



**MAW-003-003407**

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

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

**March / April - 2018**

**CS-19 : Programming with Java  
(Old Course)**

**Faculty Code : 003**

**Subject Code : 003407**

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

[Total Marks : 70

- Instructions :**
- (1) There are 3 questions.
  - (2) All are compulsory.
  - (3) Give answer of all questions in main answer sheet.
  - (4) Mention your options clearly.

**1 Attempt the following : 20**

- (1) Which type of class is not inherits in java?
- (2) List out type of access specifies in java.
- (3) When we create a float data type variable what is the default initial value?
- (4) Where java language was developed?
- (5) What is the use of javadoc ?
- (6) Which keyword is used to pass the argument in base class constructor?
- (7) Which function is used to convert string data type to integer data type?
- (8) What will be the output of the program?

```
public class test
{
    public static void main(String[] args)
    {
        try {return;}
        finally {System.out.println("HELLO
            THIS IS TESTING");}
    }
}
```

- (9) When any number divisible by zero which exception is generated ?
- (10) How many bits are used to store short data type?
- (11) Which method returns a random float value?
- (12) What is the name of the method used to start a thread execution?
- (13) List out two valid constructors for Thread.
- (14) Which keyword is used to inherit one interface to another interface?
- (15) All exceptions in java are handled by a \_\_\_\_\_ super class.
- (16) Which package is needed to applet?
- (17) What is the output for the following code?
- ```
public class test
{
    public static void main (String[ ] args)
    {
        String s1 = new String("this is testing");
        String s2 = new String(s1.substring(8,13));
        System.out.println(s2);
    }
}
```
- (18) Which methods can be used to output a string in an applet?
- (19) Which package is needed to use swing components?
- (20) AWT means \_\_\_\_\_

**2** Attempt the following :

(a) Write any three out of six :

**6**

- (i) What is stream in Java?
- (ii) Describe static and non static member.
- (iii) Explain wrapper class.
- (iv) Give the name of type of layout.
- (v) What is JVM?
- (vi) Explain abstract class.

- (b) Write any three out of six: **9**
- (i) What is constructor? Explain it.
  - (ii) Explain String class function.
  - (iii) Explain FileReader class.
  - (iv) Explain Jumping statements with example.
  - (v) Difference between AWT and Swing.
  - (vi) What is method? Explain method overloading.
- (c) Write any two out of five: **10**
- (i) Explain OOP concept in java.
  - (ii) Explain Vector class with example.
  - (iii) Explain Types of Array in java with example.
  - (iv) Write a program to get person name from the user side and write in the file.
  - (v) What is layout? Explain card layout with example.

**3** Attempt the following :

- (a) Write any three out of six : **6**
- (i) Explain TextField class.
  - (ii) Define throw and throws.
  - (iii) What is event? List out type of events in java.
  - (iv) Explain final class in java.
  - (v) Explain Java tokens.
  - (vi) Explain JFrame.
- (b) Write any three out of **six** : **9**
- (i) What is applet? Explain applet life cycle.
  - (ii) Explain JCheckBox class.
  - (iii) What is HashTable? Explain it.
  - (iv) What is Exception Handling? How to create user define Exception ?
  - (v) Explain MouseEvent in detail.
  - (vi) Explain Graphics class.

- (c) Write any two out of five: 10
- (i) Explain Thread life cycle with example.
  - (ii) Explain Event Delegation Model.
  - (iii) How to create menu in swing explain with example.
  - (iv) Write a program to check enter number is Armstrong or not.
  - (v) Write a code for drawing smile face in applets.
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