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Reg. No.....

Name.....

B.C.A./B.Sc. DEGREE (C.B.C.S.S.) EXAMINATION, OCTOBER 2017

Fifth Semester

Core Course—JAVA PROGRAMMING

[For B.C.A. and B.Sc. Computer Applications]

(2013 Admission onwards)

Time : Three Hours

Maximum Marks : 80

Part A

Answer all questions.

Each question carries 1 mark.

1. What are the uses of break statement in Java ?
2. What is an applet ?
3. What is the difference between Text-field and Text-area controls.
4. What is meant by method overriding ?
5. What is the use of interface in Java ?
6. How to make a picture as a background on a web page ?
7. What is the difference between a constructor and a method ?
8. What is polymorphism ?
9. What is a stream ? Name any *two* stream classes used in Java.
10. Define two color class constructors.

(10 × 1 = 10)

Part B

*Answer any **eight** questions.*

Each question carries 2 marks.

11. Explain about various access specifiers in Java.
12. Write a note on Delegation Event Model.
13. Explain any *two* selection statements in Java.
14. What is a checkbox ? How would you put checkboxes on an applet ?
15. What is the use of this pointer ?

Turn over

16. What is a stream class ? How are the stream classes classified ?
17. How arrays are defined in Java ?
18. Describe throw and throws clause.
19. What is dynamic method dispatch ?
20. What is the use of super keyword ?
21. What is the use of finally clause in Java ? Discuss with an example.
22. Explain any *four* string class functions that can be used for character extraction.

(8 × 2 = 16)

Part C

*Answer any six questions.
Each question carries 4 marks.*

23. Discuss Graphics class in Java.
24. How to pass parameters to an applet.
25. A super class variable can refer a subclass object. Explain with a sample program.
26. What is an exception ? Write an exception subclass which throws an exception if the variable age is passed as an argument to a method and the value of age is less than 20.
27. Discuss any *two* layouts.
28. Briefly explain the primitive data types in Java.
29. Discuss buffered input and output stream classes.
30. Explain any *two* looping statements with example.
31. Discuss packages.

(6 × 4 = 24)

Part D

*Answer any two questions.
Each question carries 15 marks.*

32. What is multithreaded programming ? Explain how threads are created in Java.
33. Describe the different stages in the life-cycle of an applet. How to pass parameters to an applet.
34. Discuss the general concepts of OOP.
35. Explain the different forms of inheritance supported in Java.

(2 × 15 = 30)