



SN – 460

V Semester B.C.A. Degree Examination, Nov./Dec. 2014  
(Y2K8 Scheme) (F + R)  
COMPUTER SCIENCE  
BCA 504 : Java Programming  
(70 – 2013-14 and Onwards)  
(60 – Prior to 2013-14)

Time : 3 Hours

Max. Marks : 60/70

- Instructions:** 1) Answer **all** the Sections.  
2) Section **D** is applicable to the students who were admitted in **2013-14** and onwards.

SECTION – A

Answer **any ten** questions :

(10×1=10)

1. What is type casting ?
2. What is byte code ?
3. Mention any four features of Java.
4. What is an abstract class ?
5. How is an array created in Java ?
6. What is a package ?
7. What is the use of the keyword import ?
8. What is meant by unchecked exception in Java ?
9. What are the different types of applet ?
10. Mention the attributes of PARAM tag.
11. Name the byte stream classes in Java.
12. What is the method used to flush a stream ?



## SECTION – B

Answer **any five** questions :

(5×3=15)

13. What are the datatypes in Java ? Explain.
14. Compare Java with C++.
15. Explain the access specifiers.
16. What is a vector ? Mention its advantages over array.
17. Explain thread synchronization.
18. What is static import ? How it is useful ?
19. Explain the tasks involved in exception handling.
20. Explain any three methods of input stream class.

## SECTION – C

Answer **any five** questions :

(5×7=35)

21. a) Explain command line arguments. 3  
b) Write a Java program to find the factorial of a number using command line arguments. 4
22. When does method overriding take place ? Write a Java program to illustrate method overriding.
23. How is a string class different from string buffer class ? Explain any five methods of string class.
24. Explain the thread life cycle with a neat diagram.
25. What is an interface ? What it is used for ? Compare interface with class.
26. Write and explain applet skeleton.
27. What is a finally block ? When and how it is used ? Give an example.
28. Write a note on graphics class and its methods.

## SECTION – D

Answer **any one** question :

(1×10=10)

29. Write notes on :
  - a) Wrapper class. 5
  - b) JVM. 5
30. Write a program to implement key events. 10