DK-003-003415   Seat No. _____

B. C. A. (Sem. IV) (CBCS) Examination

April / May – 2015

Programming with JAVA

Faculty Code : 003
Subject Code : 003415

Time : $2\frac{1}{2}$ Hours]   [Total Marks : **70**

1   Attempt following MCQs.   **20**

   (1)   A method implementation of an interface must be declared as _____ .

   (a)   private   (b)   public

   (c)   Default Access   (d)   protected

   (2)   Which of the following statement is True?

   (a)   A Class can extend more than one class.

   (b)   A Class can implement only one interface.

   (c)   A Class can extend only one class and can implement only one interface.

   (d)   A Class can extend only one class and can implement more than one interface.

   (3)   When a method can throw an Exception then it is specified by _____ keyword.

   (a)   thrown   (b)   throws

   (c)   thrower   (d)   throwing

   (4)   To create our own Exception class, we have to _____

   (a)   Use thrown keyword

   (b)   Use thrower and finally blocked

   (c)   Extends Exception class

   (d)   Create our own try and catch block

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(5) From the following methods which method cannot cause a thread to go into a blocked state?

(a) yield( ) (b) suspend( )

(c) wait( ) (d) sleep( )

(6) When a method is used by two threads, then it should be declared by _____ keyword.

(a) shared (b) synchronize

(c) synchronization (d) synchronized

(7) When a method has same name and same type signature as a method in super class, then this method is said to be _____.

(a) Overridden (b) Abstract

(c) Virtual (d) Overloaded

(8) Which method wake up the first thread that called wait ( ) on same object?

(a) Wakeup( ) (b) notify( )

(c) start( ) (d) isAlive( )

(9) Which statement is true for Vector class?

(a) Provides the capability to implement a grow-able array of objects.

(b) Provides the capability to implements file and input objects.

(c) Provides the capability to implements interface and abstract class.

(d) Active-X provides the capability to implements io-stream of objects.

(10) Which interface must be implementing when using scrollbar in Applet?

    (a) ActionListener   (b) ItemListener

    (c) AdjustmentListener (d) ScollbarListener

(11) Sometimes we want to pass information into a program when we run it. Which is done by passing _____ to main().

    (a) Command-line Interface

    (b) Command-line Argument

    (c) Command-line Recursion

    (d) Command-line Object

(12) _____ is used to indicate that no further alterations can be made.

    (a) static   (b) const

    (c) explicit   (d) final

(13) When a member is declared as a, _____ it can be accessed before any objects of its class are created, and without reference to any object.

    (a) final   (b) private

    (c) static   (d) const

(14) Which method will cause a JFrame to display?

    (a) displayJFrame( ) (b) setVisible( )

    (c) showJFrame( )   (d) show( )

(15) How do you change the current layout Manager for a Container?

    (a) Once created you can't change the current layout manager of a Component.

    (b) Use the setLayout method

    (c) Use the updateLayout method

    (d) Use the setLayoutManager method

(16) The (0,0) co-ordinates of Applet Window is located at _____ .

    (a) At the center of the Applet

    (b) At the center of the right edge of the Applet

    (c) At the center of the left edge of the Applet

    (d) At the upper-left corner of the Applet

(17) Syntax of replace( ) of String class is _____

    (a) String replace (char c1,String str, int i)

    (b) void replace(char cl, char c2, String str)

    (c) String replace (char cl,char c2, int i)

    (d) none

(18) Which method is used to delete more than one character from string?

    (a) deleteCharAt( )   (b) delete( )

    (c) remove( )   (d) removeCharAt( )

(19) The _____ Contains all the graphics methods, all the Windowing methods, and the components needed to create user Interfaces.

    (a) java.awt package

    (b) java.component package

    (c) java.lang.window package

    (d) java.window package

(20) What is output of the following program?

```
class a
{
    public static void main(String [ ])
    {
        String s 1="core";
        String s2="java";
        String s3=s 1.concat(s2.toUpperCase( ));
        System. out.println(s1 +s2+s3);
    }
}
```

(a) corejavacoreJAVA (b) corejavaJAVA

(c) Compilation Error (d) none

2 (A) Attempt the Following Questions : (Any Three)   6

(1) Explain Compiling and Executing Java Program.

(2) Explain Command Line Argument Array with Example.

(3) Discuss the different Data Types in Java.

(4) What is FlowLayout?

(5) What is Applet Application in Java?

(6) Explain JTextField class with Example.

(B) Attempt the Following Questions : **(Any Three)**   **9**

    (1) Discuss the Class and Object Concept in detail.

    (2) Discuss the BufferedReader and BufferedWriter class.

    (3) Explain the Math Class with any three methods and Example.

    (4) Discuss the Vector class with any three methods and Example.

    (5) Discuss the Thread Life Cycle in detail.

    (6) Explain the Type Casting in Java.

(C) Attempt the Following Questions : **(Any Two)**   **10**

    (1) Write a note on Applet Life Cycle with Example.

    (2) Write a note on Java Operators in detail.

    (3) Explain the StringBuffer class with different methods and Example.

    (4) Explain the "super" keyword in Java.

    (5) What is Exception Handling? Explain try, catch and finally block with Example.

3   (A) Attempt the Following Questions :**(Any Three)**   **6**

    (1) What is use of Swing in Java?

    (2) What is VarArgs?

    (3) Explain JList class with Example.

    (4) Discuss the FileInputStream class with Example

    (5) Explain the BorderLayout in Layout Managers.

    (6) Define Inheritance and Encapsulation.

(B) Attempt the Following Questions : **(Any Three)**   9

    (1) Explain the Nested Class with Example.

    (2) Explain the StringTokenizer class with different methods and Example.

    (3) Discuss the Decision Making Statements in detail.

    (4) Explain the Jumping Statements in detail.

    (5) Discuss the Method Overloading.

    (6) Discuss the Event Delegation Model.

(C) Attempt the Following Questions : **(Any Two)**   10

    (1) Write a note on the Package concept in Java with Example.

    (2) Discuss the Graphics class with different methods and Example.

    (3) Discuss the Array with its different types.

    (4) Explain the Synchronization in Multiple Threads with Example.

    (5) Discuss the Menu Related different classes in Swing with Example.