D 10558	(Pages: 2)	Name
		Reg. No

# FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021

(CBCSS—UG)

**BCA** 

## BCA 5B 08—JAVA PROGRAMMING

(2019 Admissions)

Time: Two Hours

Maximum: 60 Marks

# **Section A (Short Answer Type Questions)**

Answer atleast **eight** questions. Each question carries 3 marks. All questions can be attended. Overall Ceiling 24.

- 1. What is modularity?
- 2. What is an abstraction? Explain.
- 3. Explain Comments and Keywords in Java.
- 4. What use of continue Statement in Java?
- 5. What is Method Overloading in Java? Explain.
- 6. What is an abstract class? Explain.
- 7. What are the different advantages of using Threads?
- 8. Why we use Java finally block? Explain.
- 9. What is AWT? Explain.
- 10. How many types of applets are there in Java? What are they? Explain any one.
- 11. How do you pass parameters to an APPLET in Java? Explain.
- 12. Why we use Synchronization? Explain.

 $(8 \times 3 = 24 \text{ marks})$ 

Turn over

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#### Section B (Short Essay Type Questions)

Answer atleast **five** questions. Each question carries 5 marks. All questions can be attended. Overall Ceiling 25.

- 13. Explain Java Runtime environment.
- 14. What is throws? What are the difference between throws and throw? Explain with examples.
- 15. Explain packages and import statements with suitable examples. How it is used? What are the different advantages using of packages in Java?
- 16. List the basic principles object oriented programming. Explain each with suitable example.
- 17. How to create a thread in Java? Explain each with suitable examples.
- 18. What is User Defined Exception in Java? Why use User Defined/custom exceptions? Explain.
- 19. In Java Programing what is Statement Interface? What are the different commonly used methods of Statement interface?

 $(5 \times 5 = 25 \text{ marks})$ 

## Section C (Essay Type Questions)

Answer any **one** question. The question carries 11 marks.

- 20. (a) Explain Structure of the AWT in detail. List of commonly used controls while designed GUI using AWT. Explain each.
  - (b) Write a Java program to draw five concentric circles.

 $(6\frac{1}{2} + 4\frac{1}{2} = 11 \text{ marks})$ 

- 21. (a) Explain Threads Daemon Threads, Thread States and Thread Problems with example.
  - (b) Explain with a program, how will you create the thread by implementing runnable interface.

 $(5\frac{1}{2} + 5\frac{1}{2} = 11 \text{ marks})$ 

 $[1 \times 11 = 11 \text{ marks}]$