

Reg. No. : .....

Name : .....

**Fourth Semester B.C.A. Degree (CBCSS -Reg./Sup./Imp.)****Examination, May 2017****Core Course****4B09BCA : JAVA PROGRAMMING****(2014 Admn. Onwards)**

Time : 3 Hours

Max. Marks : 40

**SECTION - A****1. One word answer :**

- a) The data or variable defined within a class are called \_\_\_\_\_
- b) A class can kept away from inheritance by adding the keyword \_\_\_\_\_ before the class.
- c) Consider the following declaration  $\text{int } m = 18, n = 4$ . The value of the expression  $m/n+m\%n$  is \_\_\_\_\_
- d) \_\_\_\_\_ is the capability to control the access of multiple threads to shared resources.
- e) \_\_\_\_\_ is a keyword used with variables and methods for using them without creating the objects.
- f) The first method called by an applet is \_\_\_\_\_.
- g) The method used to draw a circle is \_\_\_\_\_.
- h) The class used to create textbox in Java is \_\_\_\_\_.

**(8x½=4)**



## SECTION – B

Write short notes on **any seven** of the following questions :

2. What is the use of 'this' keyword in Java ?
3. List the primitive data types available in Java along with the size of each type.
4. What is the purpose of import statement ?
5. What are ByteStream classes ?
6. How will you assign priority for a thread ?
7. Give the syntax for declaring one dimensional and two dimensional arrays in Java ?
8. How will you pass parameter to an applet ?
9. Explain the method drawRoundRect().
10. What is AWT ?
11. What is an adapter class ? (7×2 =14)

## SECTION – C

Answer **any four** of the following questions :

12. Explain the concept of interface with an example.
13. Write a Java program to generate prime numbers between 100 and 1000.
14. Explain the AWT controls Button and TextField with their constructors and examples.
15. Explain the working of *while* and *do ..... while* with syntax and example.
16. Write a Java program to reverse a string.
17. Explain the importance of finally block in exception handling. (4×3 =12)



SECTION – D

Write an essay on **any two** of the following questions :

18. Explain with diagram the life cycle of an Applet.
19. Differentiate between method overloading and method overriding with examples for each.
20. Briefly explain the Event classes and Event Listener Interfaces in Java.
21. Write short notes on :
  - a) The menu component hierarchy
  - b) File Streams.

(2×5 =10)

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