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(Pages : 2)

Name.....

Reg. No.....

**FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021**

(CBCSS—UG)

BCA

BCA 5B 08—JAVA PROGRAMMING

(2019 Admissions)

Time : Two Hours

Maximum : 60 Marks

**Section A (Short Answer Type Questions)**

*Answer atleast **eight** questions.*

*Each question carries 3 marks.*

*All questions can be attended.*

*Overall Ceiling 24.*

1. What is modularity ?
2. What is an abstraction ? Explain.
3. Explain Comments and Keywords in Java.
4. What use of continue Statement in Java ?
5. What is Method Overloading in Java ? Explain.
6. What is an abstract class ? Explain.
7. What are the different advantages of using Threads ?
8. Why we use Java finally block ? Explain.
9. What is AWT ? Explain.
10. How many types of applets are there in Java ? What are they ? Explain any one.
11. How do you pass parameters to an APPLET in Java ? Explain.
12. Why we use Synchronization ? Explain.

(8 × 3 = 24 marks)

**Turn over**

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**Section B (Short Essay Type Questions)**

*Answer atleast five questions.*

*Each question carries 5 marks.*

*All questions can be attended.*

*Overall Ceiling 25.*

13. Explain Java Runtime environment.
14. What is throws ? What are the difference between throws and throw ? Explain with examples.
15. Explain packages and import statements with suitable examples. How it is used ? What are the different advantages using of packages in Java ?
16. List the basic principles object oriented programming. Explain each with suitable example.
17. How to create a thread in Java ? Explain each with suitable examples.
18. What is User Defined Exception in Java ? Why use User Defined/custom exceptions ? Explain.
19. In Java Programing what is Statement Interface ? What are the different commonly used methods of Statement interface ?

(5 × 5 = 25 marks)

**Section C (Essay Type Questions)**

*Answer any one question.*

*The question carries 11 marks.*

20. (a) Explain Structure of the AWT in detail. List of commonly used controls while designed GUI using AWT. Explain each.  
(b) Write a Java program to draw five concentric circles.
21. (a) Explain Threads Daemon Threads, Thread States and Thread Problems with example.  
(b) Explain with a program, how will you create the thread by implementing runnable interface.

(6½ + 4½ = 11 marks)

(5½ + 5½ = 11 marks)

[1 × 11 = 11 marks]