C 30346

(Pages : 2)

Name.....................................

Reg. No............................

FIFTH SEMESTER B.C.A. DEGREE EXAMINATION, NOVEMBER 2017

(CUCBCSS—UG)

BCA 5B 09——JAVA PROGRAMMING

Time : Three Hours

Maximum : 80 Marks

Part A

Answer **all** *questions.*
Each question carries 1 mark.

1. ———— is an example of bitwise operator.

2. In java, $10>>2$ = ————.

3. ———— method is used to extract a single character from a String object ?

4. ———— operator is used to access members of an object.

5. ———— is a File method used to create a directory.

6. ———— is an example of Bytestream classes in java.

7. ———— method in Hashtable is used to empty the hash table.

8. ———— loads database drivers and manages the connection between the application and the driver.

9. ———— event is generated when a button is pressed.

10. ———— method used to passing a parameter to applet.

(10 × 1 = 10 marks)

Part B

Answer **all** *questions..*
Each question carries 2 marks.

11. What are the importance of java API.

12. What do you mean by constructor ?

13. List any *four* methods in java.io.File class.

14. Differentiate List and Set interfaces in java.util package.

15. Differentiate java application and applet ?

(5 × 2 = 10 marks)

Turn over

Part C

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

16. Write a java program to check whether the given no is prime or not.

17. What is an interface ? How interface helps to implement multiple inheritance in Java.

18. What is synchronization and how it is implemented in java ?

19. Write the importance of try, catch block in exception handling.

20. Write short note on store() and load() method in java.util.Properties class.

21. Write any four methods in Vector class with syntax.

22. Write an applet program to move a circle.

23. Write short note on TextField and TextAreaclasses in java.awt package.

(5 × 4 = 20 marks)

Part D

Answer any **five** *questions.*
Each question carries 8 marks.

24. Explain various logical and bitwise operators in java.

25. Explain various looping structures in java.

26. Write a java program to add two matrices.

27. What is polymorphism ? Explain different forms of polymorphism with example.

28. Explain different stream classes in java.

29. What is a thread ? Explain different states of thread.

30. Explain collection framework defined on java.util package.

31. Write java GUI program to find the simple interest.

(5 × 8 = 40 marks)