

CS3391 OBJECT ORIENTED PROGRAMMING

IMPORTANT QUESTION

UNIT – I INTRODUCTION TO OOP AND JAVA

2 - Mark

1. What is meant by Object Oriented Programming?
2. List out features of OOPS.
3. Mention the features of Java.
4. Define Objects and classes in java.
5. What is a Byte Code (Platform Independent Codes)?

13 - Mark

1. Explain the Overview of OOP.
2. Write about object Oriented Programming paradigms.
3. Describe Features of object Oriented Programming.
4. What is java Buzzword?
5. Explain Over few of Java.
6. Explain Date Types.
7. Describe Operators Control Statements.
8. Explain Programming Structures in Java Constructors.
9. Define Java Doc comments.

UNIT - II INHERITANCE, PACKAGES AND INTERFACES

2 - Mark

1. Define Inheritance in Java.
2. Define an abstract class. Give example.
3. Point out any five Methods of Overloading.
4. Define Objects as Parameters.
5. What is Super keyword.
6. List out the Method Overriding.

7. Discuss about dynamic Method.
8. State final with Inheritance.
9. Define Packages and Member Access.
10. What is Importing Packages

13 - Mark

1. Explain types of Inheritance.
2. Describe Nested and Inner Classes
3. Write detailed note of Inheritance.
4. Explain Packages and Interfaces.
5. Describe Interfaces.

UNIT - III EXCEPTION HANDLING AND MULTITHREADING

2 - Mark

1. What is Exceptions?
2. What is Error?
3. Differentiate between Error and Exception.
4. What is exception handling?
5. Write advantages in Exceptions?
6. What is Multithreaded Programming
7. Define Synchronization
8. Write about Resuming.
9. What is Auto boxing?
10. What is Multithreading

13 - Mark

1. Write the basics Exception Handling –
2. Describe Multiple catch Clauses
3. Explain Nested try Statements
4. Write about Java's Built-in Exceptions.
5. Explain User defined Exception.
6. Explain Multithreaded Programming

7. Describe Inter Thread Communication.

UNIT - IV I/O, GENERICS, STRING HANDLING

2 - Mark

1. What is stream?
2. Define I/O Basics.
3. Define Generic Methods.
4. What is Generic Programming?
5. Define Restrictions and imitations.
6. Write the Basic of String class.

13 - Mark

1. Explain Reading and Writing Files.
2. Write about Reading and Writing Console I/O.
3. Describe Generic classes.
4. Explain Bounded Types.
5. Write about Strings.
6. Explain methods and String Buffer Class.

UNIT - V JAVA FX EVENT HANDLING, CONTROLS AND COMPONENTS

2 - Mark

1. What is Event Programming?
2. Write note on AWT in Java.
3. State the feature of Swing.
4. Define event Basics.:
5. What is Checkbox,
6. Write about Choice Box
7. Discuss Combo Box
8. Define Border Pane
9. What is Radio Buttons
10. List out Menu bars

13 - Mark

1. Explain JAVAFX Events and Controls
2. Describe Handling Key and Mouse Events
3. Explain Controls
4. Differentiate between HBox and VBox
5. Explain text Controls

www.binils.com