V Semester B.C.A. Degree Examination, Nov./Dec. 2014
(Y2K8 Scheme) (F + R)
COMPUTER SCIENCE
BCA 504 : Java Programming
(70 – 2013-14 and Onwards)
(60 – Prior to 2013-14)

Instructions: 1) Answer all the Sections.
2) Section D is applicable to the students who were admitted
   in 2013-14 and onwards.

SECTION – A

Answer any ten questions: (10x1=10)

1. What is type casting ?
2. What is byte code ?
3. Mention any four features of Java.
4. What is an abstract class ?
5. How is an array created in Java ?
6. What is a package ?
7. What is the use of the keyword import ?
8. What is meant by unchecked exception in Java ?
9. What are the different types of applet ?
10. Mention the attributes of PARAM tag.
11. Name the byte stream classes in Java.
12. What is the method used to flush a stream ?

Max. Marks : 60/70
SECTION – B

Answer any five questions: \( (5 \times 3 = 15) \)

13. What are the datatypes in Java? Explain.
14. Compare Java with C++.
15. Explain the access specifiers.
16. What is a vector? Mention its advantages over array.
17. Explain thread synchronization.
18. What is static import? How it is useful?
19. Explain the tasks involved in exception handling.
20. Explain any three methods of input stream class.

SECTION – C

Answer any five questions: \( (5 \times 7 = 35) \)

21. a) Explain command line arguments.
   b) Write a Java program to find the factorial of a number using command line arguments.

22. When does method overriding take place? Write a Java program to illustrate method overriding.

23. How is a string class different from string buffer class? Explain any five methods of string class.

24. Explain the thread life cycle with a neat diagram.

25. What is an interface? What it is used for? Compare interface with class.

26. Write and explain applet skeleton.

27. What is a finally block? When and how it is used? Give an example.

28. Write a note on graphics class and its methods.

SECTION – D

Answer any one question: \( (1 \times 10 = 10) \)

29. Write notes on:
   a) Wrapper class.
   b) JVM.

30. Write a program to implement key events.