Chap 2: Derived Syntactical Constructs in Java

1. Write a program to add 2 integer, 2 string and 2 float objects to a vector. Remove element specified by user and display the list.   S17

2. Explain the following methods of string class with syntax and example: S17
(i) substring()
(ii)replace()

3. Write a program to find sum of digit of number entered by   S17

4. What is Iterator class? Give syntax and use of any two methods of Iterator class.   S17

5. What is thread priority? Write default priority values and methods to change them.   S17

6. What is garbage collection in Java? Explain finalize method in Java.   S17

7. Write a program to accept two numbers as command line arguments and print the addition of those numbers.   S17

8. What is the use of ArrayList class? State any two methods with their use from ArrayList.   S17

9. Write any two methods of array list class with their syntax.   W17

10. What is the multiple inheritance? Write a java program to implement multiple inheritance.   W17

11. Describe following string class method with example: W17
(i) compareTo( )
(ii) equalsIgnoreCase( )

12. Write a program to check whether given number is prime or not.   W17

13. Write a program to print the following output: W17
1 1 1 1
2 2 2
3 3
4

14. Illustrate with example the use of switch case statement.   W17

15. What is the use of wrapper classes in Java? Explain float wrapper with its methods.   W17

16. Write a program to accept number from command line and print square root of the number.   W17

17. Define a class and object. Write syntax to create class and object with an example.   S18

18. What is type casting? Explain its types with proper syntax and example.   S18

19. State & explain scope of variable with an example.   S18

20. Write a java program to implement following functions of string: (1) Calculate length of string (2) Compare between strings (3) Concatenating strings   S18

21. Explain following bitwise operator with an example: (1) left shift operator (2) write shift operator   S18

22. Enlist types of constructor. Explain any two with example   S18

23. Explain Arrary list & Iterator methods of collections with an example.   S18

24. Differentiate between Input stream class and Reader class.   W18

25. Define a class 'Book' with data members bookid, bookname and price. Accept data for seven objects using Array of objects and display it.   W18

26. Write a program to create a vector with seven elements as (10,30,50,20,40,10,20). Remove elements 3rd and 4th position. Insert new elements at 3rd position. Display original and current size of vector.   W18

27. Differentiate between array and Vector.   W18

28. Write a program to calculating area and perimeter of rectangle.   W18

29. Write a program to print sum of even numbers from 1 to 20.   W18

30. Describe following methods related to vector addElement(), removeElement() and insertElementAt().   W18

31. Name the wrapper class methods for the following:
(i) To convert string objects to primitive int.
(ii) To convert primitive int to string objects.   S19

32. List the types of inheritances in Java.   S19

33. Define a class student with int id and string name as data members and a method void SetData ( ). Accept and display the data for five students.   S19

34. Describe instance Of and dot (.) operators in Java with suitable example.   S19

35. Describe the use of any methods of vector class with their syntax.   S19

36. Define Constructor. List its types.   W19

37. Define Class and Object.   W19

38. Define array. List its types.   W19

39. Differentiate between String and String Buffer.   W19

40. Define a class circle having data members pi and radius. Initialize and display values of data members also calculate area of circle and display it.   W19

41.List any four methods of string class and state the use of each.   W19

42. Write a program to create a vector with five elements as (5,   W19

15, 25, 35, 45). Insert new element at 2nd position. Remove 1st
and 4th element from vector.

43. W.A.P to check the given no is prime or not

44. Explain this keyword with suitable example.

45. Write a program to add two strings using command line argument.

46. Explain shift right and shift left operators.

47. Explain vector methods: 1) add Element ( ) 2) insert Element At ( )

48. Explain class variables with suitable example

49. W.A.P to reverse a three digit number accepted from user.

50. Explain two dimensional array in Java with example.

51. Write any two methods of array list class with their syntax.

52. Describe following string class method with example : (i) compareTo( )
(ii) equalsIgnoreCase( )

53. Illustrate with example the use of switch case statement

54. Write a program to accept number from command line and print square
root of the number.

55. Write a applet program to set background with red colour and fore
ground with blue colour.

56. Write a program to add 2 integer, 2 string and 2 float objects to a
vector.
Remove element specified by user and display the list.

56. What is meant by interface ? State its need and write syntax and
features of
interface.

57. What is use of ArrayList class ? State any two methods with their use
from
ArrayList.

58. Write a program to accept two numbers as command line arguments
and print
the addition of those numbers.

59. Enlist all mathematical function and write a program based
on pow( ) function.

60. Explain constructor with its type, Give example of parameterized
constructor.

61. State any four methods of wrapper class.

62. Give the difference between Buffered Reader and Buffered Writer
class.

63. Write a java program to implement following functions of string :
(1) Calculate length of string
(2) Compare between strings

(3) Concatenating strings

64. Write a java program to display all the odd numbers between 1 to 30 using for
loop & if statement.

65. Define a class 'Book' with data members bookid, bookname and price. Accept data for seven objects using Array of objects and display it.

66. Write a program to create a vector with seven elements as (10, 30, 50, 20, 40,
10, 20). Remove element 3rd and 4th position. Insert new element at 3rd position. Display original and current size of vector.

67. Write a program to print sum of even & odd numbers from 1 to 20.

68. Describe following methods related to vector add Element ( ), remove Element ( ) & insert Element At ( ).