

Bharati Vidyapeeth's
Institute of Computer Applications and Management
A-4, Paschim Vihar, New Delhi-63

MCA-FIRST SEMESTER, Model Question Paper-III

Paper Code: MCA - 109	Subject: Java Programming
Time: 3 Hours	Maximum Marks: 75
Note: Attempt FIVE questions in all. Question No. 1 is compulsory. Choose 1 question from each unit.	

1. Answer all the following questions briefly:- 2.5 x 10 = 25
- (a) Give two major requirements of event listeners. 2.5
 - (b) Explain dynamic method dispatch. 2.5
 - (c) Elaborate what do you understand by Wrapper Classes. 2.5
 - (d) Discuss volatile in java. 2.5
 - (e) Justify the statement- *Finally block runs always.* 2.5
 - (f) Define adapter Classes. 2.5
 - (g) Give the uses of final keyword. 2.5
 - (h) Describe how does numeric promotion work. 2.5
 - (i) Elaborate what does the following statement display-
String s=" six, "+3+3;
System.out.println(s); 2.5
 - (j) Differentiate between String and String Buffer. 2.5

UNIT I

- 2. (a) Elaborate with proper diagram the JVM architecture. Explain the garbage collection model as well. 6.5
- (b) Elaborate what are Interfaces? Write a program in java to explain the concept of multiple inheritances by using interfaces 6
- 3. (a) Differentiate between process and threads. What are the different stages in a thread life cycle that a thread goes through? 6.5
- (b) Justify the use of Exception Handling Framework in Java Programming. Elaborate the different exception handling constructs available. 6

UNIT II

- 4. (a) Elaborate in detail the format of a .class file. Explain at length the significance of each field. 6
- (b) Illustrate the different models of Event-Handling in java? Write a program to display the sum of two numbers of two textboxes within third textbox on clicking ADD button on the screen. 6.5
- 5. (a) Construct code snippets to connect a Java application to Oracle 12g Database. Elaborate in detail the steps involved. 6.5
- (b) Elaborate in detail the collections hierarchy. Explain what the significance of individual collection class is. 6

UNIT III

6. (a) Illustrate what do you mean by RMI? Explain steps involved in developing an RMI object. 6.5
- (b) Write short notes on 6
- (1) Comparisons of Swing with AWT
- (2) JFC.
7. (a) Explain what are Swings. Also elaborate the advance controls of Swings. 12.5

UNIT IV

8. What is java bean? Explain its architecture and packing beans-the manifest and the .jar. 12.5
9. Illustrate in detail all models of JDBC architecture. Explain the drawbacks of each overcome in the next version. 12.5

***** Wish you Luck! *****