

**B.C.A DEGREE EXAMINATION, NOVEMBER 2019**  
**III Year V Semester**  
**Programming in Java**

**Time : 3 Hours**

**Max.marks :75**

**Section A** ( $10 \times 2 = 20$ ) Marks

Answer any **TEN** questions

1. What is Java Virtual Machine?
2. What is an array?
3. Define class.
4. Explain the keyword super?
5. Define Thread.
6. What is a Package?
7. What is Applet?
8. Discuss CharArray.
9. Write the purpose of Layout Manager.
10. What is AWT?
11. What are Exceptions?
12. Define Constructors.

**Section B** ( $5 \times 5 = 25$ ) Marks

Answer any **FIVE** questions

13. Explain features of Java.
14. Discuss about function Overriding with example?
15. What do you know about multithreading? How it is implemented in Java?
16. Discuss the life cycle of an applet.
17. Explain with examples the various graphics methods supported by AWT?
18. What are the various data types available in Java? Explain.
19. Discuss the Character Stream class in java.

**Section C** ( $3 \times 10 = 30$ ) Marks

Answer any **THREE** questions

20. Explain the Operators in Java?
21. Explain about Constructor overloading.
22. Discuss Interface with an example.
23. List and explain java.util package in Java.
24. Explain the various AWT controls in Java?

**B.C.A DEGREE EXAMINATION, NOVEMBER 2019**  
**III Year V Semester**  
**Programming in Java**

**Time : 3 Hours**

**Max.marks :75**

**Section A** ( $10 \times 2 = 20$ ) Marks

Answer any **TEN** questions

1. What is Java Virtual Machine?
2. What is an array?
3. Define class.
4. Explain the keyword super?
5. Define Thread.
6. What is a Package?
7. What is Applet?
8. Discuss CharArray.
9. Write the purpose of Layout Manager.
10. What is AWT?
11. What are Exceptions?
12. Define Constructors.

**Section B** ( $5 \times 5 = 25$ ) Marks

Answer any **FIVE** questions

13. Explain features of Java.
14. Discuss about function Overriding with example?
15. What do you know about multithreading? How it is implemented in Java?
16. Discuss the life cycle of an applet.
17. Explain with examples the various graphics methods supported by AWT?
18. What are the various data types available in Java? Explain.
19. Discuss the Character Stream class in java.

**Section C** ( $3 \times 10 = 30$ ) Marks

Answer any **THREE** questions

20. Explain the Operators in Java?
21. Explain about Constructor overloading.
22. Discuss Interface with an example.
23. List and explain java.util package in Java.
24. Explain the various AWT controls in Java?