OOP Through JAVA

Packages, Collections & s/o :-

1. Define a package. Write the advantages of packages?
2. What is classpath?
3. Explain creation, importing of a package with an example.

4. Explain about _Object_ class. with atleast 5 methods.
5. What is an "ArrayList"? How it is different from a vector?
6. Define Vector class & Explain about its methods with example.
7. ArrayList Methods with a sample Program.
8. HashMap and its Methods with an example Program.
9. What is the difference b/n StringTokenizer & Scanner class?
10. WAP to find the sum of an array of integers using StringTokenizer.
11. What is File class & Explain its methods using a Program.
12. Define an I/O stream. What are the Differences b/n Character Stream & Byte Stream?
13. WAP to Merge the Contents of two files using character stream.
14. WAP to Copy the contents of one file to another using byte stream (character stream) classes.
15. WAP to count the no. of characters, words, spaces & lines in a given i/p file.
16. Define _Serialization_. What is the use of BufferedReader in Java?

Exception Handling & MultiThreading :-

17. Explain Exception Handling Mechanism in Java with a suitable Example.
18. Nested Try Blocks with an example.
19. Checked & Unchecked Exceptions.
20. Differences b/n throw & Throws clauses?
21. WAP to create a user Defined Exception.

(22) Define a Thread. What is the difference b/n Process based multitasking and Thread based multitasking.

(23) Explain creation & running of threads using
  a) using Thread class
  b) Implementing Runnable Interface.

(24) Explain Thread life Cycle Methods.

(25) How to set thread Priorities? What is a Daemon Thread?

(26) What is Thread Synchronization? Explain with a Program.

(27) What is the use of Inter Thread & Communication over synchronization?

(28) Explain Inter Thread Communication with the Producer-Consumer Program.

(29) Explain a) sleep() b) isAlive() c) join().

Swings

(30) Differences b/n AWT Applet & Swings.

(31) WAP to create sample Frame using Swings.

(32) Layout Managers Advantages. Explain a) Border Layout
                                          b) Grid Layout

(33) How to Draw text on Swing Applets?

(34) What is an Adapter classes? what is the use?

(35) WAP to Implement Mouse Events using Adapter classes

(36)   "   "   Key Events   "

(37) Explain Delegation Event Model In Swings.

(38) Create a simple swing application using JLabel and JTextField.

(39) Distinguish Socket and ServerSocket along with its methods.

(40) Write a Client Server program that client sends a number, then the server should return the factorial of that number which is received from the client.

41) What is InetAddress? Explain InetAddress class methods with a sample Program.