



SS – 696

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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

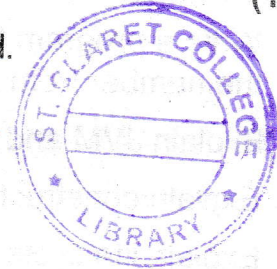
- Instructions :** i) Answer **all** the Sections.
ii) Section – **D** is applicable to the students **who** were admitted in **2013-14** and onwards.

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
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