V Semester B.C.A. Degree Examination, November/December 2013  
(Y2K8 Scheme) 
COMPUTER SCIENCE  
BCA 504 : Java Programming  

Instructions:  
1) Answer all the Sections.  
2) Section D is applicable for the students who admitted 2011-12 and onwards only.  

SECTION – A  

Answer any ten questions:  

1. What is byte code?  
2. What is typecasting?  
3. What is the purpose of Wrapper classes?  
4. How are objects created in Java?  
5. What is an abstract class?  
6. What is the finalizer method used for?  
7. How is a string class different from string buffer class?  
8. Name the Java interface that must be implemented by all threads.  
9. What is an exception?  
10. What is an Applet?  
11. Name the character stream classes in Java.  
12. What is the method used to flush a stream?  

SECTION – B  

Answer any five questions:  

13. Explain JVM.  
15. Explain command line arguments.
16. Explain any three methods of string class.
17. How are threads created in Java?
18. Explain the situations when the keyword “super” can be used.
19. Bring out the differences between class and interface.
20. Explain Event Handling in Java.

SECTION – C

Answer any five questions. (5x7=35)

21. a) Differentiate between while and do..while loops.
    b) Write a Java program to find the sum of digits of a number.

22. Explain Method Overriding with an example.

23. Explain single inheritance in Java with an example program. How is it different from Multi-level inheritance?

24. Explain life cycle of thread and its various states with a neat diagram.

25. Write a note on Vectors. Mention its advantages over arrays.

26. How are exceptions handled in Java? Explain with an example.

27. Explain Applet Life Cycle with a transition diagram.

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

SECTION – D

Answer any one questions: (1x10=10)

29. a) Explain method overloading with an example.
    b) Write a Java program to sort a list of numbers in ascending order.

30. a) Write a note on Thread priorities.
    b) Explain how packages can be created, accessed and used.