

(Please write your Roll No. immediately)

Roll No.

End-Term Examination

Fourth Semester [MCA] – MAY-JUNE 2006

Paper Code: MCA-206

Subject: Java Programming and website Design

Time: 3 Hours

Maximum Marks: 60

Note: Q. 1 is compulsory. Attempt one question from each section. All question carry equal marks.

- Q. 1 (a) What is the difference between constructor and method? (2 x 10 = 20)
- (b) What are the kinds of variables in Java? What are their uses?
- (c) What is the difference between prefix and postfix of -- and ++ operator?
- (d) What is meant by garbage collection?
- (e) What is meant by modifiers?
- (f) What is meant by “Passing by value” and “Passing by reference”?
- (g) What is the difference between “throw” and “throws”?
- (h) What is the data type for the method is Alive() and this method is available in which class?
- (i) What is the difference between “Exception” and “Error” in java?
- (j) What are the functions of the dot (.) operator?

Section - A

- Q. 2 (a) What is super keyword in Java? What are the different forms of super? Explain with examples. (4)
- (b) What are the differences between overriding and overloading? Explain with examples. (6)
- Q. 3 (a) What are the differences between interface and an abstract class? Explain with example. (4)
- (b) How interfaces can be extended? Explain with one example. (3)

(c) How one can use interfaces to import shared constants into multiple classes?
Give one example. (3)

Section – B

Q. 4 (a) What are different keywords in Java exception? Explain briefly, how they work? Give their examples. (5)

(b) Explain the basic steps involved in client/server programming and write a Java program to implement datagram server and client. (5)

Q. 5 (a) What are the differences between process-based and thread-based multitasking? Describe thread priorities, synchronization and messaging. Mention all the methods of thread class and describe briefly. (7)

(b) What is meant by stream and what are the types of streams and classes of the streams? (3)

Q. 6 What is AWT Class? What are its important methods? How AWT defines windows? Describe briefly its working. How one can create a frame window in an applet? Give an example. (10)

Q. 7 What are the principles of the event delegation model? What are the sources of the events and event listener interfaces? Describe briefly each one of them. (10)

Section -D

Q. 8 What are the differences between static and dynamic web pages? Give examples for both of them. (10)

Q. 9 Write short notes on any two :- (5 x 2 = 10)
(a) JavaScript
(b) Animation
(c) Web Designing
