

NAV-003-003402 Seat No. _____

B. C. A. (Sem. IV) Examination March / April - 2017 Programming with JAVA (Old Course)

Faculty Code: 003 Subject Code: 003402

		Jan., 1000 100 100 100 100 100 100 100 100 1		
Time	e : 2	$2\frac{1}{2}$ Hours] [Total N	ſarks :	70
1	Ansv	nswer the following:		20
	(1)	To kill a thread at any stage method is	used.	
	(2)	What is process of defining two or more methods we same class that have same name but different parameters declaration?		
	(3)	JDK stands for		
	(4)	Which method can not cause a thread to go in blocked state?	ıto a	
	(5)	The Character Stream classes can work with bit Unicode characters.		
	(6)	All the methods of interface are by de	fault.	
	(7)	When a class declared as final, then		
	(8)	Which method of Thread class is used to Susperthread for a period of time?	nd a	
	(9)	To arrange components as rows and columnslayout manager is used.		
	(10)	To display text in applet status bar me is used.	ethod	
	(11)	AWT stands for		

	(12)	layout is default layout manager for applets and panels.		
	(13)	Which block gets executed compulsorily whether exception is caught or not?		
	(14)	The class creates a dynamic array.		
	(15)	The swing classes are in package.		
	(16)	To inherit one class to another class, usekeyword.		
	(17)	API stands for		
	(18)	To compile a java program, command is used.		
	(19)	The ItemListener interface contains method.		
	(20)	When a method has same name and same type signature as a method in a super class, then this method is said to be		
2	(a)	Answer any three:	6	
		(1) What is access modifier? Explain.		
		(2) Explain components of JDK.		
		(3) Explain Final Class.		
		(4) Define: native, volatile		
		(5) What is FlowLayout?		
		(6) Write a note on data type.		
	(b)	Answer any three:	9	
		(1) Discuss BufferReader and BufferWriter class.		
		(2) Explain the Math class with any three methods with example.		
		(3) What is Class and Object ? Explain with its example.		
		(4) Differentiate:- Application v/s. Applet,		
		(5) Differentiate:- Method Overloading v/s. Method Overriding,		
		(6) Explain Vector Class with suitable example,		

	(1)	Explain Graphics Class with its methods.	
	(2)	What is Exception Handling ? Explain with	
		example.	
	(3)	What is Thread? Explain Thread Life Cycle.	
	(4)	What is OOP? Explain its features.	
	(5)	What is Interface? Explain with suitable example.	
(a)	Ans	swer any three:	6
	(1)	What is garbage collection?	
	(2)	Explain Constructor overloading with example.	
	(3)	Define the term : synchronization, deadlock.	
	(4)	Differentiate: Applet V/s Swing	
	(5)	Explain FileInputStream class with example,	
	(6)	Define the term: throws, finally.	
(b)	Ans	swer any three:	9
	(1)	Explain Applet Life Cycle.	
	(2)	Discuss Event Delegation Model.	
	(3)	Write a java code for find out factorial of any	
		entered number.	
	(4)	Write a note on thread priorities.	
	(5)	What is inheritance? Explain any one with example.	
	(6)	Write a note on Wrapper class.	

3

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[Contd...

(c) Answer any two:

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(c) Answer any two:

10

- (1) Discuss the Array with its different types.
- (2) Write a note on layout manager.
- (3) What is stream? Explain Input stream and Output stream.
- (4) Write a note on StreamTokenizer Class.
- (5) Write a java code to display the following output:

