

K-26/2110

7634/N

Total No. of Sheets used Total No. of Questions.....

Subject Paper. BCA 314

Title of the Paper Java Programming

Time allowed 03 hrs Maximum Marks 75 Minimum Pass Marks 26

Please assign marks to e

Attempt five questions in all, selecting any two questions from each of the Sections A&B.

Section-C is compulsory.

Section-A

- Q1. Differentiate between the following with example Java code segments: (5x3)
 - (i) Method overloading and method overriding
 - (ii) Final and finally keywords (iii) Class and object
- Q2.(a) What are the various types of loops in Java? Compare them. (10)
- (b) Write a program in Java to find the greatest among three numbers. (5)
- Q3.(a) Discuss various features of Java. (10)
- (b) Explain various data-types of Java language. (5)
- Q4.(a) Discuss various bit-wise operators in Java with examples. (10)
- (b) Explain the structure of a java Program with suitable example. (5)

Section-B

- Q5..(a) What are differences between an interface and a class? (7.5)
- (b) Explain creating, accessing and using a package. (7.5)
- Q6.(a) Discuss exception handling in Java. (7.5)
- (b) What are the operations that you can perform on vectors? Explain with examples. (7.5)
- Q7.(a) What is multithreading? What are the methods available in Java for inter-thread communication? Discuss with an example. (10)
- (b) Differentiate among Try and Catch, Throw and Finally methods. (7.5)
- Q8.(a) What is visibility control? Explain with examples. (7.5)
- (b) What is an exception? How is an exception different from an error? Explain raising an exception and its handling in Java with example. (7.5)

Section-C

- Q9.(a) What are benefits of OOP? (1.5x10)
- (b) What are the applications of OOP?
- (c) Name the main features of Java.
- (d) What is Java environment?
- (e) What are command line arguments?
- (f) What is decision making statements in Java?
- (g) How nesting of for loop is possible?
- (h) What are subclasses?
- (i) Name the types of inheritances?
- (j) What are the types of errors?