Roll No.

67145

MCA 3rd Semester (New) with new notes full and Re-appear candidates Examination— December, 2013

Object Technology Paper MCA-305

Time: 3 hours

Max. 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 the examination.

Note: Question No. 1 is compulsory. Attempt four other questions selecting at least one question from each Unit. All questions carry equal marks.

1.	(a) What is Iterative statement?			76	2
	(b)	What is scope variable?		8	2
	(c)	What is String buffer class?		Hest Q	2

1357	(h) What is status window?
	UNIT – I
2.	What is the history and feature of Java?
	Explain various expressions and operators
	available in Java.
3.	Explain the following:
	(a) Declaration and usage of arrays using
80	example. 6
3	(b) Automatic garbage collection and control
.67	statements in Java. 6
ar ar	(c) Java class library and Reference variable.
	4
95	
	UNIT – II
А	(a) What do you mean by Interfaces ? How
 -	interface differ from multiple inheritance?
	micriate and non-manager and manager
671	45-1850-(P-4)(Q-9)(13) (2)

(d) What is Final modifier?

(e) What is Main thread?

(g) What is Paint mode?

(f)

What is CLASSPATH?

Explain	how	to	implement	interface	by
using ex	ample	e.			10

- (b) What is abstract class? Illustrate through suitable example. 6
- 5. What is Exceptions? What is life cycle of an Exception? Explain how to Deal with Exceptions and Defining Your Own Exceptions.

UNIT - III

- 6. (a) What is Multithreading programming?

 Explain Synchronization and Deadlocks inter-thread communication.
 - (b) What is input and output stream in Java? Explain reading and writing on files.
- 7. What is applet? What are basics features?

 Describe how HTML APPLET tags passing parameters to applet. Illustrate with example.

UNIT - IV

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	Discuss		10110 111	

(a) Window in an Applet and AWT Controls.

(b) Window fundamental and Menus.

9. What are AWT classes? Discuss creating a frame window in an applet. Explain Exploring text and graphics.