



DX-003-2034001

Seat No. _____

B. C. A. (Sem. IV) (CBCS) (W.I.F. 2019) Examination

April - 2022

BCA-2019 : Programming With JAVA : CS - 19

(New Course)

Faculty Code : 003

Subject Code : 2034001

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

[Total Marks : 70

- Instructions :** (1) Attempt any 5 questions out of 10 questions.
(2) Give answer of all questions in main answer sheet.
(3) Mention your question number clearly.

- 1 (a) Attempt following objective question : 4
(1) Full name : ADT.
(2) Who is known as father of Java Programming Language ?
(3) What is byte code in Java ?
(4) Full name : JDK.
(b) Explain JVM. 2
(c) Explain Decision Statements. 3
(d) Explain Features of Java. 5
- 2 (a) Attempt following objective question : 4
(1) Full name : JVM.
(2) Java language was initially called as _____ ?
(3) Full name : JRE.
(4) javap means _____.
(b) Explain Jumping Statements. 2
(c) Explain Data type in java. 3
(d) Explain Java Tokens. 5

- 3 (a) Attempt following objective question : 4
- (1) Conditional operator also known as _____.
 - (2) Which method is used garbage collection ?
 - (3) Write type of access control.
 - (4) Which package is import when we use Random class ?
- (b) Explain Final Class. 2
- (c) Explain Method Overriding. 3
- (d) What is Constructors ? Explain Constructors in inheritance with example. 5
- 4 (a) Attempt following objective question : 4
- (1) Which type of class is not inherits in java ?
 - (2) How many bits are store when creating short type variable ?
 - (3) What is output ?
- ```

public class test
{
 public static void main(String[] args)
 {
 String s1=new String("Patel Krishty");
 String s2=new String(s1.substring(6,13)+" Patel");
 System.out.println(s2);
 }
}

```
- (4) We can declare abstract static method. (True / False)
- (b) What is Universal Class ? 2
- (c) Explain Random class. 3
- (d) What is HashTable ? Explain with example. 5

- 5 (a) Attempt following objective question : 4
- (1) All exception types are subclasses of the \_\_\_\_\_ class.
  - (2) Exception is \_\_\_\_\_ error to handling it.
  - (3) Array index is out of range which exception is generated ?
  - (4) Which Method is used to stop Thread for some time ?
- (b) What is Stream ? 2
- (c) Explain FileWriter class. 3
- (d) What is Thread ? Explain Thread Life Cycle with example. 5
- 6 (a) Attempt following objective question : 4
- (1) In Exception handling which block is optional ?
  - (2) When any number divisible by zero which exception is generated ?
  - (3) What is the name of the method used to start a thread execution ?
  - (4) List out two valid constructors for Thread.
- (b) Explain throws. 2
- (c) Explain FileReader class. 3
- (d) What is exception handling ? Explain with Example. 5
- 7 (a) Attempt following objective question : 4
- (1) Which methods can be used to output a string in an applet ?
  - (2) Which is the default layout in applet ?
  - (3) Which method is called when applet terminated ?
  - (4) Which command is used to Execution of an Applet ?
- (b) Explain Applet tag. 2
- (c) Explain Graphics class. 3
- (d) Explain Applet Life Cycle with example. 5

- 8** (a) Attempt following objective question : **4**
- (1) Which Method of graphics class is used, to draw circle in an applet ?
  - (2) Which are two methods execute only one time in applet Life cycle ?
  - (3) Which method is used Graphics class object as argument in applet ?
  - (4) How many parameter passing in g.drawString( ) method ?
- (b) What is LAYOUT Manager ? **2**
- (c) Explain FlowLayout with example. **3**
- (d) Explain GridLayout with example. **5**
- 9** (a) Attempt following objective question : **4**
- (1) Full Name : GUI.
  - (2) Full Name : AWT.
  - (3) Full Name : API.
  - (4) Which package is needed to use swing components ?
- (b) What is Event ? **2**
- (c) Explain JComboBox with example. **3**
- (d) Difference between AWT and Swing. **5**
- 10** (a) Attempt following objective question : **4**
- (1) Full Name : JFC.
  - (2) How many methods are in KeyListener interface ?
  - (3) How many Constructors are in JMenu class ?
  - (4) List out MouseMotionListener Event handler.
- (b) Explain JTextField. **2**
- (c) Explain MouseEvent. **3**
- (d) Explain Event Delegation Model. **5**
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