Sharnbasva University,Kalaburgi

Department of Computer Science and Engineering

Question Bank

Subject: Java Programming **Subject code: 18CS44**

Module-I

1. Discuss two Paradigms to constitute a program.
2. Explain the three OOP principles with example.
3. Give the structure of Java program and write a java program to display “Hello world”.
4. List Lexical issues used in java and discuss brief.
5. Describe the primitive types available in java with example.
6. With one example explain scope and lifetime of a variable.
7. What is type conversion? Explain its two types of type conversion.
8. Define array. How arrays are declared and initialized explain with example.
9. Write a java program to calculate average of first 20 numbers using for loop.
10. Write a short note on alternative array declaration syntax.

Module-II

1. What is an operator? Explain types of operators in java with example programs.
2. List java’s selection statements. Explain if, nested if, if else-if ladder and switch statements with its syntax and example.
3. List iteration statements. Explain while, do-while and for statements with its syntax and example.
4. Discuss for-each with its syntax and example.
5. With suitable example, explain the following jump statements i) continue ii) break.
6. What is class? How to create objects for the class.
7. Define constructor. Write a java program to illustrate the constructor.
8. Write a short note on i)this keyword ii)garbage collection
9. Write a java program to implement stack of 5 integers.
10. Define recursion. Write a program to find nth Fibonacci Number.

Module-III

1. Distinguish method overriding and method overloading in java with suitable examples
2. Explain two mechanisms used to pass the arguments with examples.

3. Write a short note on i) final ii) static iii) Dynamic Dispatch method.
4. Mention and explain the use of super keyword in java with suitable example.
5. What are various access specifiers in java? List out the behaviour of each of them.
6. What is inheritance? Write a java program to illustrate the concept of inheritance.
7. Explain abstract class and abstract method with suitable code snippet.
8. Illustrate dynamic method dispatch with an example and show how is it achieved?
9. Describe the methods of object class.

Module-IV

1. What do you mean by a package? Explain how you use it in a java program with example.
2. How do you import package? Explain.
3. Define interface. Explain how do define and implement an interface with an example.
4. Define an exception. Explain what are the key terms used in exception handling.
5. Write a simple program to generate arithmetic exception and print the description of exception through the program.
6. Demonstrate the working of nested try block with an example.
7. Discuss java's built-in exception
8. Contract in detail about throw and throws statements with examples.
9. Show the use of finally statement with example.

Module-V

1. What is an applet? Explain two types of applets.
2. Describe any 5 methods defined by Applet.
3. Explain the skeleton of an Applet.
4. Write a simple Applet program to print the message "This is my simple Applet" with suitable steps to execute on Applet.
5. Discuss the HTML Applet Tag with its syntax.
6. Explain Special String Operations with suitable examples.
7. List Character Extraction Methods and write an example for each.
8. List String Comparison Methods and write example for each.
9. List Modifying a String methods and write example for each.
10. Mention and explain the methods defined by StringBuffer class.