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FIFTH SEMESTER B.Sc. DEGREE EXAMINATION, NOVEMBER 2018

(CUCBCSS-UG)

B.C.A.

BCA 5B 09-JAVA PROGRAMMING

Time: Three Hours

Maximum: 80 Marks

Part A

Answer all questions.

Each question carries 1 mark.

- 1. What is the size of a char data type?
- 2. What will be generated after the successful compilation of source code?
- 3. Which is the first method called by an applet?
- 4. Expand AWT.
- 5. Expand JDK.
- 6. Which is the base class of Exception?
- 7. Which built-in Exception will be thrown when a number is divided by zero?
- 8. How will you give comments in Java?
- 9. List the different types of literals in Java.
- 10. What is the method used by applet to display text and message?

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

Part B

Answer all questions.

Each question carries 2 marks.

- 11. What is event handling?
- 12. What are character stream classes?
- 13. Name the various Layout managers.
- 14. What is the purpose of import statement?
- 15. What is dynamic method dispatch?

 $(5 \times 2 = 10 \text{ marks})$

Turn over

Part C

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

- 16. Explain the working of while and do..while with syntax and example.
- 17. Briefly explain the JDBC components.
- 18. Explain the AWT controls Button and TextField with their constructors.
- 19. Write a simple applet program to display a string "Welcome to Java".
- 20. Explain single inheritance with an example.
- 21. Explain various data types used in Java.
- 22. Write short notes on socket programming.
- 23. Write a program to find the sum of two numbers as command line arguments.

 $(5 \times 4 = 20 \text{ marks})$

Part D

Answer any five questions. Each question carries 8 marks.

- 24. Explain switch case structure in Java with example.
- 25. Briefly explain exception handling mechanisms in Java.
- 26. Explain the features of object oriented programming.
- 27. Explain how you will pass parameters to applets with an example.
- 28. Explain in detail, the life cycle of a thread.
- 29. Explain various event classes and event listener interfaces in Java.
- 30. Explain the steps for creating a Package and create a user defined package.
- 31. Differentiate method overloading and method overriding with examples for each.

 $(5 \times 8 = 40 \text{ marks})$