Seat No.:	
Deat 110	

Enrolment No._____

GUJARAT TECHNOLOGICAL UNIVERSITY

MCA INTEGRATED- SEMESTER- III -EXAMINATION - SUMMER 2017

Subject Name: Java Programming			Date: 05/05/2017 Total Marks: 70	
		2:30 PM to 5:00 P.M. Total Marks:		
	1. 2. 3.	• , • • , · • , · · · · · · · · · · · ·		
Q.1	(a) (b)	Write down various features of Object oriented programming. Answer the following:- (i) How can we achieve multiple inheritance in java? Explain with the help of suitable example. (ii) Write down the use of final, static keywords.	07 03 04	
Q.2	(a)	Differentiate between following (i) Frame and Applet (ii) Overloading and Overriding	04 03	
	(b)	Explain compare () and compareTo () methods in detail. OR	07	
	(b)	Why java is called platform independent, Robust and secured language.	07	
Q.3	(a)	Differentiate between following (i) Checked and unchecked exception (ii) Class and interface	04 03	
	(b)	Answer the following: (i) Compare swing and AWT. (ii) Explain collection framework in brief? OR	04 03	
Q.3	(a)	Differentiate between following (i) Local class and container class (ii) throws and throw statement	04 03	
	(b)	Answer the following: (i) How can we create checked custom exception? Explain it with the help of suitable example. (ii) Explain finally block and finalize () method with the help of example.	04	
Q.4	(a) (b)	Explain life cycle of Applet with the help of suitable diagram. Explain synchronized block and synchronized method in detail. OR	07 07	
Q.4	(a) (b)	Explain any four methods of Object class. Write short note on (i) Daemon Threads (ii) File class	07 07	
Q.5	(a)	Create a class called Student {rollno, name} along with all possible constructors, getter, and setter methods and also create suitable GUI using frame which can include two labels, two textfields and a button. Put a validation on click of the button that rollno should be number and name should be alphabets.	07	

	(b)	Explain Event delegation model in detail.	
0.5	(a)	OR Create an applet which displays the "GTU Exam" on each click of left mouse	07
Q.5	(a)		U
		button on a point where the mouse clicked.	
	(b)	Write short note on	
		(i) Border Layout	03
		(ii) Boxing and Unboxing	04
