



RG-1901

Third Year B. C. A. (Sem. V) (ATKT) Examination  
April / May – 2008  
(501) Java Programming

Time : 3 Hours]

[Total Marks : 70

Instructions :

(1)

नीचे दशांशिक निशानोंवाणी विगतो उत्तरपत्ती पर अवश्य बरखी.  
Fillup strictly the details of signs on your answer book.

Name of the Examination :  
Third Year B.C.A. (Sem. 5) (ATKT)

Name of the Subject :  
(501) JAVA PROGRAMMING

Subject Code No. : 1 9 0 1 Section No. (1, 2,.....) : Nil

Seat No. :

Student's Signature

- (2) Q. 1 is compulsory.
- (3) Figure to the right indicate full marks.

- 1 Answer in short : 10
- (1) What do you mean by garbage collection ?
  - (2) Differentiate between throw and throws exception.
  - (3) Which packages are required to create an applet ?
  - (4) Differentiate between equals() and ==.
  - (5) What do you mean by static and non-static class ?
  - (6) Define thread. How to create main thread ?
  - (7) What do you mean by type casting ?
  - (8) What is the use of value of () method ?
  - (9) How to suspend, resume, stop a thread ?
  - (10) List out Java buzzwords.

- 2
- (1) Differentiate between c++ and java. 15
  - (2) Discuss about visibility modifiers and its role in inheritance.
  - (3) Explain how can you create user defined exception.

OR

- 2
- (1) Discuss about architecture of java and explain how java is platform independent. 15
  - (2) What do you mean by polymorphism ? Explain by giving example.

(3) What do you mean by overloading? Explain constructor overloading by giving example.

- 3 (1) Write a note on inter thread communication. 15  
(2) Discuss transient and volatile modifiers by giving example.  
(3) What are the different types of applet? Discuss applet initialization and termination methods.

OR

- 3 (1) Discuss about thread groups and thread priorities. 15  
(2) Explain dynamic method dispatch by giving example.  
(3) Explain char At( ), set Char At( ), get Chars( ) methods by giving example.

- 4 (1) Write a program to accept a string and count total number of uppercase characters and lowercase characters in a string. 7  
(2) What do you mean by interface? How to create it? How does it differ from a class? Give example of nested interface. 8

OR

- 4 (1) Write a program to accept a number from command line and display the sum of digits in a number by using recursive function. 7  
(2) What is a package? How to define it? What is the use of CLASSPATH variable? What are the different access specifiers in a package? 8

5 Attempt any three : 15

- (1) Discuss about try, catch, finally blocks with examples.  
(2) Explain constructor overloading using super.  
(3) Define instance method and class method. Give difference between them.  
(4) Discuss methods of thread class.