

1. When a class hierarchy is created, in what order are the constructors for the classes that make up the hierarchy called? Outline with an example.
2. Outline method overriding with an example.
3. Write a note on interfaces and present the syntax for defining an interface.
4. Outline how interfaces are implemented in Java with an example
5. "Java exception handling is managed via five keywords". Name the five key words and present an outline of an exception-handling block with syntax.
6. Present an outline of Java's checked exceptions defined in java.
7. What is Input Stream? Present an outline of the methods defined by Input Stream?
8. Outline the states a thread can be in and specify the rules that determine when a context switch takes place.
9. Present an outline of the methods used by Java for interprocess communication.
10. What is AWTEvent class? Name the main event classes in java.awt.event and provide an outline of when they are generated
11. Outline the use of setSize(), getSize( ), setVisible() and setTitle() methods when working with frame windows with their signature.
12. Name the four types of buttons swing defines and present an outline of the same.
13. Write a Java program to calculate electricity bill using inheritance. The program should get the inputs of watts per hour and unit rate. Check your program for the following case : Assume a consumer consumes 5000 watts per hour daily for one month. Calculate the total energy bill of that consumer if per unit rate is 7 [1 unit = 1k Wh].
14. Explain the life cycle of Thread in Java?
15. Write a graphics program using java swing?



16.