

67145

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

Maximum Marks Scheme 80

Examination, December-2015

**OBJECT TECHNOLOGY**

**Paper-MCA-305**

*Time allowed : 3 hours]*

*[Maximum marks : 80*

*Note : Question No. 1 will be compulsory. Candidate will be required to attempt four questions from remaining eight questions. Select one question from each unit. Each question carrying 16 marks.*

1. (a) What is applet tag ? 8×2=16  
(b) What is implements keyword ?  
(c) What are out keyword ?  
(d) What is threat deadlock ?  
(e) What is string buffer class ?  
(f) What is public keyword ?  
(g) What is static keyword ?  
(h) What is finally keyword ?

**Unit-I**

2. Why Java language is important for small hand devices and Internet ? Explain the characteristics of Java with suitable examples. 16
3. (a) How private data is become accessible by object ? Explain automatic garbage collection. 8  
(b) What is difference between array and string ? How string handling using string class ? Explain. 8

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Unit-

- 4. (a) What role plays by types of package ? Explain with example. 10
- (b) What is multiple inheritance ? Explain problem with multiple inheritance using example. 6
- 5. (a) How Java exception are various methods in Java ? Explain with example. 10
- (b) Explain why Java does not support Pointer ? 6

Unit-

- 6. (a) How Multithreading more features of Java ? Explain life cycle of thread with java code with example. 10
- (b) Write a C++ program to sort n elements in ascending order. Use any sorting technique. 6
- 7. (a) What is applet ? Explain the life cycle of applet, using example. 9
- (b) Write a Java program to accept a number from the user. If number is less than 1 then throw user defined exception "Number is not a prime number" otherwise check whether the number is prime or not (use static keyword). 7

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Unit-IV

- 8. Define AWT is heavy weight component or not ? What is working with graphics ? Explain AWT Controls with suitable example 16
- 9. Explain the following with example : 4×4=16
  - (a) Window fundamental
  - (b) Working with frame
  - (c) Setting the paint mode
  - (d) Working with font.