**II B.Tech II Semester CSE**

**Java Programming**

**Important Questions**

1. Explain in detail the Principles of Object Oriented Programming and its Applications \*
2. Explain the role of JVM in Java.
3. What are different primitive data types in Java? Give their sizes in bits.
4. List and explain Java buzzwords.
5. List Jump statements? Give an example for each of them.
6. Explain the Control Statements in detail. \*
7. Differentiate between Procedural Programming vs. Object Oriented Programming
8. How to implement precedence rules and associativity in java language? Give an Example.
9. How to use break and continue statement in Java?
10. Develop a Java Program to check whether the Number is ArmStrong or Not.
11. Explain Command Line arguments with example.
12. Discuss about Data Type Conversion in Java.
13. Explain Bitwise Operators in Java with example.
14. Develop a Java Program to find the factorial of a number.
15. Give a brief note on operators in java.
16. Describe the meaning of each of the keyword in “public static void main”
17. How garbage collector plays its role? Explain
18. Develop a Java Program that inputs an number from the command line and find the sum of the digits of a number
19. Define a class. What is the general form of a class? How objects are declared?
20. Discuss the importance of constructor? Write a java program to perform constructor overloading.
21. Differentiate call-by-value and call-by-reference with example.
22. What is method overloading explain with example?
23. Explain garbage collection in Java and role of finalize() and gc() methods?.
24. Create a class called Circle that include radius as instance variable and Circle\_Area() as method to calculate area of circle. Create another class called Result. This class includes main() method. Create two Circle objects here. Initialize Circle objects through constructors. Display the area of two circles.
25. Explain the use of ‘this’ keyword with an example.
26. Develop a program that shows an Employee class which contains various methods for accessing employee’s personal information and methods for paying an employee.
27. Write an example program to show the calling sequence of constructors
28. Write a Java program to illustrate the use of static keyword
29. What are class methods? How they are different from instance methods?
30. How do you achieve call by reference in Java?
31. Demonstrate Nested class concept with an example.
32. Write a program to input any three numbers from the console & find out the

maximum number.

1. How to share the data among the functions with the help of static keyword? Give example.\*
2. What is a Constructor? What is the main purpose of Constructors? How to invoke a constructor in JAVA?\*
3. Discuss declaration, allocation and accessing array elements in java with suitable example
4. Discuss about Array class and its methods.
5. What is method overriding? Illustrate the concepts of method overriding \*
6. What is meant by Inheritance and why it is important in Object Oriented Programming? Explain different types of inheritance supported in JAVA. \*
7. Give a detail note on interfaces in Java.
8. Discus about the keyword final
9. Illustrate the use of super keyword with suitable example.
10. Can you identify and explain the differences between interfaces and Abstract classes in Java?
11. How two dimensional arrays are created in Java? Write a Java program for Matrix Multiplication. \*
12. Explain different types of inheritance in java.
13. Explain dynamic binding in java with suitable example.
14. Explain the concept of Jagged Arrays in Java
15. Develop a Java Program to search an element using Binary Search.
16. What is inheritance? Explain in detail inheritance in java with examples \*
17. What is an Interface? Give the general form of an Interface and also discuss the Implementation details of Interfaces.\*
18. How to create packages and use them in java?
19. Explain the different types of controls in AWT
20. What is an exception? Explain exception handling in java with examples \*
21. Explain Auto boxing and Unboxing with example.
22. Describe Applet Life Cycle
23. Briefly explain User Defined Exception with example.
24. Demonstrate the finally statement.
25. What is Event Delegation Model? Develop Java Program to implement ItemListener \*
26. What is Event Handling? Develop a Java Program to implement ActionListener \*
27. Why do you think exception handling is useful in Java? Explain briefly? \*
28. What is a package? How to create package and sub packages? Explain with suitable example. \*
29. What are different ways to use import statement in Java?
30. Discuss Math class and its methods.
31. What is the importance of Exception Handling in Java? Define and distinguish between checked and unchecked exceptions.
32. Why to use finally block in java exception handling?
33. Explain String class and its methods with an example
34. Write and explain the string buffer class.
35. Briefly explain about Thread Life Cycle. \*
36. Explain ResultSet and ResultSetMetaData
37. Develop a JDBC Program to retrieve data from database
38. What is JDBC? Explain the role & responsibility of JDBC API. \*
39. What is multithreading? Mention the difference between process and thread.
40. Write a program to implement multithread programming in java
41. What is JDBC? Describe the steps need to execute a SQL query using JDBC \*
42. Explain about Thread Synchronization in Java. \*
43. What is a JDBC driver? Explain each with a simple architecture. \*
44. What is JDBC? Develop a JDBC program to implement the following: \*
45. Create a table
46. Insert a record
47. Delete a record.

75 . What is PreparedStatement? Write a Java Program to update a record using \* PreparedStatement.