BCA- III Semester (2022-25) Holiday Homework

BCA-301   Subject: Object Oriented Programming using C++

1. What is base class?
2. How constructor differs from member functions?
3. Explain the virtual destructor?
4. Explain different types of inheritance with block diagram and an example for each.
5. Why are virtual functions needed?
6. What are super, base, parent and inherited class?
7. Discuss virtual base class with an example.

BCA- 302   Subject: Internet & Web Designing

1. How are frames created? What is a frameset?
2. What is HTML? Explain the structure of an HTML document.
3. What is domain?
4. How to create link in HTML?
5. Describe various kinds of list used in HTML.
6. How to set color for tables and cells? Describe with proper example.

BCA-303   Subject: Java Programming

1. What is Java and why is it considered a platform-independent programming language?
2. Explain the difference between JDK, JRE, and JVM in the context of Java.
3. How does Java support multi-threading, and why is it important in programming?
4. What is the significance of the "public static void main(String[] args)" method in Java?
5. Differentiate between primitive data types and objects in Java. Provide examples.
6. Explain the concept of inheritance in Java with an example.
7. What is the purpose of the "super" keyword in Java and how is it used?
8. What is the difference between the "equals" and "==" operators in Java?
9. Describe the purpose and use of the "this" keyword in Java.
10. How is polymorphism achieved in Java and provide an example of method overloading.
12. Explain the role of the "final" keyword in Java, and how it can be applied to variables, methods, and classes.
13. Explain the concept of object-oriented programming in Java.
14. What is the role of the main method in Java?
15. How is Java platform-independent?

BCA-304   Subject: Software Engineering

1. What do you mean by prototype model and what are the different steps of prototype.
2. What do you mean by SLC? Why there need of SLC for the development of any software.
3. Difference between program and software.