



RAG-003-003407

Seat No. _____

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

March / April - 2019

Programming with JAVA : CS - 19

Faculty Code : 003

Subject Code : 003407

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

[Total Marks : 70

- Instructions :** (1) Attempt all questions.
(2) Write a java code when necessary.

1 Attempt the following questions : 20

- (1) What is JDK ?
- (2) What is JVM ?
- (3) To display text on the applet which method is used ?
- (4) What is constructor ?
- (5) What is polymorphism ?
- (6) What is class ?
- (7) What is ADT ?
- (8) Which are Java IDE available ?
- (9) How can we achieve multiple inheritance in java ?
- (10) Which block get executed compulsorily whether exception is caught or not ?
- (11) What is Method Overriding ?
- (12) Which method are used to insert Element in vector object ?
- (13) Which method are used to get the location of Mouse Pointer in swing ?

- (14) Which package contains Colour class in Java ?
- (15) Which LayoutManager are used to arrange components as row and columns ?
- (16) Write a Constructor of BorderLayout class.
- (17) Write a syntax to create package in java.
- (18) Which method is used for reading a line of text in BufferedReader ?
- (19) Which method are used to get the Text of JCheckBox ?
- (20) Which package contains JFrame class in Java ?

- 2** (a) Attempt the following questions : (any **three**) **6**
- (1) Explain Buzzword of Java.
 - (2) Explain Access Specifier with suitable example.
 - (3) Explain types of constructor in Java.
 - (4) Explain any two String Comparison Methods in Java.
 - (5) What is PrintWriter ?
 - (6) What is Runnable ?
- (b) Attempt the following questions : (any **three**) **9**
- (1) Explain Constructor overloading with example.
 - (2) Explain Random Class.
 - (3) Explain Exception Handling Mechanism.
 - (4) What is a Stream in Java ?
 - (5) Explain BorderLayout.
 - (6) Explain GridLayout.
- (c) Attempt the following questions : (any **two**) **10**
- (1) Write a difference between Abstract Class and Interface.
 - (2) Explain Date class and its methods.
 - (3) What is Multithreading ? Explain Thread Life Cycle.
 - (4) Explain Stream Tokenizer and its methods.
 - (5) Explain Applet LifeCycle.

- 3 (a) Attempt the following questions : (any **three**) **6**
- (1) What is JPanel ?
 - (2) What is TextListener ?
 - (3) Explain JComboBox Class.
 - (4) Differentiate throw and throws.
 - (5) Differentiate character stream and byte stream.
 - (6) Explain Java Tokens.
- (b) Attempt the following questions : (any **three**) **9**
- (1) Explain JScrollBar.
 - (2) Explain MouseListener.
 - (3) Write a Java Code to display VANDE MATARAM in red colour on a Applet.
 - (4) To draw a circle in centre of the applet circle remain in the centre when applet resized.
 - (5) Explain the use of keyword extends, super and abstract.
 - (6) To copy file using character stream, provide source file name and destination file name using command line argument.
- (c) Attempt the following questions: (any **two**) **10**
- (1) Write a program to demonstrate the Menu using Swing.
 - (2) Explain Event Delegation Model and any five listeners.
 - (3) Differentiate Abstract Class and Interface.
 - (4) Explain graphics class and its method with suitable example.
 - (5) Explain Adapter class with suitable example.
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