

7. (a) What are packages ? How many types of packages are there ? 6
- (b) What is an Exception ? How is Exception handling done in Java ? Also explain advantages of exception handling. 10

UNIT – IV

8. What is a Thread ? Explain the life cycle of a thread. Also explain thread priorities. 16
9. (a) Explain different methods of creating an array of Strings using suitable examples. 10
- (b) What is a String Buffer class ? How is it different from Strings ? 6

Roll No.

97692

**BCA 6th Semester (Re-appear)
Examination – November, 2019**

**OBJECT TECHNOLOGIES & PROGRAMMING USING
JAVA**

Paper : BCA-307

Time : Three Hours] [Maximum Marks : 80

Before answering the questions, candidates should ensure that they have been supplied the correct and complete question paper. No complaint in this regard, will be entertained after examination.

Note : Attempt *five* questions in all. Question Number 1 is *compulsory*. In addition to *compulsory* question, student has to attempt four more questions selecting *one* question from each Unit.

1. Answer the following : 8 × 2 = 16

(a) Differentiate between a class and object.

- (b) What is method overriding ?
- (c) What is a primitive data type ?
- (d) What is final keyword used for ?
- (e) Define package.
- (f) How abstract keyword is used in java ?
- (g) What are native methods ?
- (h) What do you understand by volatile modifier ?

UNIT – I

- 2. Explain Object Oriented methodology. Compare and contrast the object oriented and procedure oriented approaches of programming. 16
- 3. What is Encapsulation ? Explain primary benefits of using encapsulation using suitable example. 16

UNIT – II

- 4. (a) What is a JVM ? What is the job of JVM ? 6

- (b) What do you understand by inheritance ? What are various types of inheritance ? Explain how multi-level inheritance is achieved using suitable example. 10

- 5. (a) What is constructor ? How many types of constructors are there ? Explain how constructor overloading is done in Java using suitable examples. 10

- (b) What are static methods ? Why main() method is a static method in Java ? 6

UNIT – III

- 6. Differentiate between : 4 × 4 = 16

- (a) Interface and abstract class
- (b) Throwing exceptions and catching exceptions
- (c) Packages and classes
- (d) Extends and implements