

304/334

Cor. Jav. Pro.

B.C.A. (Part-III) EXAMINATION - 2022

(Faculty of Science)

(Three-Year Scheme of 10+2+3 Pattern)

CORE JAVA PROGRAMMING

Time Allowed : Three Hours

Maximum Marks : 100

Answer of all the questions (short answer as well as descriptive) are to be given in the main answer-book only. Answers of short answer type questions must be given in sequential order. Similarly all the parts of one question of descriptive part should be answered at one place in the answer-book. One complete question should not be answered at different places in the answer-book.

Write your roll number on question paper before start writing answers of questions.

Question paper consists of three parts.

All three parts are compulsory.

Part - I: (Very short Answer) consists 10 questions of 2 marks each. Maximum limit for each question is upto 40 words.

Part - II: (Short Answer) consists 5 questions of 4 marks each. Maximum limit for each question is upto 80 words.

Part - III: (Long Answer) consists 5 questions of 12 marks each with internal choice.

PART - I

1. Attempt all questions. Each question carry 2 marks.

- (i) What is JDK ?
- (ii) What is "String Buffer" ?
- (iii) What is AWT in Java ?
- (iv) Define Applet.
- (v) What is URL class in Java ?
- (vi) Why Java programs are platform independent ?
- (vii) What is the use of "extends" keyword ?
- (viii) What is inner class in Java ?
- (ix) Define "implicit wait" in Threads.
- (x) Define 'stack' in Java.

PART - II

2. Attempt all questions. Each question carry 4 marks.

- (i) Explain the 'Conditional Operator' in Java with suitable example.
- (ii) How Objects are created in Java ? Explain using methods through the objects.
- (iii) Describe "Delegation Event Model" by providing suitable example.
- (iv) Discuss "Applet life cycle".
- (v) Differentiate between TCP/IP sockets and server sockets.

PART - III

3. ~~Describe~~ basic features of Java by providing appropriate examples.

OR

Discuss 'Loops' in Java with example.

4. How 'Array' is declared and used in Java ? Explain by giving an example.

OR

~~Describe~~ the Exception Handling Mechanism by providing appropriate example.

5. ~~Discuss~~ the 'Layout Managers' and their role in the GUI based programs in Java.

OR

What are the uses of Listners and Adapters in Event Handling process ? Explain with example.

6. In what two ways the threads can be created in Java Programming ? Which way is effective and why ? Explain.

OR

Discuss 'Thread Synchronization' by explaining its need and implementation in a multithreading based program in Java.

7. Describe 'Socket Based Connectivity' by providing suitable example.

OR

Write notes on :

- (i) Collections
- ~~(ii) JDBC~~

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