

(b) Writing on file

(c) Random access file

(d) Stream benefits

#### UNIT – IV

8. (a) Write a program to handle mouse events and mouse motion events. 8

(b) What is the significance of Layout managers ? Discuss briefly various layout managers. 8

9. Explain the following with example : 4 × 4

(a) Frame window in applet

(b) Layout Managers and Menus

(c) AWT Classes

(d) AWT Control

Roll No. ....

**67110**

**MCA 3rd Semester (CBCS Scheme)**

**w.e.f. Dec. 2017-18**

**Examination – November, 2017**

**OBJECT TECHNOLOGY**

Paper : 17MCA33C5

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 :** There shall be 9 questions. Question Number 1 will be *compulsory* and in addition to the compulsory question, students have to attempt *four* more questions selecting *one* from each Unit. All questions shall carry equal marks.

1. (a) What is the API in java ? 8 × 2 = 16

(b) What is overriding method ?

## UNIT – II

- (c) What is finalize () ?
- (d) What is abstract class ?
- (e) What do you mean synchronization in java ?
- (f) What is parseInt() method ?
- (g) What is Unicode in java ?
- (h) What is inner class ?
- UNIT – I**
2. (a) What do you mean by OOPs language ? List and explain the applications of OOPs. 6
- (b) How garbage collector plays its role ? Explain. 5
- (c) Give a brief note on operators in java. 5
3. (a) What is array ? How arrays are declared and initialized ? Explain with examples. 6
- (b) Write a java program to check the given string is a palindrome or not. 6
- (c) What automatic garbage collection ? Explain. 4
4. (a) How to Creating Packages and Accessing a Package ? Explain with examples. 9
- (b) Write a Java program to find the area and perimeter of square and circle using interface. 7
5. (a) What are the different forms of inheritance ? Explain with example. 8
- (b) What is interface ? How to create it and access it ? Explain with example. 8

## UNIT – III

6. (a) What is multithreading ? What is life cycle of a Thread ? Explain. 9
- (b) What is applet architecture ? Explain the life cycle of applet with example. 7
7. Explain with the example :  $4 \times 4 = 16$
- (a) I/O basics