

**FOURTH SEMESTER B.C.A. DEGREE EXAMINATION, MARCH 2013****(CCSS)**CA4 ~~B05~~—PROGRAMMING IN JAVA

Time : Three Hours

Maximum : 30 **Weightage**I. Answer *all* questions :

- 1 Java is associated with \_\_\_\_\_ programming language.
  - (a) Oak.
  - (b) Basic.
  - (c) C.
  - (d) **Perl**.
- 2 OOPS allows us to decompose a problem into a number of entities called \_\_\_\_\_
- 3 \_\_\_\_\_ defines only abstract methods and final fields.
  - (a) Interface.
  - (b) Class.
  - (c) Constructor.
  - (d) None of the above.
- 4 Grouping of classes is called as \_\_\_\_\_
  - (a) Interface.
  - (b) Package.
  - (c) Threading.
  - (d) **Applet**.
- 5 The \_\_\_\_\_ method is used to block the execution of the thread until further order :
  - (a) Sleep ( )
  - (b) Suspend ( )
  - (c) Wait ( )
  - (d) Stop ( )
- 6 Choose the proper operator precedence when evaluating an expression :
  - 1 Comparisons.
  - 2 Logical operations.
  - 3 Increment.
  - 4 Arithmetic operations.
  - (a) 1-2-4-3.
  - (b) 4-3-1-2.
  - (c) 2-1-4-3.
  - (d) 3-4-1-2.
- 7 An \_\_\_\_\_ determines which features of a class may be used by other classes :
  - (a) Specifier.
  - (b) Inheritance.
  - (c) Implementation.
  - (d) Access specifier.
- 8 The \_\_\_\_\_ attribute of the **applet** code identifies the name of the Java byte code :
  - (a) Code.
  - (b) **Param**.
  - (c) Value.
  - (d) None of the above.
- 9 A \_\_\_\_\_ is a display monitor's smallest unit of resolution.
- 10 \_\_\_\_\_ method is called the first time an **applet** is loaded into the memory of a computer.
  - (a) **init** method ( )
  - (b) start method().
  - (c) stop method ( )
  - (d) destroy method O.

11 A **applet** tag is written in body tag of \_\_\_\_\_

- (a) **HTMM** (b) **HTTP**  
 • (c) **HTML** (d) **Applet**

12 A \_\_\_\_\_ is a sequence of bytes travelling from a source to a destination over a communication path.

- (a) String. (b) Stream.  
 (c) Character. (d) Integer:

(12 x 3 = 36 weightage)

II. Short Answer Type Questions. Answer *all* nine questions :

13 **Explain** the tools of **JDK**.

14 Why main method is declared as Public, Static and Void ?

15 What do you mean by. Instantiating an object ? How it is done in Java ?

16 Explain how to add more classes to a package.

17 What are Interfaces ? or How to support multiple inheritance in Java ?

18 What are the uses of Try and Catch **statement** ?

19 What are the uses of status window in **applet** ?

20 Differentiate between Thread and **Process**.

21 What is **JDBC**

(9 x 1 = 9 weightage)

III. Short. Essay or Paragraph Questions :

22 Explain any *six* separators in Java with example.

23 Write about recursion methods with example.

24 Write about *abstract class*.

25 Explain the usage of *arrays* and *vectors* in Java.

26 Explain the life-cycle of **applet** with examples.

27 What are the uses of is Alive ( ) and join ( ) methods in thread ?

28 Explain the **InputStream** class hierarchy with an example program.

(5 x 2 = 10 weightage)

IV. Essay Questions. Answer any *two* questions :

29 **Explain** the **lifecycle** of thread with example. Explain the different ways of **creating thread**, with examples.

30 Explain in detail about Java Buzzwords (or) Java 'features (or) characteristics.

31 Write a program to print all combinations of four digit number. A four **digit number** is generated using only four digits (1, 2, 3 and 4) and the number has second digit greater than first digit and fourth digit is less than third digit :

Case 1 : Duplication of digit is allowed.

Case 2 : **Duplication** of digit is not allowed.

(2 x 4 = 8 weightage)