

**B A, BSC, BCOM DEGREE END SEMESTER EXAMINATION – MARCH 2026****UGP (HONS.) SEMESTER – 4: – DISCIPLINE SPECIFIC COURSE****COURSE: 24UCAPDSC204 – PROGRAMMING IN JAVA***(For Regular 2024 Admission)*

Time: 1.5 Hours

Max. Marks: 50

**PART - A****Answer any 5 Questions.****Marks: 2**

1. Define Object-Oriented Programming in Java. (R, CO1)
2. Explain literal in Java. Give two examples. (U, CO1)
3. Differentiate between if-else and switch statements. (U, CO2)
4. Define type casting in Java (R, CO2)
5. Explain the use of the this keyword (U, CO2)
6. Explain inheritance in Java (U, CO3)
7. Name any four AWT components. (R, CO4)

**(2 x 5 = 10)****PART - B****Answer any 4 Questions.****Marks: 5**

8. Explain the structure of a Java program with a neat example. (U, CO1)
9. Explain looping statements in Java with examples. (U, CO2)
10. Explain class fundamentals and object creation in Java. (U, CO2)
11. Explain method overloading and passing objects as arguments. (U, CO2)
12. Explain exception handling in Java with suitable examples. (U, CO3)
13. Describe the advantages of java swing over AWT. (U, CO4)

**(5 x 4 =20)**

**PART - C**

**Answer any 2 Questions.**

**Marks: 10**

14. Explain inheritance in Java. Discuss method overriding, abstract classes, and interfaces with examples. (AN, CO3)
15. Write a Java program to: (C, CO3)
- Accept a filename from the user.
  - Write some text into the file.
  - Read the file content and display it.
  - Handle possible exceptions using try-catch-finally.
16. Design a GUI application using Swing to handle button click events. Explain the program. (C, CO4)

**(2 x 10 =20)**

**OBE: Questions to Course Outcome Mapping**

<b>CO</b>	<b>Course Outcome Description</b>	<b>CL</b>	<b>Questions</b>	<b>Total Wt.</b>
CO1	Illustrate object oriented programming using Java, its data types, type conversion and operators	U	1, 2, 8	9
CO2	Develop Java programmes using defining classes and invoking methods	U/A	3, 4, 5, 9, 10, 11	24
CO3	Demonstrate inheritance, exception handling, file handling and threads	A	6, 12, 14, 15	30
CO4	Design GUI applications in Java	A	7, 13, 16	27

Cognitive Level (CL): Cr - CREATE; E - EVALUATE; An - ANALYZE; A - APPLY; U - UNDERSTAND; R - REMEMBER