

B.C.A Semester - 4 (CBCS) Examination
March/April-2023 [NEW COURSE]
Programming with JAVA(Core)

Time: 2:30 Hours**Marks: 70****Instructions:**

1. All questions are compulsory.
 2. Figures to the right indicate marks.
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Q.1(A) Answer the following questions. (03)

1. _____ command is use to compile java program.
2. The syntax of main() method of java program is _____.
3. What is byte code?

Q.1(B) Answer the following questions. (Any Two) (06)

1. Explain JVM, JRE and JDK.
2. What is class and object? Explain.
3. What is java tokens? Explain it.
4. Explain JDK tools in brief.

Q.1(C) Answer the following questions. (Any One) (05)

1. Explain constructor with its types.
2. Explain java features.

Q.2(A) Answer the following questions. (03)

1. What is interface?
2. List out access specifiers.
3. API stands for _____.

Q.2(B) Answer the following questions. (Any Two) (06)

1. Explain Wrapper classes.
2. Explain abstract and final class.
3. Explain String and StringBuffer class.
4. Explain nested and inner class.

Q.2(C) Answer the following questions. (Any One) (05)

1. What is inheritance? Explain different types of inheritance in java.
2. Explain method overriding.

Q.3(A) Answer the following questions. (03)

1. What is finally?
2. What is user define exception?
3. What is deamon thread?

Q.3(B) Answer the following questions. (Any Two) (06)

1. Explain multithreading.
2. Explain Exception handling in java.
3. Explain InputStreamReader class in java.
4. Explain Writer class in java.

Q.3(C) Answer the following questions. (Any One) (05)

1. Explain thread life cycle.
2. Explain stream and its types.

Q.4(A) Answer the following questions. (03)

1. To run an applet _____ command is used.
2. To display text in the applet status bar _____ method is used.
3. What is applet?

Q.4(B) Answer the following questions. (Any Two) (06)

1. Explain Border layout with example.
2. Explain FlowLayout with example.
3. Explain using no layout manager.
4. Explain BorderLayout.

Q.4(C) Answer the following questions. (Any One) (05)

1. Explain Graphics class with its methods.
2. Explain applet life cycle.

Q.5(A) Answer the following questions. (03)

1. What is Event?
2. What is AWT?
3. What is Swing?

Q.5(B) Answer the following questions. (Any Two) (06)

1. Explain JTextArea and JComboBox.
2. Explain Listener interface.
3. Explain Menus in java.
4. Explain JFrame and JPanel.

Q.5(C) Answer the following questions. (Any One) (05)

1. What is adaptor classes?
2. Explain Event delegation model.
