

Roll No. ....

**67145**

**MCA 3rd Semester (New) with new  
notes full and Re-appear  
candidates Examination-  
December, 2013**

**Object Technology**

**Paper MCA-305**

**Time : 3 hours**

**Max. 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 the examination.

**Note : Question No. 1 is compulsory.** Attempt **four** other questions selecting at least **one** question from each Unit. All questions carry equal marks.

1. (a) What is Iterative statement ? 2
- (b) What is scope variable ? 2
- (c) What is String buffer class ? 2

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[ Turn Over

- (d) What is Final modifier ? 2
- (e) What is Main thread ? 2
- (f) What is CLASSPATH ? 2
- (g) What is Paint mode ? 2
- (h) What is status window ? 2

### UNIT - I

- 2. What is the history and feature of Java ?  
Explain various expressions and operators  
available in Java. 16
- 3. Explain the following :
  - (a) Declaration and usage of arrays using  
example. 6
  - (b) Automatic garbage collection and control  
statements in Java. 6
  - (c) Java class library and Reference variable.  
4

### UNIT - II

- 4. (a) What do you mean by Interfaces ? How  
interface differ from multiple inheritance ?

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Explain how to implement interface by using example. 10

(b) What is abstract class ? Illustrate through suitable example. 6

5. What is Exceptions ? What is life cycle of an Exception ? Explain how to Deal with Exceptions and Defining Your Own Exceptions. 16

### UNIT - III

6. (a) What is Multithreading programming ? Explain Synchronization and Deadlocks inter-thread communication. 10

(b) What is input and output stream in Java ? Explain reading and writing on files. 6

7. What is applet ? What are basics features ? Describe how HTML APPLET tags passing parameters to applet. Illustrate with example. 16

## UNIT - IV

8. Discuss the following :

(a) Window in an Applet and AWT Controls. 8

(b) Window fundamental and Menus. 8

9. What are AWT classes ? Discuss creating a frame window in an applet. Explain Exploring text and graphics. 16

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