December 2023 BCA-V SEMESTER

Object Technologies & Programming Using Java (BCA-17-301)

Time: 3 Hours

Max. Marks:75.

Instructions:

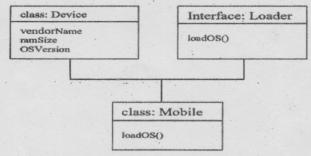
- 1. It is compulsory to answer all the questions (1.5 marks each) of Part -A in short.
- 2. Answer any four questions from Part -B in detail.
- 3. Different sub-parts of a question are to be attempted adjacent to each other.

PART-A

Q1 (a) How is data hiding implemented in JAVA (1.5)(b) Differentiate between Compiler and interpreter. (1.5)(c) What is the purpose of garbage collector? (1.5)(d) Explain final, finally finalize (1.5)-(e) What is significance of each word in the following: (1.5)public static void main (String a[]) (f) How do we set CLASSPATH? (1.5)Define different types of exceptions (1.5).(h) What does JVM do when an exception occurs in a program? (1.5)What are the benefits of multi-threaded programming? (1.5)What are volatile modifier in java (1.5)

PART-B

- Q2 (a) How Abstract classes are different than interfaces? Explain with the help of a (10) suitable example
 - (b) Explain with the help of a suitable example this pointer (5)
- Q3 (a) Write a program to count number of words from a text file using stream classes (5)
 - (b) What do you mean by function overloading:? Demonstrate the concept with the (10) help of a suitable example.
- Q4 Want do you mean by inheritance? Define its types. Implement following (15) inheritance:



- Q5 (a) Write a program to create package Math_s having two classes as addition and (5) subtraction. Use suitable methods in each class to perform basic operations
 - (b) Explain the exception handling mechanism. With the help of a suitable java (10) program demonstrate the usage of try, catch, throw and throws
- How can we create a Thread in Java? What are different states in lifecycle of (15) Thread? Write a program in java to create two threads T1 and T2. T1 prints all the odd numbers between (1-1000) and T2 prints all the even numbers between (1-1000).
- Q7 Write short notes on (any three):

(15)

- i) String class
- ii) Packages
- iii) Function overriding
- iv) Encapsulation
