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13MCA32

Third Semester MCA Degree Examination, Jun/July 2016

Programming Using Java

Time: 3 hrs.

Max. Marks: 100

Note: Answer any FIVE full questions.

1.
 - a. Explain briefly three object oriented principles of Java. (06 Marks)
 - b. Explain the following :
 - i) Type Casting
 - ii) Java's primitive Types (08 Marks)
 - c. Explain about Bitwise operators with example. (06 Marks)
2.
 - a. Explain about for –each style for loop with example. (04 Marks)
 - b. What is an array? How do you define single and double dimensional arrays in Java? (06 Marks)
 - c. What is the difference between a method and constructor? Explain constructor overloading and method overloading with an example program. (10 Marks)
3.
 - a. What is the difference between == and equals() method? (04 Marks)
 - b. Explain any five methods present in string class to compare strings. (10 Marks)
 - c. Explain about static variable, static method and static block with example. (06 Marks)
4.
 - a. Briefly discuss about varargs. (04 Marks)
 - b. How to call superclass constructors and superclass members using super? Explain with an example program. (10 Marks)
 - c. What is method overriding? How do you achieve runtime polymorphism in java? (06 Marks)
5.
 - a. What are the multiple usages of final keyword in java? (06 Marks)
 - b. What are interfaces? How to implement multiple interfaces? (05 Marks)
 - c. What is the difference between abstract class and interface? (04 Marks)
 - d. Define Package. Explain the access protection for class members with respect to packages. (05 Marks)
6.
 - a. What is exception handling? How to define multiple catch blocks? (05 Marks)
 - b. What is synchronization? Explain how interthread communication can be achieved in multithreading with demo program. (10 Marks)
 - c. What is enumeration? Explain values () and valueOf () methods. (05 Marks)
7.
 - a. Explain about URLConnection class. (05 Marks)
 - b. What is Applet? Give a complete applet skeleton. (05 Marks)
 - c. What is Event delegation model? Write a program to handle the keyboard events. (10 Marks)
8. Write a short notes on the following :
 - a. Collection Classes
 - b. Autoboxing and Autounboxing
 - c. Generic Classes
 - d. JList and JTextField. (20 Marks)
