

Java Important Questions

Unit-1

1. What are the main five Features of Java?
2. Explain briefly about JVM, JDK, JRE?
3. What are the lexical issues in java, list out all the lexical issues?
4. Explain about structure of java program in detail?

Unit-2

5. What is variable?
6. Explain about types of variables?
7. What is the usage of final keyword?
8. What are the types of data types and write the sizes of all data types?
9. Differentiate static and non-static variables in java?
10. What are the types of operators in java with one example program?

Or

11. Write all types operators in java and write a program for Bitwise Operators with output?

Unit-3

12. Define control statements and explain all the types of control statements?
13. Explain about only conditional statements with one example program?
14. Explain about only looping statements with one example program?
15. Explain about only jump or transfer statements with one example program?
16. Write Program to display the below pattern using Loops statement.

*

17. Write Program to display the below pattern using Loops statement.

**

*

18. Write Program to display the below pattern using Loops statement.

```
*  
***  
*****  
*****
```

Unit-4

18. What is array write the syntax for array?
19. What is array and explain the types of arrays with syntax and examples?
20. Create three arrays A,B and RES with 3x3 matrix. Input elements into A and B arrays, Store multiplication of A and B arrays into RES array and print all the arrays?
21. Write program for adding two matrixes with 3x3 arrays?

Unit-5

22. What is object and write the syntax for object?
23. What is abstraction in java?
24. Which Keyword is used to declare a constant?
25. What is inheritance?
26. Define Class, Types of Methods, and Types of Constructors with Example?
27. Write and Explain with example about Encapsulation, Inheritance, Abstraction and Polymorphism?
28. What are types of object creation in java?
29. What is the difference between super keyword and super method?
30. What is polymorphism? And explain about method overloading with example?

Unit-6

31. What is package?
32. What is the usage of this keyword?
33. Explain any 5 in-built packages in java?
34. What is inner class and purpose of inner class?
35. Write one line about [this](#) keyword?
36. What is the difference between interface and class?

Unit-7

37. Define string?
38. Define string and explain about five string predefined methods?
39. Write a program for given input string is a palindrome string are not without using string reverse method?
40. What is the main difference between String class and StringBuffer Class?

Unit-8

41. What is exception and list three exception types names?
42. What is an exception and types. Write a java program to implement any three exceptions in java.
43. What are the exception handling keywords and explain one by one with one example program?

Unit-9

44. What is Multithreading?
45. Define a thread, multi-threading. Explain life cycle of a thread. Write a java program using user defined threads?
46. What is Multithreading and Explain its life cycle of all states?
47. Explain Two ways of multithreading implementations in java classes with Example?

Unit-10

48. What is a collection in java?
49. What is collection in java and Explain about the hierarchy of collections?
50. What is collection in java and explain ArrayList with Exmple?

Important Logical Programming Questions

51. Write Program to count the number of digits from given input?
52. Write a program to swap two number without using method?
53. Write Program to display even numbers example?
54. Write a program given input number is palindrome number or not?
55. Write a program for display the Armstrong number or not?
56. Create a class named Flight with flightNumer, sourceLocation, destination, numberOfTickets, ticketFare,

Define methods to input data using scanner class object, define another method to calculate ticketAmount, 18% tax and 5% discount on ticketAmount. Find the amount payable. Define another method to print the ticket details

```
class Flight
{
    Data members declaration

    inputData() method
    {
        ----
        ----
    }

    calculate() method
    {
```

```
        -----  
        -----  
    }  
  
    putData() method  
    {  
        -----  
        -----  
    }  
  
    main() method  
    {  
        ----  
        ----  
    }  
}
```