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*	Assignmente Questions:
-)	Compuder Baic. Assg:-
1. N.	what in a Computer?  A computer in an electronic device that  Stores and process data, often in binary  John in accordance with Commands from a  Variable programe.
9. No.	What in RAM?  RAM in a Random Accen memory Here the data in Stored that your computer processor meeds to our your program/Application and open your file.
1 7 9. 12	where in data Stored in a Computer? HDD/SBD in Stored the data in a Computer.
4.	what in that input device wed to type text and numbers on a document in the computer System!
1º	The keyword in the Input device used to type text and numbers on a document in the Computer System.
5.	ushort one the output devices? Output devices are moniters, parinters, headphose, Speakers, etc.
	which is the input device that allows a wer to
6.	maye the current or nointex on the screen ?
N	move the cursor or pointer on the screen? Move in the input device that allows a mer
7	to move the cursor or polyter on the Screen.

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7.	which clonguage in directly understood by
10	which clonguage in directly understood by the Computer without a tronslation program?
1/9	Understand by the companier without
	Machine level clanguage in directly the compreder without a translation program.
8.	
No	The keywood in an Input devices.
$\rightarrow$	Fundamentals of yava:-
1.	Libert in Dratamenia language
Ne.	what in programming language?  Making a Set of instructions that  instruct a computer how to carry out a
	Instruct a computer how to carry out a
	are numerous computer programming language.
	available for me in programming.
Q.	why do we need a programming clargeoge?
F .	we need a programming language because
	why do we need a programming clanguage? we need a programming clanguage because of intract with a computer and then we perform any work on in computer.
0	
K.	Java in Simple, Object-oriented, Dintoble,
3	Java in Simple, Object-oriented, protable, platform indepent, Robert, Distributed. there all are. the features of java.
1 to Line	[2] 1. [2] 1. [2] 1. [2] 1. [2] 1. [2] 1. [2] 1. [2] 1. [2] 1. [2] 1. [2] 1. [2] 1. [2] 1. [2] 1. [2] 1. [2] 1.
4.	what in an Object?
1	what in an Object?  An object in an entity with State and behaviour.
The second second	hehaviour
	Control of the Contro



MARIE SECTION OF THE PROPERTY				
5.	what in a clair?			
1/	A clay in a collection of objects that			
	have Similar traits, behaviours, and attribudes			
	clan in a blueprimt of the program.			
14.	Explain about the main () method in gava?			
1 8	main a method provide the instruction of			
)	the jum to execute the program and give the output of the program.			
5	Java variables and Data type:			
	7			
7.	what is Statically typed and Dynomically typed programming language? Programming clarguage are referred to an "Static typed is the memory of the variable is provided at the time of compilation.			
//	programming Language.			
É	ore restored to a "Static tuned" is			
-, 1	the memory of the variable in Drovided			
ı	cet the time of compilation.			
	Eg: C, C++, Java etc.			
	9			
	Dynamically typed! - Programming chaques are Said to as " Dynamically typed" of the memory for the variable in provided			
	are. Said to a Ughamically typed 47			
	the memory for the variable as provided			
	Eg: - Bython, PHP, Jav Script etc.			
A /	J. P. (J. 1911)			
9.	what in the variable in Java?			
10	A variable in the hame of a memory -			
. 8	allocated reserved area. 9t may be thought of as the hame of memory			
	thought of as the hame of memory			
	clocation.			
Ŋ.	Hara da Assigna a value da variable?			
13.	How to Assign a value to variable? Type, variable name : values;			
- 5	Type, volidies volides			

♦ Page No:.... Date: ... 1. what are Primitive Data type in java?

The Primitive Data type in altready

define in yava language. Ille boolean,

char, byte, short, into clong, flood and wheel are the Identifiers in java?

An identifiers in a home give to a package, claw interface, method or variable. All identifiers must have different name. 6. List the operators in yava? Aridhmetic operators, unary oparators, Assignment operators, Relational operators, Logical operators, Ternary operator, Bitwike operators, Shift operators, instace of operators. Explain about 9ncrement and Decrement operators and give an examples. Therement operators: - Charement operators are used when we want to add one at the runtine. Eg! public static void main (String () ands) ? 1ht 9 253 Systemoud. println (a); tugtuo

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	Decrement operators! - Decrement used when we want to at the runtime. Eg: - clau Demo & public static void ma	Subratact	ohe
	System oud. Println.		200 PS) C
	Oceput 4		
) )			
	A STATE OF THE STA		