

**R.N.G.PATEL INSTITUTE OF TECHNOLOGY-RNGPIT**  
(An Autonomous Institute U/s UGC Act 1956)

**IMSc-IT SEMESTER-III, SEMESTER END EXAMINATION – WINTER 2025**

**SUBJECT CODE: 1BS305**

**DATE: 26-12-2025**

**SUBJECT NAME: JAVA PROGRAMMING**

**TIME: 11:00 AM to 01:30 PM**

**TOTAL MARKS: 70**

**Instructions**

1. It is **compulsory** for students to write **Enrolment No. /Seat No.** on the question paper.
2. Write answers of **Section A** and **Section B** in **separate answer books**.
3. Attempt all questions from both **Section A** and **Section B**.
4. Each section carries **35 marks**, with a total of **70 marks** for the examination.
5. The figures to the right of each question indicate full marks, make suitable assumptions with justification.
6. BL - Cognitive Level (As per Revised Bloom's Taxonomy) (R-Remember, U-Understanding, A –Application, N –Analyze, E – Evaluate, C -Create), CO - Course Outcomes.

**SECTION A**

		Marks	BL	CO
<b>Q.1</b>	(a) What is a Map in Java?	<b>03</b>	<b>R</b>	<b>4</b>
	(b) Differentiate between List, Set, and Map with examples.	<b>04</b>	<b>U</b>	<b>4</b>
<b>Q.2</b>	(a) What is JavaFX?	<b>03</b>	<b>R</b>	<b>5</b>
	(b) Explain the life-cycle methods of a JavaFX application.	<b>04</b>	<b>U</b>	<b>5</b>
	(c) Write a JavaFX program that creates a window with label, text field and button components.	<b>07</b>	<b>A</b>	<b>5</b>
<b>OR</b>				
<b>Q.2</b>	(a) What is the purpose of the Application class in JavaFX?	<b>03</b>	<b>R</b>	<b>5</b>
	(b) Explain Scene Graph with stages.	<b>04</b>	<b>U</b>	<b>5</b>
	(c) Write a JavaFX program that draws the rectangle, circle and line shapes.	<b>07</b>	<b>A</b>	<b>5</b>
<b>Q.3</b>	(a) What is JDBC?	<b>03</b>	<b>R</b>	<b>6</b>
	(b) Describe the four types of JDBC drivers with examples.	<b>04</b>	<b>U</b>	<b>6</b>
	(c) Explain PreparedStatement and ResultSet in JDBC with suitable examples.	<b>07</b>	<b>A</b>	<b>6</b>

**OR**

<b>Q.3</b>	<b>(a)</b> What is a ResultSet in JDBC?	<b>03</b>	<b>R</b>	<b>6</b>
	<b>(b)</b> Explain the role of Connection and Statement interfaces.	<b>04</b>	<b>U</b>	<b>6</b>
	<b>(c)</b> Explain JDBC Architecture with suitable diagram.	<b>07</b>	<b>A</b>	<b>6</b>

## SECTION B

		<b>Marks</b>	<b>BL</b>	<b>CO</b>
<b>Q.4</b>	<b>(a)</b> Explain the difference between Java compiler and Java interpreter.	<b>03</b>	<b>U</b>	<b>1</b>
	<b>(b)</b> Explain different types of data types and type casting in Java with examples.	<b>04</b>	<b>U</b>	<b>1</b>
<b>Q.5</b>	<b>(a)</b> What are objects and classes in Java? Explain with example.	<b>03</b>	<b>R</b>	<b>2</b>
	<b>(b)</b> Explain method overloading and method overriding with examples.	<b>04</b>	<b>U</b>	<b>2</b>
	<b>(c)</b> Explain inheritance in Java. Write a program to demonstrate single and multilevel inheritance.	<b>07</b>	<b>A</b>	<b>2</b>

**OR**

<b>Q.5</b>	<b>(a)</b> What is exception handling in Java and why is it needed?	<b>03</b>	<b>R</b>	<b>2</b>
	<b>(b)</b> Differentiate between String, StringBuffer, and StringBuilder classes in Java.	<b>04</b>	<b>U</b>	<b>2</b>
	<b>(c)</b> Explain exception handling in Java with example.	<b>07</b>	<b>A</b>	<b>2</b>
<b>Q.6</b>	<b>(a)</b> What is a thread in Java? Explain the thread model.	<b>03</b>	<b>R</b>	<b>3</b>
	<b>(b)</b> Explain package naming conventions and type imports in Java.	<b>04</b>	<b>U</b>	<b>3</b>
	<b>(c)</b> Explain the lifecycle of a thread in Java with suitable example.	<b>07</b>	<b>U</b>	<b>3</b>

**OR**

<b>Q.6</b>	<b>(a)</b> What are thread priorities in Java?	<b>03</b>	<b>R</b>	<b>3</b>
	<b>(b)</b> What are package access levels and contents in Java?	<b>04</b>	<b>U</b>	<b>3</b>
	<b>(c)</b> Explain package creation and usage with an example. Also describe package specification and object.	<b>07</b>	<b>U</b>	<b>3</b>

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