

Roll No. ....

**67145**

**M.C.A. 3rd Sem. (with new notes)  
(Current Scheme)**

**Examination-December, 2014**

**Object Technology**

**Paper-MCA-305**

**Time : 3 hours**

**Max. Marks : 80**

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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.

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**Note :** There will be nine questions. Question No. 1 will be **compulsory** which consist of 8 short-answer type questions, each of 2 marks covering the entire syllabus. In addition to Q. No. 1 student will have to attempt **four** more questions selecting **one** from each unit.

## Unit-I

8×2 = 16

1. (a) What is this variable ?
- (b) What is Scope variable ?
- (c) What is string buffer class ?
- (d) What is final modifier ?
- (e) What is Main thread ?
- (f) What is stream benefits ?
- (g) What is Pain mode ?
- (h) What is Font metrics ?

## Unit-I

2. What is Java class library ? How to create class, objects and method ? Explain with an example of quadratic equation. 16
3. (a) What are Arrays ? How to string handling using string class ? Explain using an example. 8

- (b) Explain automatic garbage collection and control statements in java. 8

### **Unit-II**

4. (a) What do you mean by inheritance ? Which kinds of inheritance are supported by java and how ? Explain with an example. 8
- (b) Discuss the various levels of access protection available for packages. 8
5. Explain the following :
- (a) Common java exceptions 5
- (b) Multiple catch statements 6
- (c) Abstract classes 5

### **Unit-III**

6. (a) What is multithreading ? How threads are created and implemented in java ? Illustrate through suitable code of java. 8

- (b) What is an input and an output in java ? Explain reading and writing on files. 8
7. What is an applet ? What are its basics features ? Explain how an applet codes insert into HTML file. Illustrate with an example. 16

#### **Unit-IV**

8. Discuss the following :
- (a) AWT controls and window fundamentals 8
- (b) Layout managers and menus 8
9. What are AWT classes ? Discuss working with frame and displaying information within a window. 16
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