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FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021

(CUCBCSS—UG)

B.C.A.

BCA 5B 09—JAVA PROGRAMMING

(2014 Admissions)

Time : Three Hours　　　　　　　　　　　　　　　　　　　Maximum : 80 Marks

Part A

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

1. ———————— is the default Layout Manager.

2. ———————— is a method used by applet to display text and messages.

3. ———————— is a keyword used in exception handling to execute a piece of code always.

4. ———————— is an interface by which a thread can be created.

5. The class used to create a textbox in Java is ————————.

6. Multiple inheritance is achieved in Java by ————————.

7. ———————— is a keyword used for invoking the base class constructor.

8. ———————— methods can be called without creating the objects.

9. The method used by a Thread class for forcefully leaving the CPU is ————————.

10. The code obtained after compilation in Java is called ————————.

(10 × 1 = 10 marks)

Part B

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

11. Give the syntax and an example for declaring one dimensional and two dimensional arrays in Java.

12. What is the purpose of continue statement in Java ?

Turn over

13. What is the purpose of Math class ?

14. What is the purpose of the keyword *finally* ?

15. What is a Vector class in Java ?

(5 × 2 = 10 marks)

Part C

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

16. Write short notes on the characteristics of Java.

17. Explain various types of literals used in Java.

18. Explain Date class with its constructors.

19. What is the purpose of this keyword ?

20. Explain single inheritance in Java with an example.

21. What are uncaught exceptions ?

22. Explain accept() method in socket programming.

23. Explain the JDBC components.

(5 × 4 = 20 marks)

Part D

Answer any **five** *questions.*
Each question carries 8 marks.

24. Explain various looping constructs in Java with syntax and examples.

25. Explain method overriding with an example.

26. Explain the user defined packages with an example.

27. With a diagram, explain the life-cycle of a thread.

28. Differentiate throw and throws in Java.

29. Explain the event classes and event listeners in AWT.

30. Explain with example the layout managers BorderLayout and GridLayout.

31. Write a program to illustrate the use of Font class.

(5 × 8 = 40 marks)