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Reg. No. :

Code No. : 41358 E Sub. Code : SMCA 31

B.C.A (CBCS) DEGREE EXAMINATION,
NOVEMBER 2018.

Third Semester

Computer Application — Main

JAVA PROGRAMMING

(For those who joined in July 2017 onwards)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. How many primitive data types are there in java?
(a) 6 (b) 7
(c) 8 (d) 9
2. Which of these operations is used to allocate memory for an object?
(a) malloc (b) alloc
(c) calloc (d) new

3. What is the return type of a method that does not returns any value?

(a) int (b) float
(c) void (d) double

4. Which of the following is a method having same name as that of its class?

(a) finalize (b) delete
(c) class (d) construction

5. Variables included within an interface are

(a) final (b) finally
(c) finalize (d) private

6. The _____ method waits for the thread to die.

(a) join() (b) wait()
(c) notify() (d) stop()

7. The animation loop is usually written in _____ method.

(a) init() (b) start()
(c) run() (d) stop()

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8. The event listener corresponding to handling keyboard events is the
- (a) Key Listener
 - (b) Keyboard Listener
 - (c) Keys Listener
 - (d) KB Listener
9. The user interface component to display a text string
- (a) Event
 - (b) Field
 - (c) String
 - (d) Label
10. The _____ class represents individual items in a menu.
- (a) Menu
 - (b) Menu Bar
 - (c) Menu Item
 - (d) Menu Edit

PART B — (5 × 5 = 25 marks)

Answer ALL questions choosing either (a) or (b).

Each answer should not exceed 250 words.

11. (a) Explain about the two types of Java programs.
- Or
- (b) Discuss about lexical issue.

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12. (a) Give an overview about constructors.

Or

- (b) Write a note on command line arguments. Give example Java program.
13. (a) List down the most common types of exceptions that might occur in Java. Give examples.

Or

- (b) What is finally block? When and how is it used? Give a suitable example.
14. (a) Discuss about the Byte stream classes.

Or

- (b) Explain about Adapter classes.
15. (a) Explain about the class hierarchy for panel and frame.

Or

- (b) Discuss about the draw line () method.

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PART C — (5 × 8 = 40 marks)

Answer ALL questions choosing either (a) or (b).

Each answer should not exceed 600 words.

16. (a) Discuss about the three OOP principles.

Or

- (b) Explain about the bitwise operators in java.

17. (a) Discuss in detail about method overloading.

Or

- (b) Explain about the Keyword 'Super'.

18. (a) Discuss in detail about package.

Or

- (b) Write a java program to create multiple trends.

19. (a) Explain about the Applet display methods.

Or

- (b) Discuss about the mouselistener interface.

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20. (a) Explain about Frame windows.

Or

- (b) Discuss about the different types of controls supports AWT.
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