

Assignment 3

1. What is a package ? Explain with example.
2. Demonstrate the working of interface in JAVA.
3. What is an exception ? Give an example.
4. Explain the procedure of creating our own exception
5. Explain different mechanism of handling the exceptions in JAVA.
6. What is Thread? Explain the two ways of creating a Thread in Java
7. Define Synchronisation? Explain how inter-thread communication can be achieved in multithreading using Producer Consumer problem.
8. Define Multi-threading? Construct a java program to create multiple threads in java by implementing runnable interface.
9. Develop a simple program and explain how enumerations are class types.
10. Demonstrate i) isAlive() and join() ii)values() iii)valuesof() iv)compareTo()
11. Summarize the Thread's state with a diagram
12. Develop a JAVA program to raise a custom exception (user defined exception) for DivisionbyZero using try , catch , throw and finally
13. Develop a JAVA program to create a package named mypack and import and implement it in a suitable class
14. Develop a program to create a class MyThread in this class a constructor , call the base class constructor, using super and start the thread . The run method of the class starts after this. It can be observed that both main thread and created thread are executing concurrently.
15. Write a program to illustrate creation of threads using runnable class .(start method start each of the newly created thread .Inside the run method there is sleep() for suspend the thread for 500 milliseconds)
16. Demonstrate Autoboxing and Unboxing.