

Code No. : 20421 E Sub. Code : CMCA 31

B.C.A. (CBCS) DEGREE EXAMINATION,
NOVEMBER 2022.

Third Semester

Computer Application — Core

JAVA PROGRAMMING

(For those who joined in July 2021 onwards)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. _____ is the process by which one object acquires the properties of another object.

(a) Polymorphism (b) Inheritance
(c) Encapsulation (d) Abstraction

6. All exception types are subclasses of the built-in class _____

(a) Exception
(b) Throwable
(c) ArrayIndexOutOfBoundsException
(d) None of the above

7. Port number _____ for e-mail.

(a) 25 (b) 21
(c) 43 (d) 79

8. Name the method which is always called before destroy()

(a) stop() (b) destroy()
(c) init() (d) start()

9. The _____ class is a subclass of component.

(a) Window (b) Frame
(c) Container (d) Panel

10. Name a component that contains a label and that generates an event when it is pressed

(a) Label (b) Push button
(c) List (d) Choice

2. Arrays in java are _____

(a) Object references
(b) Objects
(c) Primitive data type
(d) None of the above

3. Which of the following is a method having same name as that of its class?

(a) constructor (b) delete
(c) class (d) finalize

4. Which method can be defined only once in a program?

(a) finalize method (b) main method
(c) paint method (d) init method

5. A java class inherits constants and methods of an interface using _____ keyword.

(a) interface (b) implements
(c) extends (d) none of the above

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PART B — (5 × 5 = 25 marks)

Answer ALL questions, choosing either (a) or (b).
Each answer should not exceed 250 words.

11. (a) Explain all bitwise operators in Java.

Or

- (b) Write a java program to sort an array of integers in ascending order.

12. (a) Explain briefly command line arguments in Java.

Or

- (b) Explain method overloading. Give an example.

13. (a) Write a java program using try and catch block to handle exception.

Or

- (b) Explain interthread communication.

14. (a) Explain URL class in Java.

Or

- (b) How to handle various mouse events? Discuss with example.

15. (a) Explain the AWT class hierarchy of panel and frame.

Or

- (b) Discuss about choice and button controls in AWT with example.

PART C — (5 × 8 = 40 marks)

Answer ALL questions, choosing either (a) or (b)
Each answer should not exceed 600 words.

16. (a) Explain briefly about data types used in java.

Or

- (b) Briefly explain arrays with example.

17. (a) Explain nested and inner classes in detail.

Or

- (b) Discuss constructor overloading in detail.

18. (a) Explain packages in detail.

Or

- (b) Discuss exception handling with example.

19. (a) Explain URL connection in detail.

Or

- (b) Describe event listener interface.

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20. (a) Explain about text field and text area of AWT controls in detail.

Or

- (b) Write a java program using menu bars and menu in AWT.

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