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 wih 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

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 : 4×4=16

   (a) Window fundamental

   (b) Working with frame

   (c) Setting the pain mode

   (d) Working with font.