



AAO-003-003402 Seat No. _____

B. C. A. (Sem. IV) (CBCS) Examination

April / May - 2016

**Programming With Java
(Old Course)**

Faculty Code : 003

Subject Code : 003402

Time : $2\frac{1}{2}$ Hours]

[Total Marks : **70**

1 Attempt the following MCQs :

20

- (1) The syntax of main() method of java program is _____.
(a) public void main(String args)
(b) public static void main (String args)
(c) static main void (String args[])
(d) public static void main (String args[])
- (2) From these which one is the compulsory section in a Java program ?
(a) Package statement (b) Class declaration section
(c) Import statement (d) Documentation section
- (3) The implicit type conversion of int data type can be done to _____ data type.
(a) byte (b) char
(c) long (d) short
- (4) Inheritance means _____.
(a) Ability to take more than one forms
(b) Data hiding
(c) Ability to use properties of another class
(d) Wrapping up of data and methods.
- (5) Super keyword can be used to _____.
(a) call super class constructor
(b) access super class members
(c) both (a) and (b)
(d) none
- (6) The _____ clause in a class declaration establishes an inheritance relationship between Two classes.
(a) extend (b) extends
(c) extern (d) extended

(7) A Package is a container of _____.
(a) Methods (b) Classes
(c) Objects (d) Variables

(8) Which Event class is used to select or deselect the check boxes ?
(a) Action Event (b) ItemEvent
(c) SelectEvent (d) CheckEvent

(9) Which interface must be implementing when using Scrollbar in Applet ?
(a) ActionListener (b) AdjustmentListener
(c) MoveListener (d) ScrollbarListener

(10) In applet programming which method requires a parameter that is an instance of Graphics Class ?
(a) Start() (b) instance()
(c) init() (d) paint()

(11) To run an Applet _____ command is used.
(a) run (b) execute
(c) appletviewer (d) applet_run

(12) File Class is in _____ Package.
(a) java.file (b) java.io
(c) java.lang (d) java.util

(13) The default layout manager is _____.
(a) BorderLayout (b) GridLayout
(c) BoxLayout (d) FlowLayout

(14) When a method can throw an exception then it is specified by _____ keyword.
(a) throw (b) throws
(c) thrown (d) throwd

(15) When a class extends the Thread class, it should override _____ method of Thread Class to start that thread.
(a) start() (b) run()
(c) init() (d) override()

(16) Which layout manager allows having components of different width and height ?
(a) CardLayout (b) BorderLayout
(c) GridBagLayout (d) FlowLayout

(17) The _____ class allows you to write programs that can seek to any location in a file and read or write data at that point.
(a) RandomAccessFile (b) RandomModeFile
(c) RandomSeekFile (d) RandomMoveFile

2 (a) Attempt the following questions : (any three) 6

- (1) Explain JDK and its Components.
- (2) What is JVM ?
- (3) Explain Method Overloading with example.
- (4) What is Garbage collection?
- (5) Explain FileReader class with example.
- (6) What is Swing ? Give differences between Swing v/s AWT.

(b) Attempt the following questions : (any three) 9

- (1) Explain Type casting in Java.
- (2) What is Inheritance? Explain it's with example.
- (3) Discuss final variable and final methods.
- (4) Explain Random class with its methods.
- (5) Explain Exception handling with try, catch and finally block.
- (6) Explain Event Delegation Model.

(c) Attempt the following questions : (any two) 10

- (1) Explain RandomAccessFile class with its methods and example.
- (2) Explain Menu related different classes with example.
- (3) What is Synchronization? Explain how to implements synchronization in Multiple Threads.
- (4) What is Package? Explain how to create and access the user defined package.
- (5) Explain Hashtable class with its different methods and example.

3 (a) Attempt the following questions : (any three) 6

- (1) What is use of Layout Manager?
- (2) Explain Math class with any four methods.
- (3) What is Stream in Java?
- (4) Explain break and continue statements with example.
- (5) What is Applet ?
- (6) Explain FlowLayout Manager with example.

(b) Attempt the following questions : (any three) 9

- (1) Explain Wrapper class.
- (2) Explain list class with example.
- (3) Explain String class with different methods.
- (4) Explain Applet life Cycle.
- (5) Explain different Event Classes.
- (6) Explain Class and Object with example.

(c) Attempt the following questions : (any two) 10

- (1) Explain Graphics Class with its different methods and example.
- (2) Explain BufferedInputStream and BufferedOutputStream classes with example.
- (3) Explain BorderLayout and BoxLayout Manager.
- (4) Explain Thread Life Cycle states with its diagram.
- (5) Explain abstract class and methods with example.
