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## FOURTH SEMESTER B.C.A. DEGREE EXAMINATION, MAY 2014

(UG—CCSS)

## Core Course

## CA 4B 05—PROGRAMMING IN JAVA

| Three Hours |  |                                |        | Maximum: 30 Weightage                                |  |  |  |
|-------------|--|--------------------------------|--------|--|--|--|--|
| An          | swer al  | ll twelve questions :          |        |  |  |  |  |
| 1           | is created during compilation of Java program.   |                                |        |  |  |  |  |
|             | (a)  | Intermediate code.             | (b)    | Byte Code.   |  |  |  |
|             | (c)  | Dynamic code.                  | (d)    | None of the above.                                   |  |  |  |
| 2           | In a class, global variables are declared using the keyword ———.   |                                |        |  |  |  |  |
| 3           | defines only abstract methods and final fields.  |                                |        |  |  |  |  |
|             | (a)  | Interface.                     | (b)    | Class.   |  |  |  |
|             | (c)  | Constructor.                   | (d)    | None of the above.                                   |  |  |  |
| 4           | In Java, exceptions are the sub-classes of the built-in class ———.   |                                |        |  |  |  |  |
| 5           | is the process by which objects of one class acquire the properties of objects of another  |                                |        |  |  |  |  |
|             | class.   |                                |        |  |  |  |  |
|             | (a)  | Abstraction.                   | (b)    | Inheritance.   |  |  |  |
|             | (c)  | Encapsulation.                 | (d)    | Polymorphism.  |  |  |  |
| 6           | The function called by itself is called ———.   |                                |        |  |  |  |  |
|             | (a)  | Static function.               | (b)    | Public function.                                     |  |  |  |
|             | (c)  | Recursive function.            | (d)    | Function overloading.                                |  |  |  |
| 7           | When the ——— statement is encountered inside a loop, the loop is immediately exited and the program continues with the statement immediately following the loop. |                                |        |  |  |  |  |
|             | (a)  | Continue.                      | (b)    | Break.   |  |  |  |
|             | (c)  | Switch.                        | (d)    | Return.  |  |  |  |
| 8           |  | - occurs when two threads have | e a ci | rcular dependency on a pair of synchronized objects. |  |  |  |
|             | (a)  | Synchronization.               | (b)    | Deadlock.  |  |  |  |
|             | (c)  | Wait for.                      | (d)    | None of the above.                                   |  |  |  |

|  |   | 9 A —   | is a display monitor's sm       | allest | unit of resolution.                             |  |  |
|--|---|---------|---------------------------------|--------|---|--|--|
| 10 The — method is used to block the execution of the thread unfil further order.  |   |         |                                 |        |   |  |  |
|  |   |         | Sleep ().                       |        | Suspend ().                                     |  |  |
|  |   | (c)     | Wait ().                        | (d)    | Stop ().  |  |  |
|  | 1   | 1 The – | method of an applet is          | called | l only once in a applet's life-cycle.           |  |  |
| 12 The ——— attribute of the applet code identifies the name of the Java byte code. |   |         |                                 |        |   |  |  |
|  |   |         | Code.                           |        | Param.  |  |  |
|  |   | (c)     | Value.                          | (d)    | None of the above.                              |  |  |
|  |   |         |                                 |        | $(12 \times \frac{1}{4} = 3 \text{ weightage})$ |  |  |
| I  | II. Short answer type questions. Answer all nine questions:             |         |                                 |        |   |  |  |
|  | 13 What are the different types of Java programs?                       |         |                                 |        |   |  |  |
| 14 Write a short note on identifiers in Java.                                      |   |         |                                 |        |   |  |  |
|  | 15 What do you mean by instantiating an object? How it is done in Java? |         |                                 |        |   |  |  |
|  | 16 What are the uses of the keyword super in Java, with example?        |         |                                 |        |   |  |  |
|  | 17 What is finally block? When and how it is used?                      |         |                                 |        |   |  |  |
|  | 18  |         |                                 |        |   |  |  |
|  | 19  |         |                                 |        |   |  |  |
|  | 20  |         | ntiate local and remote applets |        |   |  |  |
|  |   |         | the usage of this keyword in J  |        |   |  |  |
| 1  |   |         | the dadge of this keyword in s  | ava :  | · · · · · · · · · · · · · · · · · · ·           |  |  |
|  | Sho-  | t Fana  | - D                             |        | $(9 \times 1 = 9 \text{ weightage})$            |  |  |
| Si   | SHOL  | Lssay   | or Pagagraph questions. Answ    | er an  | y five questions:                               |  |  |

- Compare and contrast the concepts call-by-value and call-by-reference with examples.
- 23 Discuss detail packages. Write a program to show an implementation of package.
- 24 When do we declare a field or a method or a class as final?
- 25 How are static members different from normal members? What are the restrictions for static
- 26 What is an event? Write short notes on event handling mechanism.
- 27 Why do we use wait(), notify() and notifyall() methods in Java?
- 28 What is a stream? How is the concept of streams used in Java?

 $(5 \times 2 = 10 \text{ weightage})$ 

- IV. Essay Questions. Answer any two questions:
  - 29 What is multithreading? How do you handle it in Java? Explain the different ways of creating thread with example.
  - 30 Define Interface. Compare and contrast class and interface. Explain in detail the implementation of interface. Write a program to create two interfaces namely date and time. Then create class client, which implement two interfaces.
  - 31 List out the String operations with example.

 $(2 \times 4 = 8 \text{ weightage})$