

# END TERM EXAMINATION

FOURTH SEMESTER[MCA] MAY-2008

PAPER CODE:MCA-206

Subject: Java Programming & Website Design

Paper Id:44206

(Batch:2004-2006)

Time: Hours

Maximum Marks:60

Note:Q.1 is compulsory.Attempt one question from each Unit.

- Q1.** (a)What are widening conversion and narrowing conversion.Explain with code fragments(2)  
(b) Explain Java virtual machine and just in time compiler. (2)  
(c) Explain short circuit logical operator with the help of code fragments. (2)  
(d) Which is better: a sequence of if-else or a switch-statement? Why? (2)  
(e) Differentiate between an applet and an application in java. (2)  
(f) How are objects handled that go out of scope in java. (2)  
(g) Explain synchronization. Why is it required? (2)  
(h) How do you read console input? (2)  
(i) Explain delegation event model. (2)  
(j) What are the various methods of sending a form in HTML? Write their advantages and disadvantages. (2)

## UNIT-I

- Q2.**(a) What are wrapper classes? Discuss the various constructors of these classes. Why are Wrapper classes required? (4)  
(b) Discuss features of java. (4)  
(c) What are constructors? What is their use? (2)
- Q3.**(a) What are the differences between an abstract class and an interface? (3)  
(b) A superclass variable can reference a subclass object. Discuss this statement. Write a code fragment to illustrate it. (3)  
(c) Using arrays find out the highest number inputted by a user out of three numbers inputted by him. (4)

## UNIT-II

- Q4.** (a) What are checked and unchecked exceptions? Write a class under each category. (2)  
(b) Explain the exception handling keywords try, catch, throw, & finally. Write a program to illustrate each keyword in whatever way it is used. (8)
- Q5.**(a) Explain Java thread model. (4)  
(b) What are predefined streams. (3)  
(c) What are factory methods? Explain any three. (3)

## UNIT-III

- Q6.**(a) Write an applet to display a parameterized banner. (5)  
(b) Explain adapter classes and inner classes. (2)  
(c) Discuss the various windows in AWT hierarchy. (3)
- Q7.**(a) What are layout managers? List them. Explain default layout manager and layout Manager which store several different layouts. Explain their constructors and constants used within their constructors. (5)  
(b) Explain the terms introspection and persistence w.r.t. javabeans. (2)  
(c) Discuss cookie class and its constructors. What does a cookie contain? (3)

#### UNIT-IV

- Q8.**(a) Explain the methodologies that can be implemented to create dynamic web pages. Discuss architecture of any one. **(8)**  
(b) What are dialog boxes? List the dialog boxes supported by javascript. Explain purpose of each dialog box. **(2)**
- Q9.**(a) What are inline frames? Discuss the tag & its attributes associated with inline frame. **(3)**  
(b) Discuss common frame layout along with code listings. **(7)**

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