

UNIT-1

1. Data type of every object is?
2. Instantiating a class means?
3. Role of 'JVM'?
4. What is byte code?
5. Use of 'new' operator?
6. What does a constructor do?
7. Difference between 'float' and 'double'?
8. Default constructor?
9. 'this' keyword?
10. for each loop?
11. Uses of 'static' keyword?
12. Define polymorphism?
13. List primitive (basic) data types and sizes
14. Encapsulation?
15. Type casting?
16. Implicit casting(automatic type casting)?
17. Explicit casting(casting)?
18. $2-2+2/2*2^2=?$
19. $2^2*2^1+2-2=?$
20. How to allocate memory for array of 5 elements?
21. Draw 4D array
22. Differentiate between '==' and equals()
23. Name 10 string handling functions

UNIT-2

24. Name access modifiers in java
25. abstraction?How abstraction is achieved in java?
26. Define package
27. What are the uses of the package?
28. Multiple inheritance?
29. Uses of super
30. Uses of final
31. Difference between private and protected modifiers?
32. Default access modifier in java?
33. What is the super class of all classes created in java?
34. Method overriding ?
35. Method overloading?
36. Difference between abstract class and interface?

- 37. Name few examples of 'polymorphism
 - operator overloading
 - Method overloading
 - Method overriding
- 38. What is an "Object" class?
- 39. Can a class extends an interface?
- 40. Runtime polymorphism(Dynamic method dispatch)
- 41. Compile time polymorphism?
- 42. What is hash code?
- 43. Name methods in "Object" class
- 44. getClass() ? syntax?
- 45. toString() ?syntax?
- 46. 'protected' use?
- 47. 'Private' use?
- 48. Difference between 'path' and 'classpath'

UNIT-3

- 49. What if an exception is not handled(Uncaught exception)?
- 50. What is checked exception(compile time exception)? Name few
- 51. What is un checked exception(run time exception)? Name few
- 52. 'try' is meant for?
- 53. 'throw' key word purpose?
- 54. Difference between 'throw' and 'throws' keywords
- 55. Can we write 'try' block without 'catch' block
- 56. 'Throwable' class?
- 57. Define exception?
- 58. 'Finally' block?
- 59. NullPointerException?
- 60. IllegalArgumentException?
- 61. NumberFormatException?
- 62. **InputMismatchException**

UNIT-4

- 63. Difference between 'program' and 'process'
- 64. Process based multi tasking?
- 65. Thread?
- 66. Multi threading?
- 67. Use of multi threading?
- 68. Thread based multitasking?
- 69. start(),run() ?
- 70. sleep()
- 71. InterruptedException ?
- 72. What are the Thread life cycle states?
- 73. Thread priorities?
- 74. wait(),notify()?
- 75. Inter Thread communication?
- 76. Use of Synchronization?
- 77. Synchronized METHOD?
- 78. Synchronized Block?
- 79. join() ?
join() is used in Java to wait until one thread finishes its execution.
- 80. How to know the current thread name(getName())?
- 81. isAlive()?

UNIT-5

- 82. Console based application?
- 83. Window based application?
- 84. GUI? Name few components
- 85. Applet?
- 86. Life cycle methods of applet?
- 87. How to run an applet?
- 88. paint() ?
- 89. repaint() ?

90. HTML purpose?