

M.C.A. IInd Year First Semester (CGS)
15521 : Java Programming
3 MCA 3

P. Pages : 2

Time : Three Hours



AV - 3276

Max. Marks : 80

- Notes :
1. Due credit will be given to neatness and adequate dimensions.
 2. Assume suitable data wherever necessary.
 3. Illustrate your answer necessary with the help of neat sketches.
 4. Use of pen Blue/Black ink/refill only for writing the answer book.

1. a) Write a program in java to print table of numbers from 1 to 10 in tabular manner as given below - 8
- | | | | | |
|----|----|----|-------|-----|
| 1 | 2 | 3 | | 10 |
| 2 | 4 | 6 | | 20 |
| 3 | 6 | 9 | | 30 |
| : | : | : | | : |
| 10 | 20 | 30 | | 100 |

- b) How multiple decision making is done in Java ? Explain with example. 6

OR

2. a) Write a program to print first N terms of the series given below using command line arguments. 1 2 2 4 8 32 Nth term 8

- b) Explain 6
- i) new
 - ii) >>> operator
 - iii) type casting

3. a) How constructor calling is done in Inheritance ? Explain with example. 6

- b) Write a program in java to print transpose of a matrix. 8

OR

4. a) Write a program in java to print the pattern given below for the input string (I/P string is SGBAU) 8

```
S
S G
S G B
S G B A
S G B A U
```

- b) Explain : 6
- i) Polymorphism
 - ii) Super ()
 - iii) Class data

5. a) Write a program in java to display the input string character by character with some delay using thread class. 7

- b) Explain 6
- i) try block
 - ii) catch block
 - iii) nested try catch

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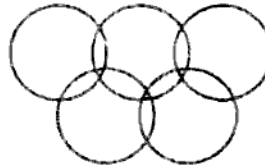
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OR

6. a) Write a program in java to create an exception which is raised whenever user has entered a string with more than 10 characters, as an input. 7
b) What is Java Thread Model ? Explain. 6
7. a) Write a program in java to count vowels in a text file. 7
b) Explain - 6
i) init () ii) paint () iii) update ()

OR

8. a) Write a program in java to create an applet and display following symbol on the applet area. 7



- b) Explain 6
i) Volatile ii) transient
9. a) Write a program in java to display the message "key pressed", "key released" whenever the corresponding operation is performed by the user. 9
b) What are adapter classes ? Explain. 4

OR

10. a) Write a program in java showing use of Mouse event. 7
b) How events are handled in java ? Explain. 6
11. a) What is layout manager ? Explain flow layout manager. 6
b) Write a program to demonstrate use of frame class. 7

OR

12. Write a program in java to perform following operation using AWT controls.

NUMBER SYSTEM CONVERTER		X
Decimal No :		
Binary No :		
Octal No:		
CONVERT CLEAR CLOSE		

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