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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)

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Important Note : 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages.
2. Any revealing of identification, appeal to evaluator and /or equations written eg, 42+8 = 50, will be treated as malpractice.