

Question Bank

Unit 1

- 1) What are the features of java. Explain the OOPS concept briefly.
- 2) Compare Procedural and OOP Languages?
- 3) Write a short note on : JVM , JRE , JDK
- 4) What is constructor and how to call constructor . Explain Different types of Constructor ?
- 5) What is Overloading. Differentiate between method and Constructor Overloading with Example.
- 6) Explain :
Data Abstraction
Data Encapsulation
Data Hiding

Unit 2

- 1) List the primitive data types of java. Explain each of them in detail.
- 2) Write short note on : Class and Object
- 3) What are the different types of variable(Instance Class and static).explain with example.
- 4) What are the different types of method explain with example.
- 5) Explain the access modifiers at class level.
- 6) Explain about declaration of array.

Unit 3

- 1) What is inheritance? What is the use of Inheritance. Explain different types of inheritance.
- 2) Differentiate between method overloading and method overriding.
- 3) Explain about the usage of super keyword with an example.
- 4) Explain about the usage of final keyword with an example.
- 5) Explain about the usage of this keyword with an example.
- 6) What is Polymorphism. Differentiate between Compile time and Runtime Polymorphism.
- 7) How multiple inheritances are achieved in java with the interfaces? Explain with an example.
- 8) Differentiate between interfaces and abstract class.
- 9) What is a Package? Explain how to create User defined package with program.

Unit 4

- 1) Define an Exception. Explain Exception Handling Mechanism in java with programs ?
- 2) Give the class hierarchy in Java related to exception handling.
- 3) What are the checked Exceptions and Unchecked Exceptions?
- 4) Explain the control flow for try , catch and finally block.
- 5) Differentiate between throw and throws
- 6) What are the steps involved in creating Thread life Cycle?
- 7) What is Inter thread Communication?
- 8) What is multithreading?
- 9) Explain the creation of threads with an example?
- 10) How the priorities can be assigned to threads? Explain with example

Unit 5

- 1) What is applet. explain the life cycle of an applet
- 2) What are the advantage and disadvantage of applet.
- 3) What are the different GUI element.
- 4) Differentiate between applet and applications.
- 5) Define an event. Give examples of events. Define event handler. How it handles events?