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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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