D	7	0	1	8	6	

(Pages: 2)

Nam	C
Reg.	No

# FIFTH SEMESTER B.Sc. DEGREE EXAMINATION, NOVEMBER 2019

(CUCBCSS-UG)

#### B.C.A.

### BCA 5B 07—JAVA PROGRAMMING

(2017 Admissions)

Time: Three Hours

Maximum: 80 Marks

#### Part A

Answer all questions.

Each question carries 1 mark.

- 1. Expand JDK.
- 2. What is a thread?
- 3. What is a byte code?
- 4. Explain AWT.
- 5. What is a final variable?
- 6. Define Interface.
- 7. What is the use of paint() method?
- 8. Which is the automatically imported package to a Java program?
- 9. How can we achieve polymorphism in Java?
- 10. What do you mean by delegation event model?

 $(10 \times 1 = 10 \text{ marks})$ 

#### Part B

Answer all questions.
Each question carries 2 marks.

- 11. Write any four methods of file class.
- 12. How can we use arrays in Java?
- 13. Write about Applet Skeleton.
- 14. Write a program to print the factorial of a given number using object and class.
- 15. Which are the steps to create packages in Java.
- 16. Define constructor. Explain with example.
- 17. Which are the graphics methods to draw a line and rectangle?
- 18. Syntax of throws statement.

 $(8 \times 2 = 46 \text{ marks})$ 

Turn over

## Part C

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

- 19. Explain about the visibility control in Java.
- 20. With suitable examples, explain the difference between method overriding and method overloading.
- 21. Explain the lifecycle of thread.
- 22. Explain about the classes inside classes.
- 23. Write a program to find the sum of n numbers in Java.
- 24. What is JDBC?
- 25. Difference between Procedural and Object Oriented Programming.
- 26. Create a window having checkbox menu items in its menu.
- 27. How can we create user defined exception classes?

 $(6 \times 4 = 24 \text{ marks})$ 

#### Part D

Answer any three questions. Each question carries 10 marks.

- 28. Explain inheritance in Java.
- 29. Explain exception handling mechanism in Java.
- 30. How can we create a thread in Java? Explain with example.
- 31. What is an applet? Explain its working with examples.
- 32. Write a program to add two matrices by accepting the values through keyboard.

 $(3 \times 10 = 30 \text{ marks})$