



UG – 297

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**V Semester B.C.A. Examination, March/April 2021**  
**(Y2K14) (CBCS) (F + R)**  
**COMPUTER SCIENCE**  
**BCA 504 : Java Programming**

Time : 3 Hours

Max. Marks : 70

**Instruction : Answer all Sections.**



SECTION – A

- I. Answer **any ten** questions. **Each** question carries **2** marks. **(10×2=20)**
- 1) What is Java virtual machine and how it is considered in content of Java's platform independent feature ?
  - 2) Differentiate between break and continue statement.
  - 3) What do you mean by command line arguments ?
  - 4) What is a string Buffer class and how does it differs from string class ?
  - 5) What is static data member and static member function ?
  - 6) Define constructor. How do we invoke constructor in Java ?
  - 7) Define interface. Write the syntax for implementing an interface in a class.
  - 8) What is synchronization ? Why do we need synchronization in Java ?
  - 9) Differentiate between checked and unchecked exceptions.
  - 10) Mention the attributes of PARAM tag.
  - 11) What is a stream ? How is it classified ?
  - 12) What is meant by controls and what are the different types of controls in AWT ?

SECTION – B

- II. Answer **any five** questions. **Each** question carries **10** marks. **(5×10=50)**
- 13) a) What are separators ? Describe the various separators used in Java. **5**
  - b) What is type casting ? Why is it required ? How is it achieved in Java ? **5**

P.T.O.



- 14) a) Explain various access specifiers that can be used in Java. 4  
b) What do you mean by final variables, final methods and final classes ?  
Explain it. 6
- 15) a) What are the different forms of inheritance ? Explain with example. 5  
b) What is method overriding ? Write a program to demonstrate method  
overriding. 5
- 16) a) Explain any six string methods with syntax and example. 5  
b) What is package ? How to create package ? Give examples. 5
- 17) a) What is thread ? Discuss the various ways of creating thread in Java. 5  
b) Explain how multiple catch can be used in exception handling mechanism  
with suitable example. 5
- 18) a) Explain Applet life cycle in detail. 5  
b) Explain the steps of executing an applet using a simple code. 5
- 19) a) Write a program to implement mouse events. 5  
b) Explain any five methods of graphics class with an example for each. 5
- 20) a) Explain reader stream classes and writer stream classes. 5  
b) Demonstrate the use of 'this' keywords with an example. 5
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