No. of Printed Pages: 3

DIPLOMA - VIEP - COMPUTER SCIENCE AND ENGINEERING (DCSVI)

December, 2017

BICS-035 : JAVA BASIC AND OBJECT MODELING DESIGN

Time : 2 hours

Maximum Marks: 70

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- Note: Question no. 1 is compulsory. Attempt any four questions from the rest. All questions carry equal marks.
- 1. Explain any *seven* of the following :
 - (a) Exception
 - (b) Relationships in UML
 - (c) Forward Engineering
 - (d) Class and Object
 - (e) JRE
 - (f) Activity Diagram
 - (g) Classifier
 - ∇ (h) Inheritance

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7×2=14

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2.	(a)	What is Multiplicity ? Explain its importance.	7
	(b)	Draw and explain a state diagram for a login screen.	7
3.	(a)	What is Attribute and how do you implement it in a class and object diagram ?	7
	(b)	Explain the building blocks of UML briefly.	7
4.	(a)	Explain the concept of Java Virtual Machine and the program structure of Java.	7
	(b)	Explain the concept of Inheritance and Polymorphism in Java with examples.	7
5.	(a)	Explain structural diagrams briefly.	7
	(b)	Explain behavioural diagrams briefly.	7
6.	(a)	What is Constructor in Java ? Explain the concept of overloading a constructor in Java with suitable example.	7
	(b)	Write a program in Java to display the sum of numbers from 1 to 10.	7
7.	(a)	Discuss Generalization with the help of a diagram.	7
	(b)	With the help of an example, explain activity diagram.	7
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- 8. Write short notes on any *four* of the following: $4 \times 3 \frac{1}{2} = 14$
 - (a) Package
 - (b) Functional Modeling
 - (c) Use Case
 - (d) Instantiate an Object in Java
 - (e) Association

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