

(6 pages)

Reg. No. :

Code No. : 21195

Sub. Code : JMCA 31

B.C.A. (CBCS) DEGREE EXAMINATION,
NOVEMBER 2017.

Third Semester

Computer Application – Main

JAVA PROGRAMMING

(For those who joined in July 2016 onwards)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

- Choose the correct answer.

1. Java was originally called as

- (a) Oak
- (b) Hot java
- (c) J2EE
- (d) Structured language

2. _____ means the ability to take more than one form.

- (a) Encapsulation
- (b) Dynamic binding
- (c) Polymorphism
- (d) Inheritance

3. A package is a collection of

- (a) Classes
- (b) Interfaces
- (c) Editing tools
- (d) Classes and Interfaces

4. _____ is an open ended information retrieval system designed to be used in Internet's distributed environment.

- (a) HTML
- (b) WWW
- (c) Applet
- (d) Hot Java

5. Math class was defined in the _____ package.

- (a) Java.io
- (b) Java.util
- (c) Java.net
- (d) Java.long.

Page 2

Code No. : 21195



6. Finalise is a
(a) Method (b) Class
(c) Keyword (d) Access specifier
7. _____ variables are used when we want to have a variable common to all instance of a class.
(a) Static
(b) Local
(c) Class
(d) Default
8. What is the value of 7%10?
(a) 1 (b) 3
(c) 7 (d) 0
9. A cast is simply an _____ conversion.
(a) Implicit
(b) Explicit
(c) Type conversion
(d) All the above
10. _____ method is used to initiate the thread executor.
(a) Flow (b) Grid
(c) Border (d) Card

PART B — (5 × 5 = 25 marks)

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

Each answer should not exceed 250 words.

11. (a) Why Java is important to Internet?
Or
(b) Discuss the data types in java.
12. (a) Explain finalizer () method.
Or
(b) Write short notes on command line arguments.
13. (a) Write short notes on Interface.
Or
(b) Explain any five methods of thread class.
14. (a) Explain applet architecture with suitable example.
Or
(b) Discuss various html applet tags.



15. (a) Explain any five methods of graphics class.

Or

- (b) How to use AWT Controls?

PART C — (5 × 8 = 40 marks)

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

Each answer should not exceed 600 words.

16. (a) Explain the basic concepts of OOP.

Or

- (b) Explain all operators in java.

17. (a) Explain method overloading with suitable example.

Or

- (b) Explain the concept of constructors.

18. (a) What is package? How to import package? Explain.

Or

- (b) Write a java program to implement multithreading.

Page 5 Code No. : 21195

19. (a) Explain JDBC architecture with database.

Or

- (b) Explain the life cycle of applet.

20. (a) Explain any two AWT controls with example.

Or

- (b) How to create menus in Java?
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Page 6 Code No. : 21195

