

**B.Sc. Part-II (Semester-III) Examination**  
**COMPUTER APPLICATION (VOC.) (NEW)**  
**(OOPS with Java Programming)**

Time : Three Hours]

[Maximum Marks : 80

**Note :—** (1) **ALL** questions are compulsory.(2) Question Nos. **2** to **13** carry equal marks.

(3) Assume suitable data wherever necessary.

1. (A) Fill in the blanks : 2

(i) The smallest individual units in the program is known as \_\_\_\_\_.

(ii) \_\_\_\_\_ means data hiding.

(iii) A \_\_\_\_\_ is a collection of classes and interface.

(iv) Java supports a special type of method called \_\_\_\_\_.

(B) Choose the correct alternatives : 2

(i) Which is not a valid type of variable ?

(a) Global variable

(b) Local variable

(c) Class variable

(d) Instance variable

(ii) JRE stands for :

(a) Java Running Environment

(b) Java Runtime Environment

(c) Java Runnable Environment

(d) None of these

(iii) Which of these cannot be declared static ?

(a) Class

(b) Object

(c) Variable

(d) Method

(iv) Applet are \_\_\_\_\_ program.

(a) Client side

(b) Server side

(c) Both (a) and (b)

(d) None of these

(C) Answer in **ONE** sentence : 4

(i) What is Java Virtual Machine ?

(ii) What is Applet ?

(iii) What is Array ?

(iv) What is Exception ?

2. (A) Explain the benefits and application of OOPS. 6

(B) Explain the following ; 6

(i) Java byte code

(ii) Portability

(iii) Security.

**OR**

- (i) Objects
- (ii) Classes.

(B) Explain the Java development tools with suitable example. 6

4. (A) Write a program in Java to find factorial of given integer by using do-while loop. 6

(B) Explain the concept of type casting with suitable example. 6

**OR**

5. (A) Write a Java program to find out the area of rectangle using single inheritance. 6

(B) Explain difference between do-while and while loop. 6

6. (A) Explain the following : 6

- (i) Finalize method
- (ii) Abstract method.

(B) What is overloading ? Explain with example. 6

**OR**

7. (A) Explain static members with examples. 6

(B) How data members of an object can be initialized ? Explain with example. 6

8. (A) What is Array ? Explain one dimensional array with suitable example. 6

(B) Write a program in Java for sorting of array elements in ascending order. 6

**OR**

9. (A) Explain the concept of Package. What are its applications ? How do we use them ? 6

(B) Explain the procedure for creating an Array. 6

10. (A) Explain any three methods of thread class. 6

(B) Explain the different types of errors. 6

**OR**

11. (A) Explain the Java's way of exception handling. 6

(B) Explain how to create and destroy the thread with suitable example. 6

12. (A) Differentiate between Java application program and Applet program. 6

(B) Explain the procedure of Building Applet Code. 6

**OR**

13. (A) State the life cycle of an Applet. 6

(B) Explain the procedure for Writing Applets. 6