

Assignment on OOP using JAVA

1. What do you understand by OOP?
2. What are the features of OOP?
3. Write down the advantages and disadvantages of OOP.
4. What are the differences between OOP and structural programming?
5. Why JAVA is not a purely object-oriented programming language?
6. What is the use of 'static' keyword?
7. What do you mean by wrapper class?
8. Explain initialization of a JAVA object.
9. What are the different types of inheritance?
10. Why interface is required?
11. What is stack trace?
12. What is object class?
13. What is wrapper class?
14. What are the different data types in JAVA?
15. What is constructor? What are the different types of constructor?
16. What is garbage collection in JAVA?
17. What is JVM, JRE, JIT, JDK?
18. Write down the difference between JAVA and C++.
19. Explain "public static void main(String args[])".
20. What do you mean by package in JAVA? What are the advantages of using packages?
21. What do you mean by exception?
22. What is the utility of finally block?
23. Is it possible to include a 'try' block without 'catch' or 'finally' block?
24. What is the difference between error and exception in JAVA?
25. Write a JAVA program that takes an integer as a parameter and throws an exception if the number is odd.