Seat No.:	
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AJ-123

April-2016

B.C.A., Sem.-IV

CC-210 : Core Java

Time: 3 Hours] [Max. Mark			70	
1.	(a)	State	e and explain the features of Java.	7
			OR	
		State	e and explain the different types of operators in Java.	
	(b)	Ansv	wer the following:	
		(i)	What is meant by constructor? Also explain constructor overloading.	4
		(ii)	Differentiate between: Java Applications and Java Applets.	3
			OR	
		Ansv	wer the following:	
		(i)	Discuss: InputDialog and ConfirmDialog boxes of JOptionPane class.	4
		(ii)	State and explain any three data types in Java in brief.	3
2.	(a)	Expl	ain the different looping statements in Java giving suitable example.	7
			OR	
		Wha	t is Arrays class in Java? Explain all the methods of Arrays class in detail.	
	(b)	Ansv	wer the following:	
		(i)	Explain the Integer and Double wrapper classes in Java.	4
		(ii)	Explain the insert() and setCharAt() methods.	3
			OR	
		Ansv	wer the following:	
		(i)	Explain the significance of string class in Java? Also explain any two methods of String class.	4
		(ii)	How can we create arrays of strings? Explain giving suitable examples.	3
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3.	(a)	explain the advantages of exception handling.	7
		OR	
		Discuss in detail the concept of inheritance in Java. How is multiple inheritance implemented in Java?	
	(b)	Answer the following:	
		(i) Differentiate between: Interface and Abstract Class	4
		(ii) What is method overriding?	3
		OR	
		Answer the following:	
		(i) What are static methods? Why main() method is a static method in Java?	4
		(ii) Explain the 'finally' block of exception handling.	3
4.	(a)	What is a Thread ? Explain the thread life cycle.	7
		OR	
		What is a Package? What are the advantages of using a Package? State and explain any four built-in-packages in Java.	
	(b)	Answer the following:	
		(i) Write a short note on: Thread Priorities.	4
		(ii) Explain: The import statement.	3
		OR	
		Answer the following:	
		(i) Explain: The applet tag.	4
		(ii) Explain any two methods of Graphics class.	3
5.	Do	as directed:	14
	(1)	The Java compiler converts the source code into a binary program of	
	(2)	In Java, the value of 4+7*4+5, will be	
	(3)	Show MessageDialog is a JOptionPane method that can get input from the user. [True/False]	
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(4)	method returns true if the argument is a letter and false otherwise.
(5)	The method that determines whether two String objects are equivalent, regardless of Case, is
(6)	By using wrapper classes, we can convert a primitive data type into object type. [True/False]
(7)	The default value of Boolean type variable is always false. [True/False]
(8)	The constructor of a derived class can access the constructor of its base class by using the reserved word
(9)	An abstract class can be declared as final. [True/False]
(10)	Errors and RuntimeExceptions are exceptions.
(11)	If a constructor includes a call to the constructor of the base class, then the call must be the first action in the constructor.[True/False]
(12)	The package is used for network communication.
(13)	A dead thread can be restarted. [True/False]
(14)	method is used to draw an open ended polygon.

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