**Unit wise important Questions(SAQs &LAQs) for End Examination.**

**Unit-1**

**SAQs**

1. Differences between interface and abstract class.
2. Differences between class and object.
3. Basic characteristics of object oriented programming.
4. What is purpose of garbage collector in java.
5. Java is robust language? justify.
6. What is java bytecode?
7. What is method overloading.
8. What is the purpose of constructor. Characteristics of constructor.
9. What is Narrowing and widening in java(type casting).
10. What are instance variables in java.

**LAQs**

1. Explain the structure of java program.
2. What is constructor overloading? Demonstrate with sample program.
3. Write a java program to find factorial of given number using recursion.
4. Write the differences between **method overloading** and **method overriding.**
5. List out primitive data types available in java and explain their importance.
6. How java is platform independent. Justify.
7. How you declare , initialize single and two dimensional array wit example.
8. Explain control statements in java.

**Unit-II**

**SAQs**

1. What is package? What are advantages of packages.
2. What is polymorphism. Explain different types of polymorphism.
3. What are benefits of inheritance.
4. What is abstract class? Give example.
5. Differences between class and interface.
6. What is purpose of final keyword in inheritance.
7. How variables are used in inheritance.
8. What is dynamic method dispatch?

**LAQs**

1. How java implements multiple inheritance.
2. Explain different form of inheritance.
3. Explain how packages are created and used with suitable example./
4. Explain different access level protection in packages.
5. How to design and implement interfaces in java.
6. What are different ways that system used to find packages.
7. How interfaces are used to support dynamic method resolution at run-time.
8. How java implements runtime polymorphism.
9. What is the importance of super keyword in java

**Unit-III**

**SAQs**

1. What is differences between error & exception.
2. What is exception handling.
3. What is importance of finally block.
4. What are checked and unchecked exception. List out exception under each category.
5. What is thread? What are advantages of thread.
6. Differences between process & thread.
7. What is thread synchronization. Why it is important.
8. What is autoboxing and Auto-unboxing? List out the uses about each of them.
9. What are daemon threads.

**LAQs**

1. Explain the procedure to create user-defined exception with demonstrating program.
2. WAP to demonstrate the purpose of exception handling.
3. Write a program to demonstrate the use of multiple catch statements for a single try.
4. What are different ways that are possible to create multiple threaded programs in java? Discuss the differences between them.
5. Write a program to create three different threads which perform three different tasks.
6. Explain life cycle of thread with neat diagram.
7. Explain about thread priorities.
8. Explain some of the string handling methods.

**Unit-IV**

**SAQs**

1. What is the need of adapter classes. Give example
2. What is AWT class hierarchy.
3. What is the benefit of Generics in Collections Framework?
4. What are limitation of AWT.
5. List out some of the AWT user interface components with their constructors and methods.
6. Define the following terms
7. Event b) Event Listener c) Event source.

**LAQs**

1. List and explain different types of Layout managers with suitable examples.
2. Write a program to create a frame window that responds to mouse clicks.
3. Explain keyboard Event Handling in java
4. What is event delegation model? Explain.

**Unit-V**

**SAQs**

1. How do applets differ from application program?
2. What are advantages of swings over AWT.
3. What are scroll panes in swings.

**LAQs**

1. Explain life cycle of an applet.
2. How parameters are passed to applet with suitable example.
3. Explain MVC Architecture.
4. What are various components of swings.
5. What are Tabbed pane in swings.