



**MAK-003-001522**

Seat No. \_\_\_\_\_

**B. Sc. (Sem. V) (CBCS) Examination**

**October / November – 2016**

**CA-502 : Java Programming**

**Faculty Code : 003**

**Subject Code : 001522**

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

[Total Marks : 70

- Instructions :** (1) Answer for all must be written in your answer sheet.  
(2) Figures on the right indicate full marks.

**1 Attempt all : 20**

- (1) To compile a java program, \_\_\_\_\_ command is used.
- (2) \_\_\_\_\_ Command is used to execute a java program.
- (3) JVM Means \_\_\_\_\_.
- (4) JDK Stands for \_\_\_\_\_.
- (5) The extension of java source file is \_\_\_\_\_.
- (6) To inherit one class to another class \_\_\_\_\_ keyword is used.
- (7) Java does not support \_\_\_\_\_ inheritance.
- (8) To create a package, \_\_\_\_\_ keyword is used.
- (9) All the methods of interface are \_\_\_\_\_ by default.
- (10) The Random class is in \_\_\_\_\_ package.
- (11) The \_\_\_\_\_ class creates a dynamic array.
- (12) To insert a key-value pair in a Hashtable, \_\_\_\_\_ method is used.
- (13) To kill a thread at any stage \_\_\_\_\_ method is used.
- (14) The applet class is in \_\_\_\_\_ package.
- (15) To run an applet \_\_\_\_\_ command is used.
- (16) \_\_\_\_\_ Method is called first by an applet.

- (17) To display a line in applet, \_\_\_\_\_ method is used of graphics class.
- (18) To define a constant variable \_\_\_\_\_ keyword is used.
- (19) To generate a random integer value in java program \_\_\_\_\_ method is used.
- (20) \_\_\_\_\_ Keyword is used to call constructor of parent class in inheritance.

- 2 (a) Explain following questions : (any **three**) **6**
- (1) Explain static keyword.
  - (2) Explain volatile keyword.
  - (3) Explain transient keyword.
  - (4) Explain this keyword.
  - (5) What is array? List out its type.
  - (6) Explain switch statement.
- (b) Attempt following questions : (any **three**) **9**
- (1) Explain Garbage collection in java.
  - (2) Explain looping statement with example in java.
  - (3) Explain if statement with example.
  - (4) Explain characteristic of java.
  - (5) Explain JVM process.
  - (6) What is constructor? Give small example.
- (c) Attempt following questions : (any **two**) **10**
- (1) Explain Thread life cycle in detail.
  - (2) Write a program for following output :
    - 1
    - 1 2
    - 1 2 3
    - 1 2 3 4
    - 1 2 3 4 5
  - (3) Explain any five graphics class method.
  - (4) Write a program to check given no. is odd or even.
  - (5) Write a program to find simple interest.

- 3** (a) Explain following terms : (any **three**) **6**
- (1) List out JDK components.
  - (2) Explain any three methods of Math class.
  - (3) Explain any three methods of String class.
  - (4) What is class and object?
  - (5) Explain <applet> tag.
  - (6) Explain any three method of Random class.
- (b) Attempt following questions : (any **three**) **9**
- (1) Explain Vector class in java.
  - (2) Explain Abstract class in java.
  - (3) Explain Deadlock situation in threading of java.
  - (4) Explain Date class in java.
  - (5) Explain access specifier in java.
  - (6) Explain exception handling mechanism in java.
- (c) Attempt following questions : (any **two**) **10**
- (1) Explain Applet life cycle in detail.
  - (2) Explain method overloading in java.
  - (3) Explain interface in detail.
  - (4) Write a program to draw filled ellipse in applet.
  - (5) Write a program to demonstrate method overriding in java.
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