



SS – 696

V Semester B.C.A. Degree Examination, November/December 2018  
(Y2K8) (Repeaters)  
Computer Science  
BCA 504 : JAVA PROGRAMMING

Time : 3 Hours

Max. Marks : 60/70

- Instructions :** i) Answer **all** the Sections.  
ii) Section – **D** is applicable to the students **who** were admitted in **2013-14** and onwards.

SECTION – A

I. Answer **any ten** questions : (10×1=10)

- 1) Write any two difference between class and method.
- 2) Why JAVA is platform independent ?
- 3) What is Unicode ?
- 4) When do we declare a method as final ?
- 5) What are the data types used in JAVA ?
- 6) What is an applet ?
- 7) What is type casting ?
- 8) How array is created in JAVA ?
- 9) What is interface ?
- 10) What is package ?
- 11) What is the use of this keyword ?
- 12) What are the basic types of JAVA streams ?

SECTION – B

II. Answer **any five** questions : (5×3=15)

- 13) Explain the structure of JAVA program.
- 14) Explain any four characteristics of JAVA.
- 15) Explain access specifier in JAVA.

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- 16) Explain class with an example.
- 17) Explain try, catch and throw with an example.
- 18) Write a program to check whether the given number is prime or not.
- 19) Explain any three types of input-stream class.
- 20) What is vector ? Mention its advantages over array.

## SECTION – C

III. Answer **any five** questions :

(5×7=35)

- 21) a) Explain command line arguments. 4
- b) How will you compile and execute JAVA program ? 3
- 22) Explain different methods of string class.
- 23) Write a program to print multiplication table of a number by accepting the number from user using Keyboard.
- 24) Explain JVM and its components.
- 25) Explain constructor overloading with an programming example.
- 26) Explain life cycle of an applet with an example.
- 27) What is inheritance ? Explain with JAVA program to demonstrate single level inheritance.
- 28) Explain method overloading and method overriding with suitable example.

## SECTION – D

IV. Answer **any one** question :

(1×10=10)

- 29) Write a program to implement key events. 10
- 30) Write a short note on :
  - a) Wrapper class. 5
  - b) Graphics class. 5



SN – 665

**V Semester B.C.A. Degree Examination, November/December 2017**  
**(F+R) (CBCS)**  
**(2016 – 17 & Onwards)**  
**BCA 504 : JAVA PROGRAMMING**

Time : 3 Hours

Max. Marks : 70

**Instruction : Answer all Sections.**

**SECTION – A**

I. Answer **any ten** questions :

**(10×2=20)**

- 1) What is bytecode ? Justify how Java is platform independent.
- 2) What is default constructor and parameterized constructor ?
- 3) What is 'labelled break' and 'labelled continue' ?
- 4) Define a package. Mention its use.
- 5) Mention the ways of implementing multithreading in Java.
- 6) Mention any four thread methods.
- 7) Define an exception. How is exception handling done in Java.
- 8) Mention any four classes in AWT package.
- 9) Define a stream in Java. Briefly mention the broad classification of Java stream classes.
- 10) What is the use of 'super' and 'this' keyword ?
- 11) Mention the datatypes in Java.
- 12) Differentiate between 'string' class and 'string buffer' class.

**SECTION – B**

II. Answer **any five** questions :

**(5×10=50)**

- 13) a) Explain the features of Java.
- b) What are static variables and static methods ?

7

3

P.T.O.



- 14) Explain with an example : 3
- i) Method overloading. 3
  - ii) Method overriding. 2
  - iii) Abstract method. 2
  - iv) Abstract class. 7
- 15) a) Define inheritance. Explain the types of inheritances supported by Java. 3
- b) Explain any three string methods with examples. 3
- 16) a) Differentiate between arrays and vectors. 7
- b) Explain visibility control in Java. 6
- 17) a) What is an interface ? Explain with an example how a class implements an interface. 4
- b) Explain user defined exceptions in Java. 6
- 18) a) Explain the cycle of a thread with a neat diagram. 4
- b) Explain with an example the implementation of multithreading by extending 'Thread' class. 7
- 19) a) Explain life cycle of an applet with a neat diagram. 3
- b) Explain how parameters are passed to an applet. 7
- 20) a) Explain any seven methods of graphics class with an example for each. 3
- b) Explain the use of FileInputStream class and FileOutputStream class. 3
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NS – 614

