Java Question Bank

Unit 1:

1. Define Java
2. Define internet
3. Define WWW
4. List and explain the different features of Java
5. Differentiate between C and Java
6. Differentiate between C++ and Java
7. Define web browsers
8. Explain the basic structure of a java program with an example
9. Define Tokens
10. Define keyword with an example
11. Define constants with an example
12. Briefly explain JVM
13. Briefly explain JDK
14. Briefly explain JRE
15. Explain the execution process of a java program
16. Explain command line arguments with an example
17. Define variables with an example
18. List out the rules to declare variable name
19. List and explain the different data types in java
20. Explain type casting with an example
21. Explain if statement with an example
22. Explain if else statement with an example
23. Explain else if ladder statement with an example
24. Explain FOR statement with an example
25. Explain WHILE statement with an example
26. Explain Do-WHILE statement with an example
27. Explain jumps in loops with an example

Unit 2:

1. List and explain the basic concepts OOPS
2. Define class with syntax and example
3. Define method with syntax and example
4. Define object with syntax and example
5. Define constructor with example
6. Explain default constructor with example
7. Explain parameterized constructor with example
8. Define polymorphism
9. Explain method overloading with an example
10. Explain method overriding with an example

11. Differentiate between overloading and overriding
12. Explain static keyword with an example
13. Explain final keyword with an example
14. Define Inheritance
15. List and explain the different types of inheritance
16. List and explain the different access specifiers / visibility controls in java with example
17. Define arrays
18. List and explain different types of arrays with an example
19. Define strings with an example
20. List and explain the different string in-built methods in java
21. Explain wrapper class with example

Unit 3:

1. Define interface
2. Explain the concept of interface with an example
3. Write a program to demonstrate multiple inheritance in java with interface
4. Explain extending an interface in java with an example
5. Define abstract keyword
6. Write a Java Program to demonstrate abstract keyword
7. Differentiate between interface and abstract keyword
8. Define packages
9. List and explain the different types to access packages
10. Write a Java Program to demonstrate packages
11. List and explain the different types of exceptions
12. Explain the basic syntax of exception handling with syntax and an example
13. Write a java program to demonstrate try, catch and finally blocks
14. Explain multiple catch statements with an example
15. Explain nested try with an example
16. Explain throw with an example
17. Explain throws with an example
18. Differentiate between throw and throws
19. Differentiate between final, finally and finalize

Unit 4:

1. Define thread
2. Define process
3. Differentiate between thread and process
4. Explain thread life cycle with a neat diagram
5. List out different ways to create thread
6. Explain thread creation with example for both the ways
7. Explain sleep() with an example
8. Explain join() with an example
9. Explain thread priority with an example

10. Define synchronization.
11. Explain synchronization with example
12. Define collections
13. Define Framework
14. List and explain the hierarchy of collection framework with a diagram
15. List and explain the different methods in collection interface
16. Explain iterator interface in collections
17. Explain iterable interface
18. Explain ArrayList with an example
19. Explain LinkedList with an example

Java Lab Manual

1. Write a Java Program to demonstrate the concept of Class and Object(display Student information).
2. Write a Java program to demonstrate different data types.
3. Write a Java program to demonstrate type casting.
4. Write a Java program to display student grade using switch statements.
5. Write a Java Program to demonstrate default constructor.
6. Write a Java Program to demonstrate parameterized constructor.
7. Write a Java Program to demonstrate the concept of constructor overloading.
8. Write a Java Program to demonstrate the concept of method overloading by changing the parameters.
9. Write a Java Program to demonstrate the concept of method overloading by changing the data types.
10. Write a Java Program to demonstrate the concept of method overriding.
11. Write a JAVA Program to implement Inner class and demonstrate its Access Protections.
12. Write a Java program to demonstrate wrapper class.
13. Write a Java Program to demonstrate single inheritance.
14. Write a Java program to demonstrate the concept of multilevel inheritance.
15. Write a Java Program to demonstrate the working of Super keywords.
16. Write a Java Program to demonstrate the concept of Interface.
17. Write a Java program to demonstrate working of multiple inheritance using interface.
18. Write a Java Program to demonstrate the concept of Abstract class and Abstract methods.
19. Write a Java Program to demonstrate the concept of static keyword with respect to memory management.
20. Write a Java program to demonstrate user defined packages in Java.
21. Write a Java Program to demonstrate the working of try, catch and finally block in exception handling.

22. Write a Java Program to demonstrate the working of multiple catch blocks.
23. Write a Java Program to demonstrate the working of Nested try block.
24. Write a Java program to demonstrate the working of Throw keyword.
25. Write a Java Program to create and start a thread.
26. Write a Java Program to demonstrate the working of Thread Priority. (Set priority get priority and set name, get name.)
27. Write a Java Program to demonstrate working of join () in threads.
28. Write a Java Program to demonstrate the working of Thread Synchronization.
29. Write a Java collections program to demonstrate ArrayList interface.
30. Write Java collections programs to demonstrate LinkedList interface.