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Total No. of Pages: 02
Total No. of Questions: 09

MCA (Sem.-3ʳᵈ)
JAVA PROGRAMMING
Subject Code: MCA-304
Paper ID: [B1160]

Time: 3 Hrs.

Max. Marks: 100

INSTRUCTIONS TO CANDIDATE:
Note: Attempt any one question from Section A, B, C and D. Section E is compulsory.

Section –A (1×20=20)

Q.1. What is object oriented programming? What are salient features of it? Explain the structure of Java program.

Q.2. What is array? How array are handle in classes? Explain with an example to sort a list of elements.

Section –B (1×20=20)

Q.3. What are interfaces? How it is different from packages? Explain the use of interfaces in inheritance with an example.

Q.4. Explain the various ways to handle exception with an example of each.

Section –C (1×20=20)

Q.5. Explain the use of applet, types of applet and passing parameters to an applet with an example.

Q.6. (a) Write a Java program to rotate a 2D object.

(b) Explain the role of swings in JAVA programming.

Section –D (1×20=20)

Q.7. Explain the role and working of servelets programming with an example.

Q.8. (a) What are the differences between UPP and TCP sockets.

(b) Explain the role of socket programming with an example.

Section –E   (10x2=20)

Q.9.(a)   What are protected members?

(b)   What is the use of JSP?

(c)   What is the purpose of doPOST method?

(d)   What is socket abstraction?

(e)   What is the purpose of garbage collection?

(f)   Define the procedure to declare string in Java.

(g)   What is the difference between static and abstract class?

(h)   What is role of encapsulation?

(i)   What is the use of streams?

(j)   Write the use of JDBC in java.

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