JAVA QUESTION BANK

MODULE1-CO1

1. K2 Discuss the OOPs concepts?
2. K2 Discuss the use of different jump statements using suitable code snippets.
3. K2 Explain different data types in Java(mention memory size of each).
4. K2 Explain public static void main(String args[]) in Java.
5. K2 List different types of operators in JAVA. Explain the types of operators, formed based on the comparison of operands, illustrating their use in code.
6. K2 Explain different Boolean logical operators used in JAVA with suitable code snippets.
7. K3 Explain different selection statements in JAVA with suitable application in code snippets .
8. K3 Explain the iteration statements in JAVA. Apply different iteration statements in suitable code snippets.
9. K3 What is an array? Explain its variations. Write a program to enter 5 elements in an array and to display them.
10. K4 Develop a JAVA program to add TWO matrices of suitable order N (The value of N should be read from command line arguments).
11. K4 Develop a stack class to hold a maximum of 10 integers using an array with suitable methods. Develop a JAVA main method to illustrate Stack operations.
12. K4 Write a menu-driven JAVA program to find the addition, subtraction, multiplication and division of two numbers.
13. Explain different lexical issues in JAVA.
14. Define Array. Write a Java program to implement the addition of two matrixes.
15. Explain the following operations with examples. (i)<< (ii)>> (iii)>>>
16. Explain object-oriented principles.
17. Write a Java program to sort the elements using a for loop.
18. Explain different types of if statements in JAVA.
19. Design a Java code that demonstrates the use of arrays. The program should initialize an array of integers, calculate the sum of its elements, and print the result. Include comments to explain your code.
20. What is type promotion in Java? Explain how automatic type promotion works in expressions with an example. Demonstrate type casting with suitable code snippet.

MODULE 2-CO2

1. Explain with an example about the creation of classes and objects in Java.
2. Explain the declaration of methods in a class with an example.
3. Explain the concept of constructors in Java.
4. Explain the use of this keyword with an example.
5. Explain the concept of method overloading in Java.
6. What is recursion? Write a Java program for finding the factorial of a given number?
7. With an example explain different types of access modifiers in Java.
8. Explain the concept of static keyword with an example.
9. Explain the concept of Nested classes in Java with an example.
10. Write a Java program example for parameterized constructor.
11. Explain the following: a) Garbage collection b) The Finalize ( ) method c) A Stack Class.

12. Develop a stack class to hold a maximum of 10 integers with suitable methods. Develop a JAVA main method to illustrate Stack operations.
13. Explain call by value with an example.
14. Describe call by reference with an example.
15. Write a Java program demonstrates the difference between public and private access specifiers with an explanation.
16. Explain the final keyword with example.
17. Explain the constructor overloading with an example.
18. Write a program to design a class to represent a point. The class should include:

- A constructor
- A distance() method
- And a display() method

Write the driver code to find the distance between two points. Also, write tentative output of your program.

19. Create a Java program with an Event class (eventName, startDate, endDate, noOfParticipant). Note that event class contains a nested Date class (dd, mm, yy) attributes. Implement methods to set and display event details. Also find duration of the event.
20. Explain the difference between pass-by value and passing reference with the help of suitable code snippet.