



**CS – 499**

**V Semester B.C.A. Degree Examination, March 2023  
(Y2K14) (CBCS) (F + R)  
COMPUTER SCIENCE  
BCA 504 : Java Programming**

Time : 3 Hours

Max. Marks : 70

***Instruction : Answer all Sections.***

**SECTION – A**

**I. Answer any ten questions. Each question carries 2 marks. (10×2=20)**

- 1) What are the default values of Boolean and Char primitives data types in Java ?
- 2) Give the general form of switch statement.
- 3) What is the difference between default constructor and parametrized constructor ?
- 4) What is the difference between static variables and instance variables ?
- 5) What is the use of super keyword ?
- 6) Define JVM.
- 7) What is the difference between class and interface ?
- 8) Mention any four thread methods.
- 9) What is checked exception ? Give an example.
- 10) Mention the attributes of PARAM tag.
- 11) What is the use of Java I/O classes ?
- 12) Briefly mention the broad classification of Java stream classes.

**P.T.O.**



## SECTION – B

II. Answer **any five** questions.**(5×10=50)**

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| 13) a) Explain the features of Java.   | 7 |
| b) Explain the difference between Java and C++.                                    | 3 |
| 14) a) Mention any five Mathematical functions of math class with examples.        | 5 |
| b) Explain constructor and its types with example.                                 | 5 |
| 15) a) Demonstrate 'this' keyword with simple Java program.                        | 5 |
| b) Define inheritance. Explain any two types of inheritance with example.          | 5 |
| 16) a) Write a program to sort the given numbers with exception handling concept.  | 5 |
| b) Explain the process of creating user defined package with an example.           | 5 |
| 17) a) Explain the life cycle of a thread.   | 5 |
| b) Write the steps involved in creating thread by implementing runnable interface. | 5 |
| 18) a) Explain user defined exceptions in Java.                                    | 5 |
| b) Explain life cycle of an applet with a neat diagram.                            | 5 |
| 19) a) Explain any five methods of graphics class with an example for each.        | 5 |
| b) Write a program to implement keyboard events.                                   | 5 |
| 20) a) Explain the use of FileInputStream class and OutputStream class.            | 5 |
| b) Explain any five string methods with syntax and example.                        | 5 |
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