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Department of Computer Engineering

QUESTION BANK

210255: PRINCIPLES OF PROGRAMMING LANGUAGES

Unit – 4 Inheritance, Packages and Exception Handling

Sr. No	Question Description	PLO & Level
1	Define is inheritance. List the advantages of Inheritance. Explain Simple inheritance in java with example.	PLO1, L2
2	Define Inheritance and explain the concept of multilevel inheritance with example	PLO1, L2
3	Explain various inheritances in Java with example	PLO3, L3
4	Elaborate the significance of key word "Super" in Java. Demonstrate with example of each case	PLO3, L2
5	Explain super class reference with example	PLO1, L2
6	List and explain different ways of the order of constructor execution in Java	PLO3, L3
7	Summarize the concept of Dynamic method dispatch in Java Programming	PLO3, L3
8	Write notes on abstract class and abstract class with abstract methods in java	PLO3, L2
9	Demonstrate Object Classes in Java with example program and List any five methods in Object Classes	PLO1, L3
10	Explain the following Java concepts and state the difference with example. i) Interface ii) Abstract class	PLO1, L3
11	Demonstrate the methods of creating packages and importing them in othe java programs with example	PLO3, L3
12	Write about the access protection in packages	PLO3, L3
13	State two major differences in class and an interface. Explain multiple inheritance in Java with example	PLO1, L2
14	Define the term exception. State the advantage of exception handling. Explain any 5 built in exceptions in Java.	PLO3, L1
15	Explain built in java exceptions with example	PLO3, L3
16	Explain user defined java exceptions with example	PLO3, L3
17	Explain Print Writer Class and list the methods in Print Write Class in java	PLO3, L3
18	Differentiate byte streams and character streams and demonstrate the use of console class to get inputs and show results.	PLO3, L1

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* PLO – Program Learning Outcome