18U563 (Pages: 2) Name: ……………………..

Reg. No………..………….

FIFTH SEMESTER B.C.A. DEGREE EXAMINATION, NOVEMBER 2020

(CUCBCSS-UG)

(Regular/Supplementary/Improvement)

CC17U BCA5 B07 - JAVA PROGRAMMING

(Core Course)

(2017 Admissions onwards)

Time: Three Hours   Maximum: 80 Marks

PART I

Answer *all* questions. Each question carries 1 mark.

1. How to use Documentation comment in java?

2. What is Encapsulation?

3. A _____ is a sequence of bytes travelling from a source to destination over a communication path.

4. The _____ Stream class creates and maintains a buffer for an input stream.

5. To develop an Applet program in java we need to use _____ package.

6. Objects in java are created using _____ operator.

7. To send values through parameters we use _____ tag in HTML

8. To draw an oval shape in java, we can use _____ method.

9. In java, a stream denotes _____

10. Write an example of a File exception.

(10 x 1 = 10 Marks)

PART II

Answer *all* questions. Each question carries 2 marks.

11. What do you mean by Inheritance? How this help to programmers?

12. Why programmers use type casting?

13. How to run a java program?

14. What is Boolean data type?

15. Discuss the finally block in java.

16. Explain HTML Applet tag.

17. What is a Wrapper class?

18. What is Event Listener Interface?

(8 x 2 = 16 Marks)

PART III

Answer any *six* questions. Each question carries 4 marks.

19. What is polymorphism? Explain?

20. Explain the java program structure.

21. Explain any three operators.

22. What is a constructor? How constructor used in java programming?

23. What is the use of final keyword in java?

24. What is a thread? Explain

25. Explain JDBC connectivity model.

26. Explain AWT hierarchy. Discuss any four methods.

(6 x 4 = 24 Marks)

PART IV

Answer any *three* questions. Each question carries 10 marks.

27. What are the features of the Java? Write a note on Platform independence in Java.

28. Explain decision making statements?

29. What is an array? Explain different types of arrays declared in a program.

30. Explain about Applet programming.

31. Briefly explain Event handling in java.

(3 x 10 = 30 Marks)

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