



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

- (18) Which method is used to perform some action when the object is to be destroyed ?
 (a) finalize() (b) action ()
 (c) destroy() (d) perform()
- (19) If you want to set capacity of a StringBuffer object after creating it, then _____ Method can be used.
 (a) Capacity() (b) ensureCapacity()
 (c) setCapacity() (d) CapacitySet()
- (20) If another thread attempts to execute a _____ static method for that same class, the JVM automatically causes that thread to wait until the first thread relinquishes the lock.
 (a) Locking (b) synchronize
 (c) synchronized (d) systematic

- 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 Buffered In putStream 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.
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