

**Section–C** **2×16=32**

**(Long Answer Type Questions)**

*Note* :- Answer any *two* questions. You have to delimit your each answer maximum up to **500** words. Each question carries 16 marks.

10. Describe features of Java Programming Language.  
Why is Java called a platform independent language ?
11. What do you understand by Abstract Class ?  
Discuss different levels of access protection available in Java.
12. What is a Finally Block ? When and how is it used ? Give a suitable example.
13. What are the advantages and disadvantages of Applet ? Explain the life-cycle of an applet.

**MCA–16**

**December – Examination 2022**

**MCA Examination**

**Programming in JAVA**

**Paper : MCA-16**

*Time : 3 Hours ]*

*[ Maximum Marks : 80*

*Note* :- The question paper is divided into three Sections A, B and C. Write answers as per the given instructions.

**Section–A** **8×2=16**

**(Very Short Answer Type Questions)**

*Note* :- Answer all questions. As per the nature of the question delimit your answer in one word, one sentence or maximum up to **30** words. Each question carries 2 marks.

1. (i) What is Java Applet ?
- (ii) Define API (Application Program Interface).

- (iii) What is scope of a Variable ?
- (iv) Define Constructor.
- (v) What is an Array ?
- (vi) Describe Package.
- (vii) Write any *two* Java keywords.
- (viii) Define Event.

**Section-B**

**4×8=32**

**(Short Answer Type Questions)**

**Note** :- Answer any *four* questions. Each answer should not exceed **200** words. Each question carries 8 marks.

- 2. Explain 2-tier and 3-tier Client Server Model. Also explain advantage and disadvantage of 2-tier and 3-tier model.
- 3. What is Swing ? Explain the various components of swing in detail. Also explain the layout manager in detail.

- 4. Define Streams. Explain types of stream classes in detail. Also explain the predefined streams in detail.
- 5. What is Exception ? How exception is handled by using try and catch block ? Explain with suitable example.
- 6. Define Interface. Explain how interface is extended. Also explain the implementation of interface in detail.
- 7. Define AWT (Abstract Windowing Toolkit). Explain components of AWT in detail.
- 8. What is Inheritance ? Explain types of inheritance with suitable example. Also explain the types of modifiers.
- 9. What do you understand by Looping ? Explain the following loops with suitable examples :
  - (a) For Loop
  - (b) Do-while Loop