67110

MCA 3rd Semester (CBCS Scheme)

w. e. f. Dec. 2017-18

Examination – December, 2018

OBJECT TECHNOLOGY

Paper : 17MCA33C5

Time : Three Hours]   *[Maximum Marks : 80*

Before answering the questions, candidates should ensure that they have been supplied the correct and complete question paper. No complaint in this regard, will be entertained after examination.

Note : Attempt *five* questions in all, selecting *one* question from each Unit. Question No. 1 is *compulsory*. All questions carry equal marks.

1. (a) What is final keyword ?   8 × 2 = 16

 (b) What do you mean by byte code ?

 (c) What do you mean by finally keyword ?

 (d) What is use of delete keyword ?

 (e) What are runtime exceptions ?

 (f) What is extends ?

 (g) What is a command line argument ?

 (h) What is static variable ?

P. T. O.

UNIT – I

2. (a) Why Java applications are internet compatible ? Explain with example. **5**

(b) Discuss on the advantages and disadvantages of Java Object Oriented language. **5**

(c) Write a Java program to sort a given set of strings in the alphabetical order where the strings are supplied through the command line. **6**

3. (a) "Java is called Machine Independent language" - Justify this statement with proper example and explanation. **5**

(b) What are various control structures available in Java ? **5**

(c) Write a Java program to check whether a given number is palindrome or not ? **6**

UNIT – II

4. (a) How to assign the values to the variables in the class at the time of creation of object to that class ? Explain with example. **6**

(b) How Packages differ from Interfaces ? Explain it with a suitable example program to Calculate student marks. **10**

5. (a) What are the various types of exceptions available in Java ? Explain various methods used to handle exceptions ? **10**

(b) Discuss the various levels of access protection available for packages. **6**

UNIT – III

6. (a) What is multithreading ? Write a program to implement multi thread programming. **12**

(b) Explain thread synchronization. **4**

7. (a) What are the different stages in the life cycle of an Applet ? Explain with example. **10**

(b) Write an applet to display the mouse cursor position in that applet window. **6**

UNIT – IV

8. (a) What is AWT ? Explain any four AWT controls injava with suitable examples. **9**

(b) What is Layout Manager ? Explain any three Layout Managers with example programs. **7**

9. Explain the following with example : **5 + 6 + 5**

(a) Window fundamentals

(b) Working with graphics

(c) Exploring text and graphics

(d) A WT classes