UNIT-I

2 Marks:

1. Define java. State any two features.
2. State the different types of data types.(Sep 2022).
3. Define method overloading.(Sep 2022, Mar 2022).
4. What is encapsulation.(Apr 2022).
5. What is constructor? (Apr 2022, Nov 2019).
6. What are access modifiers in java?
7. Define static members and this reference. (Apr 2022).
8. List out features of java.(May 2019).
9. Define java statements.(May 2019).
10. Define default constructor.(May 2019).
11. Give the syntax of class creation?
12. Give the syntax for object creation?
13. What is instance?
14. Give syntax with example of instanceof operator>
15. List out operators in java.(May 2019).
16. Define wrapper class.(Nov 2019).
17. State access modifiers.(Nov 2019)
18. Define string? List any 4 methods of String class.
19. Define StringBuffer.
20. What are Wrapper Classes? Lis them.
21. Write the differences between String & StringBuffer.
22. Define array. Give example for declaring & initializing array in java.(Mar 2021, Mar 2022).
23. State any two characteristics of constructors in java. (Mar 2021).
24. What is the significance of static keyword in java.(Mar 2021).
25. What are command line arguments?
26. What is class and object? (Mar 2022, May 2019, Nov 2019)
27. Define JDK, JRE, JVM. (Mar 2022)
28. What are access modifiers?(Nov 2018).
29. Lis the commands used for compilation & execution. (Sep 2020).
30. What are command line arguments?(Sep 2020).
31. State any two properties of constructors.(Sep 2020).
32. What are tokens and identifiers in java?

4/5 Marks:

1. Describe oops concepts.(Sep 2022, Apr 2022).
2. Define control structure. Explain any two decision making statements.(Sep 2022).
3. Discuss visibility modifiers.(Sep 2022)
4. Write a program to find factorial of a given n.(Sep 2022).
5. Explain any five java features.(Apr 2022, Mar 2021, Mar 2022, Sep 2020).
6. Explain method overloading with example. (Apr 2022, May 2019, Nov 2018, Nov 2019, Sep 2020).

7. Explain any five string methods in java with usage, syntax and example.(Mar 2021, Mar 2022).
8. Explain decision making statements in java. (Mar 2021, May 2019)
9. Explain various access modifiers in java.(Mar 2021, Mar 2022, Sep 2020).
10. Write a java program to find factorial of a number using command line arguments.(Mar 2022).
11. Explain looping statements in java. (Mar 2022).
12. Explain the following terms with example static data, static method, static blocks.(Mar 2022, Sep 2020).
13. Explain constructors in java.(May 2019).
14. Explain different types of looping statements in java example for each.(10Marks, May 2019).
15. Write a java program to demonstrate at least 5 string methods using Scanner class.(Nov 2018).
16. Write a program to demonstrate constructor overloading.(Nov 2019).
17. Explain OOPs concepts.(10 Marks, Nov 2019)
18. Explain static keyword with data, method and block.(Nov 2019).
19. Explain the structure of a java program.(Sep 2020).
20. Write a program to demonstrate class and object creation.

Note: Prepare all Java lab journal programs on this unit.

UNIT-II

2 Marks:

1. Define super and sub class.(sep 2022).
2. Define interface.(Sep 2022).
3. What is super keyword? Significance of it.(Mar 2021).
4. What is method overriding? (Mar 2022).
5. Define abstraction and encapsulation. (Mar 2022).
6. Define interfaces in java.(Apr 2022).
7. What is super and this keyword.(Nov 2019).
8. What is package. (Nov 2018).
9. Define wrapper class(Nov 2019).
10. State the significance of super keyword.(Sep 2020).

4/5 Marks:

1. Explain the types of inheritance.(sep-2022)
2. Write a java program to demonstrate method overriding.(Sep 2022, Nov 2018, sep 2020).
3. Explain interfaces in java with example.(Sep 2022).
4. Write the steps to define and import user defined package and access the member. (Sep 2022, Apr 2022, Mar 2022, Nov 2018)
5. Write a procedure to create packages. (Apr 2022, Nov 2019).
6. Explain method overriding with example. (Apr 2022, Apr 2022, May 2019).
7. Define interface. Write a java program to implement multiple inheritance.(Apr 2022, Nov 2019).
8. Explain creating and implementing interface in java with a program. (Apr 2022).
9. What is inheritance? Explain types of inheritance in java. (Apr 2022).
10. Write a program in java on interfaces. (Nov 2019).

Note: Prepare all Java lab journal programs on this unit.

UNIT-III

2 Marks:

1. State any two events. .(sep-2022)
2. What do you mean by FlowLayout?(sep 22).
3. Define GUI.
4. Name the package for GUI components.
5. What do you mean by GridLayout?
6. What do you mean by BorderLayout?
7. Define swing and AWT.
8. Define JFC.
9. Define container & component.
10. What is event, event source, event listener.
11. List event sources.
12. List event listeners.
13. Name the methods of ActionListener.
14. Name the methods of MouseListener.
15. Name the methods of KeyListener.
16. List GUI components.
17. List GUI containers/windows.
18. What is Frame and Panel?
19. What is Layout Manager? List of them.
20. List the methods/events of MouseListener.
21. List the methods/events of KeyListener.
22. Name the package for swing and AWT components.

4/5 Marks:

1. Discuss event handling in java with example.(sep-22)
2. Explain any two Mouse and Key Events. (sep-22)
3. Explain TextField with example.(Sep-22)
4. Write a program which creates and displays a message on the window.(sep-22).
5. Differentiate swing and AWT.
6. Write a program to demonstrate TextFields.
7. Write a java program to demonstrate Mouse events.
8. Write a java program to demonstrate Key events.
9. Write a note on 1. TextFields, 2. Button, 3. RadioButton
10. Write a note on 1. Labels, 2. RadioButton, 3. CheckBox
11. Write a java program to demonstrate ComboBox.
12. Write a java program to demonstrate List.
13. Write a java program to demonstrate Menu.
14. What is Layout Manager? List and explain.
15. Explain any four swing components. (mar-23, 10marks)

Note: Prepare all Java lab journal programs on this unit.

UNIT-IV

2 Marks:

1. State I/O packages.(Sep 2022)
2. Define exception.(Sep 2022).
3. Define exception handling. (Apr 2022, Mar 2022)
4. Define multithreading. (Mar 2022).
5. How do you start run() method of Thread?
6. What is daemon thread?
7. Define java bean.
8. What is thread? And multithreading?
9. Write the uses of try, catch, finally, throw, throws.
10. What is the use throw and throws.
11. What are checked exceptions and unchecked exceptions.
12. What is file? List File class methods.
13. What is Byte stream and character stream.
14. Name the classes for byte stream.
15. Name the classes for character stream.

4/5 Marks:

1. Explain neat diagram with thread life cycle. (Sep 2022)
2. Write a program to demonstrate exception handling with try, catch and finally.(Sep 2022).
3. Briefly describe Byte stream with example.
4. Explain thread priority.(Apr 2022, Mar 2022).
5. Write a short on wait( ) & sleep( ).(Apr 2022).
6. Write a note on file reader and file writer.(Mar 2022).
7. Write a note on BufferedReader and BufferedWriter.(Mar 2022).
8. Explain thread life cycle with neat diagram(Mar 2022).
9. Explain different types of exception handling.(Mar 2022).
10. Write a note on java bean with examples.
11. Write a program to demonstrate threads.
12. Explain in brief ways to create threads.
13. Briefly explain Runnable interface.

Note: Prepare all Java lab journal programs on this unit.