

Roll No.

Total No. of Pages : 02

Total No. of Questions : 09

BMCI (2014 & Onwards) (Sem.-4)

PROGRAMMING IN JAVA

Subject Code : BSBC-502

Paper ID : [72805]

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. **SECTION-A** is **COMPULSORY** consisting of **TEN** questions carrying **TWO** marks each.
2. **SECTION-B** contains **FIVE** questions carrying **FIVE** marks each and students have to attempt any **FOUR** questions.
3. **SECTION-C** contains **THREE** questions carrying **TEN** marks each and students have to attempt any **TWO** questions.

SECTION-A

Q1. Answer briefly :

- a) What is Java Virtual Machine?
- b) Differentiate between class and object.
- c) When do we use protected access specifier?
- d) What is default constructor?
- e) What is meant by overriding methods?
- f) What is an Interface?
- g) What is the difference between throw and throws in Java?
- h) What is Vector class in Java? How is it different from arrays?
- i) What is the use of HTML tags in Java?
- j) How parameters are passed to an applet?

SECTION-B

- Q2. What is Polymorphism? How polymorphism is implemented in Java?
- Q3. Discuss the structure of a program in Java.
- Q4. Differentiate between method overloading and overriding methods. What are the various issues that are to be taken care of while overriding a method?
- Q5. Define Inheritance. What is the difference between single inheritance and multiple inheritance? Explain with an example.
- Q6. Describe the different stages in the lifecycle of an applet with an example.

SECTION-C

- Q7. What are the various looping constructs available in Java? Discuss with suitable examples.
- Q8. What is an Exception? What are the types of exceptions? Discuss in detail exception handling in Java.
- Q9. Explain with examples the various graphics methods supported by AWT.