

67145

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

Maximum Marks Scheme 80

Examination, December-2015

OBJECT TECHNOLOGY

Paper-MCA-305

Time allowed : 3 hours [Maximum marks : 80]

Note : *Question No. 1 will be compulsory. Candidate will be required to attempt four questions from remaining eight questions. Select one question from each unit. Each question carrying 16 marks.*

1. (a) What is applet tag ? 8×2=16
(b) What is implements keyword ?
(c) What are out keyword ?
(d) What is threat deadlock ?
(e) What is string buffer class ?
(f) What is public keyword ?
(g) What is static keyword ?
(h) What is finally keyword ?

Unit-I

2. Why Java language is important for small hand devices and Internet ? Explain the characteristics of Java with suitable examples. 16
3. (a) How private data is become accessible by object ? Explain automatic garbage collection. 8
(b) What is difference between array and string ? How string handling using string class ? Explain. 8

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Unit-II

4. (a) What role plays by Packages in Java ? What are types of package ? Explain with example. 10
 (b) What is multiple inheritance ? Explain problem with multiple inheritance using example. 6
5. (a) How Java exception is different from C++ ? What are various methods using in exception handling in Java ? Explain with example. 10
 (b) Explain why Java does not support Pointer ? 6

Unit-III

6. (a) How Multithreading is core features of Java ? Explain life cycle of a Thread with java code with example. 10
 (b) Write a C++ program to sort n elements in ascending order. Use any sorting technique. 6
7. (a) What is applet ? Explain the life cycle of applet, using example. 9
 (b) Write a Java program to accept a number from the user. If number is zero, then throw user defined exception "Number is 0"; otherwise check whether number is prime or not (use static keyword). 7

Unit-IV

8. Define AWT is heavy weight component or not ? What is working with graphics ? Explain AWT Controls with suitable example 16
9. Explain the following with example : $4 \times 4 = 16$
 (a) Window fundamental
 (b) Working with frame
 (c) Setting the pain mode
 (d) Working with font.