Reg. No. ☐☐☐☐☐☐☐☐

II Semester B.C.A. (NEP) Degree Examination, October - 2022
COMPUTER SCIENCE
Object Oriented Programming Using Java

Time : 2½ Hours   Maximum Marks : 60
Instructions to Candidates:
  Answer all the sections.

SECTION - A

Answer any **Four** questions. Each question carries **2** marks.   (4×2=8)

1. Java is platform independent language Justify.

2. What is the use of 'super' and 'this' keywords?

3. What is finalization in java?

4. What are exceptions? Which keywords are used for exception handling?

5. What is an event? State any four event classes.

6. What are Javabeans? State any two conventions that should be followed when they are implemented?

SECTION - B

Answer any **Four** questions. Each question carries **5** marks.   (4×5=20)

7. Explain the different visibility modifiers in Java.

8. What is a package? How are packages created and accessed in java?

9. Discuss Generics and illustrate with program.

10. Write a program that catches negative exception (user defined exception). This is caused when a negative number is entered by a user.

11. Write a program that demonstrates any two mouse events.

12. Explain the life cycle of a thread with a neat diagram.

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SECTION - C

Answer any **Four** questions. Each question carries **Eight** marks.   (4×8=32)

13. a. What is constructor? Define 'student' class with a parameterized constructor used to initalize two instance variables - vvcms.no. and stud - name.   (6)

    b. State and two differences between string and stringBuffer class.   (2)

14. Explain the following Java concepts with example programs.   (8)

    i. Dynamic Binding.

    ii. Abstract classes.

15. a. What are interfaces? Illustrate how interfaces can be used for implementing multiple inheritance.   (5)

    b. Differentiate between method overloading and method overriding.   (3)

16. a. Explain the lifecycle of an applet.   (4)

    b. Write a program that creates two threads one thread displays numbers from 1 to 10. and the other thread displays numbers from 10 to 1.   (4)

17. a. Write java code to create any four GUI components.   (4)

    b. Discuss any four stream classes in Java.   (4)

18. Write short notes on   (8)

    a. Java collections.

    b. Socket programming.