02)
1. List out loops available in java.
 2. What is JVM?
- Que-1(C) Answer the following questions. (ANY ONE) (03)
1. Explain java Tokens.
 2. Explain Constructor.
- Que-1(D) Answer the following questions. (ANY ONE) (05)
1. What is overloading? Explain method overloading with suitable example.
 2. Explain java features.
- Que-2(A) Answer the following questions. (04)
1. To import all the classes of java.lang package _____ syntax is used.
 2. To implement an interface, _____ keyword is used.
 3. All the methods of an interface are _____ by default. (Abstract / Final)
 4. What is Object class?
- Que-2(B) Answer the following questions. (ANY ONE) (02)
1. What is final class?
 2. What is inner class?
- Que-2(C) Answer the following questions. (ANY ONE) (03)
1. Explain access specifiers available in java.
 2. Explain String and StringBuffer class.
- Que-2(D) Answer the following questions. (ANY ONE) (05)
1. What is method overriding? Explain with example.
 2. What is inheritance? Explain types of inheritance in java.
- Que-3(A) Answer the following questions. (04)
1. What is exception?
 2. What is thread?
 3. The exception class is in _____ package.
 4. The thread class is in _____ package.
- Que-3(B) Answer the following questions. (ANY ONE) (02)
1. Which classes are used for reading and writing of bytes stream?
 2. What is Multithreading?
- Que-3(C) Answer the following questions. (ANY ONE) (03)
1. Explain exception handling in java.
 2. Explain reading and writing through character stream classes.

- Que-3(D) Answer the following questions. (ANY ONE) (05)
1. Explain thread life cycle.
 2. What is File and stream in java? Explain file I/O in java.
- Que-4(A) Answer the following questions. (04)
1. To run an applet _____ command is used.
 2. Which method is called first by an applet?
 3. The applet class is in _____ package.
 4. What is applet?
- Que-4(B) Answer the following questions. (ANY ONE) (02)
1. Explain drawstring method.
 2. Explain paint method.
- Que-4(C) Answer the following questions. (ANY ONE) (03)
1. Explain graphic class.
 2. Explain color class.
- Que-4(D) Answer the following questions. (ANY ONE) (05)
1. List out different layout in java. Explain any one with example.
 2. Explain applet life cycle.
- Que-5(A) Answer the following questions. (04)
1. To register mouse event _____ method is used.
 2. The location of mouse pointer can be got by _____ methods.
 3. The swing classes are in _____ package.
 4. The _____ class is the super class of all the event classes.
- Que-5(B) Answer the following questions. (ANY ONE) (02)
1. What is event?
 2. What is event listener?
- Que-5(C) Answer the following questions. (ANY ONE) (03)
1. Explain JButton and JTextField.
 2. Differentiate: Swing v/s AWT
- Que-5(D) Answer the following questions. (ANY ONE) (05)
1. Explain JMenuBar, JMenu and JMenuItem.
 2. Write note on event listener interfaces in java.
