	SCO APTS AND SCIENCE
Reg. No. :	LIBRARY
Name :	ANGADIKADANU

K20U 0949

IV Semester B.C.A. Degree (CBCSS-Reg./Sup./Imp.) Examination, April 2020 (2014 Admn. Onwards) Core Course 4B09BCA : JAVA PROGRAMMING

Time : 3 Hours

Max. Marks: 40

SECTION - A

1. One word answer.

(8×0.5=4)

- a) AWT stands for _____
- b) _____ Provides an default implementation of all methods in an event.
- c) A ______ is an object that is notified when an event occurs.
- d) In order to fill an ellipse _____ method can be used.
- e) Using ______ one can specify what a class must do, not how it does it.
- f) The implicit return tape of a class's constructor is ______ itself.
- g) _____ is the super class of all events.
- h) _____ is an interpreter for bytecode.

SECTION - B

Write short notes on any seven of the following question.

(7×2=14)

- 2. What is a thread in Java ?
- 3. What is the use of finally clause in Java ?
- 4. Define stream.
- 5. Define constructor overloading.
- 6. What is the need of abstract class in Java ?
- 7. What is an applet and applet class ?
- 8. Short note on synchronization in multithreading.
- 9. Difference between text field and text area.
- 10. List any 5 event listener interface in Java.
- 11. Define operator overloading.

P.T.O.

K20U 0949

SECTION - C

Answer any four of the following questions.

12. Explain applet skeleton.

13. Write a short note on features of adapter class in Java.

14. Explain various use of final keyword.

15. What is meant by listener interface ? Explain key listener.

16. Write a note on multiple inheritance.

17. What is the significance of the keyword 'super' in Java ?

SECTION - D

Write an essay on any two of the following questions.

18. Write a program for matrix addition.

19. Explain exception handling in Java.

- 20. How will you obtain graphics context in window ? Explain various drawing method of graphics class.
- Define an applet, parameters passed to an applet. Explain with an example program.

(4×3=12)

 $(2 \times 5 = 10)$

2.7.7