67145

M.C.A. 3rd Sem. (with new notes) (Current Scheme)

Examination–December, 2014

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 : There will be nine questions. Question No. 1 will be **compulsory** which consist of 8 short-answer type questions, each of 2 marks covering the entire syllabus. In addition to Q. No. 1 student will have to attempt **four** more questions selecting **one** from each unit.

Unit-I

$8 \times 2 = 16$

1. (a) What is this variable ?

   (b) What is Scope variable ?

   (c) What is string buffer class ?

   (d) What is final modifier ?

   (e) What is Main thread ?

   (f) What is stream benefits ?

   (g) What is Pain mode ?

   (h) What is Font metrices ?

Unit-I

2. What is Java class library ? How to create class, objects and method ? Explain with an example of quadratic equation.   *16*

3. (a) What are Arrays ? How to string handling using string class ? Explain using an example.   *8*

(b) Explain automatic garbage collection and control statements in java.   *8*

Unit-II

4. (a) What do you mean by inheritance ? Which kinds of inheritance are supported by java and how ? Explain with an example.   *8*

(b) Discuss the various levels of access protection available for packages.   *8*

5. Explain the following :

(a) Common java exceptions   *5*

(b) Multiple catch statements   *6*

(c) Abstract classes   *5*

Unit-III

6. (a) What is multithreading ? How threads are created and implemented in java ? Illustrate through suitable code of java.   *8*

(b) What is an input and an output in java ? Explain reading and writing on files. 8

7. What is an applet ? What are its basics features ? Explain how an applet codes insert into HTML file. Illustrate with an example. 16

Unit-IV

8. Discuss the following :

   (a) AWT controls and window fundamentals 8

   (b) Layout managers and menus 8

9. What are AWT classes ? Discuss working with frame and displaying information within a window. 16