9. Explain the following with example :

(a) Layout Managers and Menus

(b) AWT Control

(c) Exploring Text and Graphics 6,6,4

Roll No. : .....

Total No. of Questions : **9**] [Total No. of Pages : **4**

67110

M.C.A. (Regular) 3rd Semester Current (CBCS Scheme) Examination, March–2021

(w.e.f. Dec. 2017-18)

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 nine questions. Question No. **1** is compulsory. Attempt *four* more questions by selecting *one* question from each Unit. All questions carry equal marks.

1. (a) What is Thread Priority ?

(b) What is Object Reference Variable ?

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(c) What is byte and character ?

(d) What is Iterator ?

(e) What is Console Output ?

(f) What is Synchronization ?

(g) What is Font Metrics ?

(h) What is Class Variable ? 2×8=16

Unit–I

2. What do you mean by Java History ? How Java bring drastic changes in Internet ? Explain each feature of Java with example. 16

3. Explain the following with example :

(a) Arrays

(b) String buffer class

(c) Control statement

(d) Automatic garbage collection 4×4=16

Unit–II

4. What are problems with multiple inheritance that interface is used in Java ? Explain multiple inheritance and interface with example. 16

5. (a) What is role of Exception Handling ? Explain any *five* Java's common exceptions with example.

(b) How used various access protection in Java ? Explain with example. 10,6

Unit–III

6. What is Multithreading ? What are commonly used Constructors of Thread Class ? Explain the life-cycle of Thread with suitable example. 16

7. (a) What is used of Applet ? Explain the life-cycle of applet using example.

(b) What are importance of Input/Output in Java ? Explain with suitable example. 8,8

Unit–IV

8. (a) What are the basic Window fundamentals ? Explain with example.

(b) How used AWT classes ? Explain any *three* inbuilt AWT classes.

(c) How creating a frame Window in Applet ? Explain with example. 5,5,6

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