Manipal Institute of Technology
(A Constituent Institute of Manipal University)

II SEMESTER M. C. A.
MAKEUP EXAMINATION – JULY 2016

SUBJECT: ADVANCED JAVA PROGRAMMING [MCA 4201]

28 -07-2016

Time : 3 hours

Max. Marks : 50

Instructions to Candidates

1. Answer ANY FIVE FULL questions.
2. Missing data may be suitably assumed.

1A Compare and contrast overloading and overriding of methods. Explain with suitable examples.

1B Define priority of a thread. Why is it required? Explain the method used to change the priority.

1C Explain the use of *forName()* method of the class java.lang.Class.

$(5 + 3 + 2)$

2A What do you mean by BorderLayout in AWT? List the constants used to specify various regions in BorderLayout. Explain, with syntax, the two constructors used to create a BorderLayout.

2B Explain, with syntax, the *send()* and *receive()* methods of DatagramSocket class.

2C Write two advantages of Servlets over CGI.

$(5 + 3 + 2)$

3A Explain, with syntax and an example each, the constructors of RandomAccessFile class. Also, explain the method of this class which makes random access possible.

3B Explain, with syntax, the *bind()* and *unbind()* methods of Naming class in RMI.

3C When do you declare a data member of a class as static? Explain with an example.

$(5 + 3 + 2)$

4A Define a package. Illustrate, with an example, the method of creating a package and using it in another program.

4B What is an exception? How it can be handled in a program? Explain.

4C Explain the *drawString()* method used in applets.

$(5 + 3 + 2)$

5A Differentiate between the Swing components JCheckbox and JRadiobutton. Explain, with suitable examples, the method of creating them.

5B What is the difference between *mkdir()* and *mkdirs()* methods of File class? Illustrate them for the file path /dir1/dir2/dir3.

5C What is a socket address? What are its two components?

$(5 + 3 + 2)$

6A What is an ArrayList class? Explain the *add()* and *remove()* methods of ArrayList class, with a suitable example.

6B What are command line arguments? How they can be used in a program? Give an example.

6C Differentiate between *equals()* method and $==$ operator of String class. Given the declarations

   String s1 = "Hello"; String s2 = new String(s1);
   what will be the result of executing the following statements?
   a) System.out.println(s1.equals(s2));
   b) System.out.println(s1 == s2)

$(5 + 3 + 2)$

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