

9. (a) Write a program to demonstrate the use of File and data Input/Output stream.
- (b) What is Interface ? How is it implemented ? Explain with suitable example.

8,8

Roll No. :

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

97692

**B.C.A. 6th Semester (Reappear)
Examination, March-2021**

**OBJECT TECHNOLOGIES AND PROGRAMMING
USING JAVA**

Paper-BCA-307

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. Q. No. 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 JVM ?
- (b) What do you mean by byte code ?

- (c) What do you mean by Extends keyword ?
- (d) What is Final Keyword ?
- (e) What are runtime exceptions ?
- (f) What is this keyword ?
- (g) What is the Array ?
- (h) What is abstract class ? 2×8=16

Unit-I

2. Explain the concept of Classes, Objects and Methods in JAVA. Also write a program to explain the concept of Overriding Methods with reference to classes. 16
3. Explain the following with example :
 - (a) Applications of OOPs
 - (b) Benefits of OOPs
 - (c) Paradigm of programming language 6,5,5

Unit-II

4. (a) Define Constructor. It is possible to overload a constructor. Justify your answer using example.

- (b) What are the various data types available in Java ? Explain with example. 10,6
5. (a) How can we implement multiple inheritance in Java ? Explain with example.
 - (b) What is Polymorphism ? How is it implemented ? Explain with example. 9,7

Unit-III

6. (a) What are various advantages of using Package in Java ?
- (b) What is Interface ? How is it implemented ? Explain with example. 7,9
7. What is an Exception ? How is it different from an error ? Is it possible to include your own exception in a program ? Explain with suitable code for the purpose. Also discuss the use of finally block. 16

Unit-IV

8. What do you know about multithreading ? How is it implemented in Java ? Explain with suitable example. 16