

STELLA MARIS COLLEGE (AUTONOMOUS) CHENNAI 600 086
(For candidates admitted during the academic year 2004 – 05 & thereafter)

SUBJECT CODE : CA/MC/JP44

B. C. A. DEGREE EXAMINATION, APRIL 2007
FOURTH SEMESTER

COURSE : MAJOR CORE
PAPER : JAVA PROGRAMMING
TIME : 90 MIN

MAX. MARKS: 50

PART – A

ANSWER ALL QUESTIONS:

(10 x 1 = 10)

FILL IN THE BLANKS:

1. Constants are called as _____ in java language.
2. _____ are used to initialize Instance variable.
3. _____ class can not be subclassed.
4. _____ can implement more than one Interface.
5. Threads can be created by implementing _____ interface.

CHOOSE THE BEST ANSWER:

6. Unicode characters are
 - a) 16 bit width
 - b) 8 bit width
 - c) 32 bit width
 - d) none of the above.
7. Which one of the following statements regarding constructor is wrong.
 - a) Constructor name must be class None.
 - b) Constructor must be private
 - c) Constructor can have arguments.
 - d) Constructor are executed automatically.
8. The default package that is implicitly called in Java program is
 - a) Java Lang
 - b) Java awt
 - c) Java Lang String
 - d) Java Lang Match.
9. _____ block are always executed.
 - a) Finally
 - b) Final
 - c) Finalizer
 - d) (a) & (c)
10. _____ tag is used to display alternate text in applet.
 - a) [archive = archive text]
 - b) [alternate = alternate text]
 - c) ALT = alternate text]
 - d) [Param]

PART – B

ANSWER ALL QUESTIONS:

(5 x 2= 10)

11. List any two usage of dot (.) operator
12. Define overloading.
13. When do we use Final method.
14. State any two difference between classes and interfaces.
15. Write down the syntax of applet tag with all attributes with examples.

PART – C

ANSWER ANY 6 QUESTIONS:

(6 x 5 = 30)

16. An array of 20 integer is given. Write a Java program to arrange them in descending order.
17. Explain constructor overloading with an example.
18. Demonstrate the usage of super keyword with example.
19. Explain the Reusable features of Java language.
20. Write a program to explain user defined exception.
21. Explain interfaces with example.
22. Explain thread priorities in detail.
23. Explain vector class and its methods.
