

Roll No.....

Total No. of Sections : 03

Total No. of Printed Pages : 03

**Code No. : C-394**

**Annual Examination - 2018**

**BCA Part - III**

**BCA - 302**

**PROGRAMMING IN JAVA**

**Max.Marks : 100**

**Time : 3 Hrs.**

**Min.Marks : 40**

**Note :** Section 'A', containing 10 very short-answer-type questions, is compulsory. Section 'B' consists of short answer type questions and Section 'C' consists of long answer type questions. Section 'A' has to be solved first.

**Section - 'A'**

**Answer the following very short-answer-type questions in one or two sentences : (2 × 10=20)**

- Q.1 What is String Buffer class?
- Q.2 What is meant by vector in Java?
- Q.3 Define classpath with example code.
- Q.4 Mention the basic types of inheritance.
- Q.5 What is an exception?
- Q.6 What is meant by synchronization in Java collections?
- Q.7 Define streams.
- Q.8 Mention the types of JDBC drivers.
- Q.9 Define Applet.
- Q.10 What are events?

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**Section - 'B'**

**Answer the following short-answer-type questions with word limit 150-200 : (6 5 = 30)**

Q.1 Write the difference between Java and C++?

**OR**

Why is Java known as a platform-independent language?

Q.2 What is the use of interface? Explain runnable interface.

**OR**

Explain the concept of method overriding with an example.

Q.3 What is thread? What Java interface must be implemented by all threads?

**OR**

Discuss the concept of Java spread model with example.

Q.4 Explain TCP/IP client and server sockets.

**OR**

Discuss the working of Java packages.

Q.5 Explain about AWT facilities of Java.

**OR**

Discuss the delegation event model.

**Section - 'C'**

**Answer the following long-answer-type questions with word limit 300-350 : (10 5 = 50)**

Q.1 Write a Java program to check whether the given number is prime or not.

**OR**

Describe the features of object oriented programming language and write a program using method and class.

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Q.2 Discuss the concept of inheritance with an example, Also list the advantages and disadvantages of inheritance.

**OR**

Explain packages. Write a program to show how can we import a package.

Q.3 Describe the exception handling technique in Java.

**OR**

Explain try, catch, throw keywords with the help of suitable programming examples.

Q.4 Describe Java stream classes with its types.

**OR**

Write the steps for JDBC connectivity in Java with a suitable example.

× Q.5 How does Applet differ from Application? Explain. Also discuss the life cycle of an Applet.

**OR**

Write a program to wake up graphics in AWT.

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