

Roll No.

BCA–13

Programming in JAVA

Bachelor of Computer Applications (BCA–11/16)

Fourth Semester, Examination, 2017

Time : 3 Hours

Max. Marks : 60

Note : This paper is of **sixty (60)** marks containing **three (03)** sections A, B and C. Attempt the questions contained in these sections according to the detailed instructions given therein.

Section–A

(Long Answer Type Questions)

Note : Section ‘A’ contains four (04) long answer type questions of fifteen (15) marks each. Learners are required to answer *two* (02) questions only.

1. What are the different types of loop in the Java programming language ? Briefly explain with their syntax.
2. Give in detail how java enforces accessing restriction over its member and resolve name space collision.
3. State the significance of static keyword and explain with necessary code how you could access the static variable and static method in class.
4. Describe Border Layout with example of Java code.

Section-B**(Short Answer Type Questions)**

Note : Section 'B' contains eight (08) short answer type questions of five (5) marks each. Learners are required to answer *four* (04) questions only.

1. What is thread ? Describe thread life cycle.
2. Write a java applet code to add two numbers.
3. Distinguish between method overloading and method overriding in java.
4. What is java Virtual Machine ? State its purpose.
5. What are java buzzword ? Describe any *four* of them ?
6. What is inheritance ? Describe importance of inheritance and list of inheritance present in Java.
7. Write a java program to generate prime numbers between 1 and 100.
8. What is garbage collector in Java ? What is the importance of it in Java ?

Section-C**(Objective Type Questions)**

Note : Section 'C' contains ten (10) objective type questions of one (1) mark each. All the questions of this section are compulsory.

1. Command to execute a compiled Java Program is :
 - (a) javac
 - (b) java
 - (c) run
 - (d) execute

2. The java compiler
 - (a) Creates executable
 - (b) Translates java sources code to byte code
 - (c) Creates classes
 - (d) Produces java interpreter
3. The order of the three top level elements of the java source file are :
 - (a) Import, Package, Class
 - (b) Class, Import, Package
 - (c) Package, Import, Class
 - (d) Random order
4. Java uses to represent characters :
 - (a) ASCII code
 - (b) Unicode
 - (c) Byte code
 - (d) None of the above
5. Which one is not supported by OOP ?
 - (a) Abstraction
 - (b) Polymorphism
 - (c) Encapsulation
 - (d) Global variables
6. Java programs are :
 - (a) Platform-dependent
 - (b) Interpreter-dependent
 - (c) Platform-independent
 - (d) Interpreter

7. Primary purpose of inheritance is :
 - (a) Code reuse
 - (b) Overloading
 - (c) Overriding
 - (d) Ignoring irrelevant features from a software
8. Which of the following modifiers can be used to disallow a method from being overridden ?
 - (a) Final
 - (b) Transient
 - (c) Volatile
 - (d) None of the above
9. In java programming an object can take many forms. This feature called :
 - (a) Abstraction
 - (b) Polymorphism
 - (c) Encapsulation
 - (d) Inheritance
10. A method cannot be overridden if it is qualified by which one of the following modifier ?
 - (a) Friendly
 - (b) Final
 - (c) Static
 - (d) None of these