



DX-003-00340700

Seat No. _____

B. C. A. (Sem. IV) (CBCS) (W.E.F. 2016) Examination

April - 2022

CS - 19 : Programming With JAVA

Faculty Code : 003

Subject Code : 00340700

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

[Total Marks : 70

- Instructions :** (1) All the questions carry equal marks.
(2) Attempt any five questions.

- 1 (a) Give appropriate answer for the following questions : 4
(1) Full Form of JRE _____.
(2) Where is creating Java Programming Language ?
(3) What is Default value in Long datatype ?
(4) The _____ cannot be used as names for a variables, class or method.
- (b) Explain : JVM. 2
(c) What is OOP ? Explain OOP Concept. 3
(d) What is array ? Explain its types with example. 5
- 2 (a) Give appropriate answer for the following questions : 4
(1) Who created java programming language ?
(2) Full Form of JDK _____.
(3) How many bits are stored when creating short type variable.
(4) _____ is the first name of Java Programming Language.
- (b) Explain Decision statement. 2
(c) Explain primitive data type in details. 3
(d) What is overloading ? Explain method of overloading with example. 5

- 3 (a) Give appropriate answer for the following questions : 4
- (1) Which package is import when we use Random Class ?
 - (2) _____ class is the super class of all class.
 - (3) List down access specifiers available in Java.
 - (4) How many arguments passing in replace ()?
- (b) Explain Final class. 2
- (c) Explain nested class with example. 3
- (d) Explain Math class with its method. 5
- 4 (a) Give appropriate answer for the following questions : 4
- (1) Is Gregoiran Calendar class under java.util.package in java ? (True / False)
 - (2) When the source file is successful compiled _____ file is generated.
 - (3) List down Java Edition name.
 - (4) Which package is imported when we use StringBuffer Class ?
- (b) Explain Abstract Class. 2
- (c) What is Inheritance ? Explain with example. 3
- (d) Write a note on vector class with example. 5
- 5 (a) Give appropriate answer for the following questions : 4
- (1) List out two valid constructor for thread.
 - (2) Exception is _____ error to handle it.
 - (3) What is the name of the method used to start a thread execution ?
 - (4) When any number divisible by Zero _____ exception is generated.
- (b) Explain throw and throws. 2
- (c) Explain DataInputStream Class. 3
- (d) Explain Thread Life Cycle. 5

- 6 (a) Give appropriate answer for the following questions : 4
- (1) _____ exception are occurred when invalid array index.
 - (2) What is the name of the-method used to stop a thread for some time?
 - (3) All exception types are subclass of the _____ class.
 - (4) Explain Finally block in Exception.
- (b) What is Stream in Java ? 2
- (c) Explain File Class. 3
- (d) What is Exception ? Explain with Example. 5
- 7 (a) Give appropriate answer for the following questions : 4
- (1) Which Methods can be used to output a string in an applet ?
 - (2) Which are two method executed only onetime in applet life cycle ?
 - (3) Which method is used Graphics class object as argument ?
 - (4) How many parameter passing in g.drawline().
- (b) Explain Button Class. 2
- (c) Explain applet life cycle. 3
- (d) What is Layout ? Explain card layout with example. 5
- 8 (a) Give appropriate answer for the following questions : 4
- (1) _____ command is used to Execution of an Applet ?
 - (2) _____ is the default layout in applet.
 - (3) _____ method of graphics class is used to draw a circle in applet.
 - (4) Which method is called first by an Applet ?
- (b) Explain applet tag. 2
- (c) Explain Graphics class. 3
- (d) Write a code to draw login forms in applet. 5

- 9** (a) Give appropriate answer for the following questions : **4**
- (1) Full Form of AWT _____.
 - (2) Full Form of JFC _____.
 - (3) Full Form of GUI _____.
 - (4) Full Form of API _____.
- (b) Explain JTextField. **2**
- (c) Explain MouseEvent. **3**
- (d) Explain Event Delegation Model. **5**
- 10** (a) Give appropriate answer for the following questions : **4**
- (1) Which package is needed to use swing component ?
 - (2) List out MouseMotionlistener Event Handler.
 - (3) _____ architecture follow by SWING.
 - (4) Swing Components that rely on native GUI are referred to as _____.
- (b) Explain JComboBox. **2**
- (c) Difference between AWT and Swing. **3**
- (d) Explain Event Class. **5**
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