

Roll No.

67145

MCA 3rd Semester Current Scheme

(with new-notes)

Examination – December, 2016

OBJECT TECHNOLOGY

Paper : MCA-305

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 : Answer five questions in all by selecting one question from each Unit. Question No. 1 is compulsory. All questions carry equal marks.

1. (a) What is finally keyword ?
- (b) What is extends keyword ?
- (c) What are stream benefits ?
- (d) What is threat deadlock ?
- (e) What is string buffer class ?

- (f) What is public keyword ?
- (g) What is Byte stream ?
- (h) What is final keyword ? 8 × 2 = 16

UNIT – I

- 2. Why Java language is called for small hand held devices ? Explain the history and features of java. 16
- 3. (a) How Java program structure different from C++ and C ? Whether private data is accessible by object of class or not, if not then how to use it ? 8
- (b) Explain automatic garbage collection and control statements in java. 8

UNIT – II

- 4. (a) How to achieve multiple inheritance in Java ? What are problem with it ? Justified with suitable example. 8
- (b) What role play by Packages in Java ? How package is back bone of java and why ? Explain with example. 8
- 5. (a) How Java exception is different from C++ ? What are various methods using in exception handling in Java ? Explain with example. 10
- (b) Discuss the various levels of access protection available for packages. 6

UNIT – III

- 6. (a) How Multithreading in Java help in increasing the performance of application ? Explain life cycle of a Thread with java code example. 10
- (b) What are I/O basics ? Explain reading and writing on files. 6
- 7. Whether applet is light weight or heavy weight component and how ? Justify with suitable example. Explain the life cycle of applet, using example. 16

UNIT – IV

- 8. How AWT is called heavy weight component and how ? Explain working with AWT Controls and Layout managers, and Menus. 16
- 9. Explain the following with examples : 5 + 6 + 5
 - (a) Window fundamental
 - (b) Working with frame
 - (c) Displaying information within a window