

D 11204

22/11/2016

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Name.....

Reg. No.....

**FIFTH SEMESTER B.C.A. DEGREE EXAMINATION, NOVEMBER 2016**

(CUCBCSS-UG)

BCA 5B 09—JAVA PROGRAMMING

Time : Three Hours

Maximum : 80 Marks

**Part A**

*Answer all questions.*

*Each question carries 1 mark.*

1. In Java size of an *int* type data is \_\_\_\_\_.
2. JVM stands for \_\_\_\_\_.
3. The wrapping up of data and functions into a single unit is known as \_\_\_\_\_.
4. \_\_\_\_\_ is used to inherit the features of one class to another.
5. \_\_\_\_\_ method is used to kill a thread.
6. When a method cannot handle an exception that is generated in it, the method must declare it using \_\_\_\_\_ keyword.
7. \_\_\_\_\_ is a method define on java.util. Enumeration interface.
8. \_\_\_\_\_ is a general purpose class for accessing the attributes of a remote resource.
9. The class Applet belongs to \_\_\_\_\_ package.
10. \_\_\_\_\_ method returns the current label associated with a checkbox.

(10 × 1 = 10 marks)

**Part B**

*Answer all questions.*

*Each question carries 2 marks.*

11. What is Byte code ?
12. What is the importance of *static* keyword in Java ?
13. What is Daemon thread ?
14. List any two constructor of java.util.Vector class.
15. What is the difference between the Font and FontMetrics classes ?

(5 × 2 = 10 marks)

**Turn over**

**Part C**

*Answer any five questions.  
Each question carries 4 marks.*

16. Write short note on shift operators with example.
17. What is meant by nested if? Explain with an example.
18. Differentiate method over loading and method over ridding.
19. Differentiate class and interface. Write suitable examples.
20. What is thread? What are three ways in which a thread can enter the waiting state?
21. Write a Java program to copy one file to another.
22. Write short note on ResultSet Interface.
23. Write a java applet program to draw five concentric circles.

(5 × 4 = 20 marks)

**Part D**

*Answer any five questions.  
Each question carries 8 marks.*

24. Explain looping structure in Java with suitable example.
25. Explain different operators used in Java.
26. Explain different access levels in Java.
27. What is inheritance? Explain various types of inheritance supported by Java.
28. What is Exception? Explain with an example, how java handle exceptions.
29. What is JDBC? What are the different components of JDBC.
30. Explain any four layout managers in Java.
31. Explain any eight methods in Graphics class.

(5 × 8 = 40 marks)