V Semester B.C.A. Degree Examination, Nov./Dec. 2016  
(CBCS) (2016-17 and Onwards)  
COMPUTER SCIENCE  
BCA 504 : Java Programming

Time : 3 Hours

Max. Marks : 70

**Instruction :** Answer *all* Sections.

SECTION – A

I. Answer **any ten** questions : (10×2=20)

- 1) Why Java is simple ? Mention any two reasons.
- 2) What are string literals ?
- 3) Give the general form of 'Switch' statement.
- 4) What is instance variable ? Give an example.
- 5) Write a few points about 'default constructor'.
- 6) What does 'static' keyword do in a class ?
- 7) What is Java API ?
- 8) What is Exception handling ?
- 9) What is the need for 'applet viewer' ?
- 10) What is error ? Compare with exception.
- 11) What is the purpose of 'init()' method in Applet ?
- 12) What is the use of canvas in AWT ?

SECTION – B

II. Answer **any five** questions : (5×10=50)

- 13) a) Explain the line "public static void main (string args[])". 4
- b) Explain the History and evolution of Java. 6
- 14) a) How to create objects ? What happens when you create objects ? 4
- b) Demonstrate 'this' keyword with Simple Java Program. 6

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|---|---|
| 15) a) Differentiate component and container class.                           | 4 |
| b) Give the general form of interface with one example.                       | 6 |
| 16) a) Explain bitwise and logical operators with examples.                   | 4 |
| b) Illustrate array declaration and accessing data elements using an example. | 6 |
| 17) a) Differentiate constructors and methods.                                | 4 |
| b) Give the steps to create and use a Java package with an example.           | 6 |
| 18) a) Explain the life cycle of a Thread.                                    | 4 |
| b) Explain the steps of executing an Applet using a simple code.              | 6 |
| 19) a) Explain try .... catch with an example.                                | 4 |
| b) Write a short note on Graphics Class.                                      | 6 |
| 20) a) Write a program to sort a list of elements in ascending order.         | 4 |
| b) Give the classification on "java.io.IOException". Explain IOException.     | 6 |

## SECTION - B

(5x10=50)

4

6

4

6

P.T.O.





UN – 325-R

**V Semester B.C.A. Degree Examination, November/December 2015**  
**(Y2K8 Scheme) (F+R)**  
**COMPUTER SCIENCE**  
**BCA – 504 : Java Programming**  
**(70 – 2013 – 14 and Onwards) (60 – Prior to 2013 – 14)**

Time : 3 Hours

Max. Marks : 60/70

**Instructions :** 1) Answer *all* the Sections.

2) Section – **D** is applicable to the students who were  
**admitted in 2013 – 14 and Onwards.**

**SECTION – A**

Answer **any ten** questions :

**(10×1=10)**

1. What do you mean by command line argument ?
2. What are the two ways of giving values to a variable ?
3. Write down the default values of byte and char datatypes.
4. Define a class and write down its syntax.
5. What is the use of 'this' and 'super' keywords ?
6. How multiple inheritance is achieved in Java ?
7. What is concurrency ?
8. What is exception ?
9. How user defined exception is done ?
10. Write down the applet code for "hello-class" file.
11. Why repaint ( ) method is used ?
12. Which method is used to draw a circle ?

P.T.O.

UN – 325-R



SECTION – B

Answer **any five** questions :

(5×3=15)

13. Explain Java program structure.
14. Write a note on scope of variables.
15. Differentiate between string and string Buffer.
16. What is a vector ? Mention its advantages over an array.
17. What is a package ? Write down the steps for creating user defined package.
18. How is a string class different from string buffer class ? Give two methods of string class.
19. Write down the steps for drawing polygons.
20. Give the classification of input stream classes.

SECTION – C

Answer **any five** questions :

(5×7=35)

21. Explain the features of Java.
22. What is method overriding ? Write a program to demonstrate method overriding.
23. Explain any seven string methods with an example.
24. What is thread ? Explain thread life cycle with a neat diagram.
25. What is interface ? Write a program to demonstrate interface.
26. What do you mean by unchecked exception ? Write a program to illustrate try, catch and finally statements.
27. What is applet ? Explain applet life cycle with a neat diagram.
28. Write a note on graphic class and its methods.

SECTION – D

Answer **any one** question :

(1×10=10)

29. a) Write a note on inheritance. 5  
b) Write a program to display all prime numbers between two limits using command line argument. 5
  30. Write a program to implement mouse events.
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