SHORT QUESTIONS LIST (for 2 Marks)

1.	Explain jagged array in java.
2.	Explain JVM ,JDK and Bytecode.
3.	When finalize() method is invoked?
4.	What is yield() method?
5.	What is package? How to use package in your program?
6.	Justify the statement java is robust.
7.	Explain significance of 'public' and 'static' keywords in main() method.
8.	Write an importance of classpath?
9.	Define Bytecode.
10.	Differentiate finalize() and destructor.
11.	Write down the use of this and super.
12.	Difference between == and equals ().
13.	Differentiate break and label break.
14.	Explain isAlive() and join() method.
15.	Differentiate init() and start() methods of Applet.
16.	Explain Checked and Unchecked Exceptions.
17.	How to create reference object of interface?
18.	What do you mean by type casting?
19.	How do we compare two objects in java?
20.	Differentiate paint() and repaint().
21.	How can you pass and return Object as parameter?
22.	What is Command Line Argument?
23.	Explain the keyword equivalent to go to statement in java.
24.	Differentiate >> and >>>.
25.	How default access modifier is different than public modifier?
26.	Define the term wrapper class
27.	Write down the use of volatile keyword.
28.	What do you mean by immutable object? Explain with example.
29.	Is it possible to create object of Interface? If yes then how?
30.	What is difference between applet and application?
31.	Explain Value of() function.
32.	Explain "write once, run anywhere" statement
33.	What do you mean by portability in java?
34.	List Java Buzzwords.
35.	What do you mean of Abstract class?
36.	What is the role of finalize () method?

37.	Explain the significance of interface in java?
38.	What is Applet?
39.	Explain the use of throw keyword.
40.	Write down the use of static keyword.
41.	Differentiate between checked and unchecked exception.
42.	Compare String and StringBuffer.
43.	List any three built in packages along with its brief description.
44.	Explain any 4 thread class methods
45.	How to merge string in java explain with example?

Long Question List (for 5 to 7 Marks)

1.	Explain various features of JAVA.
2.	Explain type casting with suitable example.
3.	Explain JAVA Architecture in Detail.
4.	What is interface? How it differs from abstract class?
5.	What Is package? Explain various access specifires with package.
6.	Differentiate Final, finalize and finally.
7.	What is applet? Explain how to pass parameters to the applet with example.
8.	Explain use of super keyword in detail.
9.	Explain bitwise operators in detail.
10.	Explain Constructor Overloading in details
11.	Explain various methods of StringBuffer class.
12.	What is Default Constructor? Explain with Example.
13.	Explain Method overloading and overriding in detail.
14.	What is Exception? Explain user defined exception with example.
15.	Explain Static method, Static variable and block in detail with example.
16.	Explain break, continue statements in details with example.
17.	Explain array of objects in detail with suitable example.
18.	What is package? How can we create sub package and import it into another package?
19.	What is thread? Explain thread life cycle in detail.
20.	What is an Applet? List out various methods of graphics class used with Applet.
21.	What is inheritance? Explain the use of super keyword in inheritance.
22.	Java interpreter.

23.	How to achieve runtime polymorphism in Java? Explain with example.
24.	Explain String Handling. Discuss any Four String Methods
25.	Explain Inheritance. How can you achieve multiple inheritances in java?
26.	How to take input in java from user? Explain any one Method with example.
27.	What is Exception? Explain try, catch, throw, throws and finally
28.	What is Parameterized Constructor? Explain with Example
29.	What is Array? Explain different types of Arrays with example
30.	What do you mean by command line argument? Explain Command line argument with proper example

Explain short Note (for 5 Marks)

1.	Applet life cycle
2.	Inter thread communication
3.	Final keyword
4.	Chained Exception
5.	Super key word
6.	APPLET tag
7.	Bitwise operators
8.	Runtime Polymorphism
9.	Features of java.
10.	Methods of String class
11.	Thread Lifecycle
12.	Interface
13.	Super keyword
14.	Narrowing Conversion
15.	Garbage Collection
16.	Arrays in Java
17.	Static keyword
18.	Constructor of String class
19.	Abstract Class with example
20.	Compare features of Java and C++.

Program for theory Exam (for 7 Marks)

1.	Write a program that accepts two numbers from command line and add two numbers if the arguments are numbers else display total number of vowels of two strings.
2.	Write a program that stores details of 5 employees and display these information after every one second.
3.	Write a program to draw circle inside a square in applet with different colors.
4.	Write a program that will accept a number from command line and raise a user defined exception if the number consists of odd number of digits.
5.	Write a program that accept a number from command line and check whether it is palindrome or not.
6.	Write a program that accept a number from command line and display individual digits on the interval of 10 seconds.
7.	Write a program that will accept two string or two numbers from command line an create overloaded method that add these two numbers or concate two string.
8.	Write a program that will accept a string from command line and arrange all the characters in alphabetical order. e.g. **Input**-computer **Output**-cemoprtu