Unit-V

10. Explain the Swing's architecture.

11. How can you make a Swing application thread-safe?

Part-C

12. Explain any four features of Java language.

13. What are the differences between constructor and method of a class in Java? Also differentiate inner classes and nested classes?

14. What is synchronization? How do we achieve it?

15. Differentiate between java application and applet. What is the applet class loader, and what does it provide?

16. What is difference between Container and Component? Write GUI program, to find the simple interest.

—x—

Roll No. : 667733 Total No. of Pages : 4

BCA301

B.C.A. (III-YEAR) EXAMINATION, 2023-24

JAVA PROGRAMMING

PAPER-I

Time Allowed : Three Hours

Maximum Marks : 100

Part-A ***[Marks : 20]***

Note: Answer **all** questions (**50** words each). All questions carry **equal** marks.

Part-B **[Marks : 50]**

Note: Answer **five** questions (**250** words each), selecting **one** from each Unit. All questions carry **equal** marks.

Part-C **[Marks : 30]**

Note: Answer **any two** questions (**300** words each). All questions carry **equal** marks.

Part-A

1. Answer the following questions.

(i) Java is platform independent language, Justify?

(ii) What is the use of super and this keywords?

(iii) What is static method in Java.

(iv) Write the usage of import statement.

(v) What are exceptions?

(vi) List out thread priorities.

(vii) What is the use of paint() method in Applet.

(viii) Write a method to fill rectangle with specific color.

(ix) Draw swing hierarchy.

(x) Differentiate between AWT and Swings.

Part-B

Unit-I

2. State any two differences between string and string Buffer class.

3. List any four methods in java.io.File class.

Unit-II

4. What are interfaces? Illustrate how interfaces can be used for implementing multiple inheritance?

5. Explain the use of abstract class with example?

Unit-III

6. Write a program that catches user defined negative exception when a negative number is entered by the user.

7. Explain the life cycle of a thread with a neat diagram.

Unit-IV

8. Write the steps to create an applet program.

9. Write a program that demonstrated the use of any two mouse events.