

# BCA-16

December - Examination 2025

BCA (Part III) Examination

PROGRAMMING IN JAVA

Paper : BCA-16

[Time: 3 Hours]

[Maximum Marks: 70]

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

## Section-A

7×2=14

(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 do you understand by Object-Oriented Programming?
- (ii) Define Package.
- (iii) Write the difference between instance variable and a class variable.
- (iv) What is the significance of static variable in Java?
- (v) Define Abstract Class.
- (vi) How can you declare your own exception?
- (vii) Define Class.

## Section-B

4×7=28

(Short Answer Type Questions)

**Note :-** Answer **any four** questions. Each answer should not exceed **200** words. Each question carries **7** marks.

2. What is Loop? Explain the difference between do-while statement and while statement with suitable example.
3. What are super class and sub class? Explain the relation between super class and sub class with example of creating sub class.
4. Define Thread. Explain the different methods of thread creation.
5. What is the system class? Explain the facilities provided by the system class.

6. Explain the following Window fundamentals in Graphical User Interface in JAVA -  
(a) Container (b) Panel (c) Frame (d) Canvas
7. What is I/O stream? Explain the byte stream and character stream.
8. What are swings? Explain the swing packages.
9. What is an array? Write a program to find the average of six numbers stored in the array?

**Section-C**

**2×14=28**

**(Long Answer Type Questions)**

**Note :-** Answer **any two** questions. You have to delimit your each answer maximum up to **500** words. Each question carries **14** marks.

10. What is the purpose of constructor? How is it differ from methods?  
Explain constructor overloading with suitable example.
11. Define Inheritance. Explain types of Inheritance. How the member access in Inheritance?
12. What is an applet? Explain the life cycle of an applet.
13. Describe the features of Java. Explain also Java Virtual Machine (JVM).

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