



SS – 685

V Semester B.C.A. Degree Examination, November/December 2018
(F+R) (CBCS)
(2016 – 17 & Onwards)
Computer Science
BCA 504 : JAVA PROGRAMMING

Time : 3 Hours

Max. Marks : 70

Instruction : Answer *all* Sections.

SECTION – A

I. Answer **any ten** questions : (10×2=20)

- 1) What are important elements of internet architecture ?
- 2) What are the default values of float and char primitives data types in Java ?
- 3) Give the general form of switch statement.
- 4) What is the difference between constructor and method ?
- 5) What is the difference between class and abstract class ?
- 6) What is instance variable ? Give an example.
- 7) Mention any four thread methods.
- 8) What are the different access modifiers in Java ?
- 9) What is the difference between error and exception ?
- 10) How applets differ from applications ?
- 11) What is the use of Java I/O classes ?
- 12) Define a stream in Java. Briefly mention the broad classification of Java stream classes.

SECTION – B

II. Answer **any five** questions : (5×10=50)

- 13) a) Explain the features of Java. 7
- b) Explain the difference between JDK and JRE. 3

P.T.O.

LIBRARY
Surabhi College
No. 18, South End Road,
BANGALORE - 560 004



- | | |
|--|---|
| 14) a) Explain bitwise operators. | 5 |
| b) What is the difference between overloading and overriding ? | 5 |
| 15) a) Explain any four string methods with examples. | 4 |
| b) Define inheritance. Explain any two types of inheritance supported by Java with examples. | 6 |
| 16) a) Explain the process of creating user defined package with an example. | 6 |
| b) Give the general form of interface with an example. | 4 |
| 17) a) Explain the cycle of a thread with neat diagram. | 5 |
| b) Write the steps involved in creating thread by implementing runnable interface. | 5 |
| 18) a) Explain try...catch with an example. | 4 |
| b) Explain life cycle of an applet with a neat diagram. | 6 |
| 19) a) Explain the steps of executing an applet using a simple code. | 5 |
| b) Write a program to implement mouse events. | 5 |
| 20) a) Explain any six methods of graphics class with an example for each. | 6 |
| b) Write a short note on data output stream and data input stream. | 4 |
-

