

Unit – I

1. Explain Java Buzz words or Java features.
2. Illustrate Type wrappers in Java.
3. Explain the concept of polymorphism with suitable example.
4. Discuss Nested and Inner classes.
5. Discuss Java arrays with suitable examples.
6. Discuss the working of method overloading with suitable example.
7. Explain usage of static and final keywords.
8. Explain different data types and variables in java.
9. Explain the Control Structures in java.
10. Write a Java Program: (i) Calculate sum of first 100 even/odd elements (ii) Sum of array elements

Unit – II

1. Explain the usage of super keyword with an example.
2. Explain dynamic method dispatch with an example.
3. Differences between method overriding and method overloading.
4. Difference between class and interface.
5. How to define and use interfaces in java? Explain the concept of extending interfaces.
6. How to solve the problem of multiple inheritance in java? Discuss with an example.
7. Explain access control protection in packages with an example.
8. How to create user defined packages in java.
9. Explain String and StringBuffer classes.

Unit – III

1. Explain the concept of exception handling in java with suitable examples.
2. Explain how to create user defined exceptions.
3. Discuss different ways to create threads with example.
4. Explain about Inter Thread Communication. Explain Producer-Consumer problem in Java.
5. Differentiate Process and Thread. Explain about thread life cycle.
6. Discuss life cycle of an applet. Explain passing parameters to applet with an example.
7. Explain Delegation Event Model in detail.
8. Explain about Event Handling in Java.

Unit – IV

1. Discuss different AWT components in java.
2. Discuss different Swing components in java.
3. What are the advantages of generics? Write a java program to demonstrate generic class & method
4. What is collection in java? Discuss different collection classes with an example.
5. Distinguish between Swing and AWT.
6. Explain different Layout managers in java.
7. Write a java program for creating and handling menus.
8. Write a program that handles WindowEvent and ActionEvent.(GUI Calculator)
9. Explain the use of Adapter classes with examples.

