

B.C.A. - III (CBCS Pattern) Semester-V
007 - Elective-I-Paper-III - Core Java

P. Pages : 2

Time : Three Hours



GUG/W/24/13082

Max. Marks : 40

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- Notes :
1. All questions are compulsory and carry equal marks.
 2. Draw neat and labelled diagram and use supporting data wherever necessary.
 3. Avoid vague answer and write specific answer related to questions.

Either:

1. a) Write a note on JDK (Java Development Kit) in brief. 4
- b) What are datatypes? Explain different datatypes of Java. 4

OR

- c) Write a program in Java to check whether 0 number in palindrome or not. 4
- d) Explain how to define array and initialize value to array and access array elements using suitable example. 4

Either:

2. a) What do you mean by Accessability Modifiers? Explain in detail. 4
- b) Write a program to explain the concept of constructor and parameterized constructor. 4

OR

- c) Explain the following. 4
 - i) Inheritance
 - ii) 'this' keyword.
- d) Define Interface. Explain how to implement interface using example. 4

Either:

3. a) Define Package. Explain the Procedure to create, compile and execute package. 4
- b) What are exceptions. Explain the types of exceptions in detail. 4

OR

- c) What is an Applet? Explain the different states of applet life-cycle in detail. 4
- d) Write a program to create a thread and explains the use of the methods run() and start(). 4

Either:

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|-----------|-----|---|----------|
| 4. | a) | Explain any two AWT controls in java with suitable example. | 4 |
| | b) | Explain the following. | 4 |
| | i) | Event Delegation model | |
| | ii) | Button | |

OR

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|-----------|----|--|----------|
| | c) | What are Layout Manager? Explain any two layout Manager in brief. | 4 |
| | d) | Write a program to demonstrate the Areafield and Textarea component using frame. | 4 |
| 5. | | Solve all the questions. | |
| | a) | Explain the Java application in brief. | 2 |
| | b) | Explain the classes and subclasses in brief. | 2 |
| | c) | Write a short note on user defined packages. | 2 |
| | d) | Explain the serialization and Deserialization in brief. | 2 |
