- 1. Explain following terms
 - A)Byte Code
 - B)JVM
 - C) Platform Independent
 - D)JRE
 - E)Java Interpreter
 - F)JIT Compiler
- 2. Explain the structure of Java program with example.
- 3. What are commandline arguments? Write a java program to display the 3 city names using the command line arguments.
- 4. List out different OOP concepts. Explain each in detail.
- 5. Describe JVM.
- 6. Describe main() method in java.
- 7. State the importance of Byte code.
- 8. Write difference between OOP and POP.
- 9. List down features of java. Explain each features of JAVA.
- 10. Explain Garbage collection in detail with example.(along with gc() and finalize())
- 11. Explain Loop control structure used in JAVA.
- 12. List types of array and explain variable type of array with example.
- 13. Explain different data types of JAVA.

- 1. List the methods of String class. Explain how to use String class.
- 2. What is wrapper class? Explain the purpose of wrapper class.
- 3. Write a JAVA program to reverse the given String.
- 4. Differentiate String and StringBuffer class.
- 5. Explain length() and equals() function of String Class.
- 6. What is constructor? Write down properties of constructor.
- 7. Explain copy constructor in java.
- 8. Explain parameterized constructor in java with example.
- 9. Explain use of static keyword in JAVA.
- 10. Explain final keyword with example.
- 11. Explain use of this with example.
- 12. What is method overloading? Explain it with example.

- 1. List out types of inheritance. Explain multilevel inheritance with example.
- 2. Write a program to explain interface implementation.
- 3. Explain use of super keyword with example.
- 4. Explain abstract class in java.
- 5. Explain how to implement multiple inheritances in java through interfaces.
- 6. Write steps to create used defined packages in java.
- 7. Explain Dynamic Method Dispatch with example.
- 8. Write a short note on "Access Control"
- 9. What is interface? Explain implementation of interface with example.
- 10. Differentiate Method Overloading and Method Overriding.

Department of Information Technology Assignment

UNIT: 4

- 1. List four different inbuilt exception of Java.
- 2. Define Thread. State two ways of defining Thread.
- 3. Explain Thread priority with suitable examples.
- 4. Explain Life cycle of thread.
- 5. Write a java program to develop user defined exception "Divide by zero" error.
- 6. Write a java application which throw user defined "Insufficient fund Exception" exception for Bank account.
- 7. Explain Exception Handling in Java.
- 8. What is Thread? List different methods used to create Thread. Explain one with example.
- 9. Explain throw and throws keyword with example.
- 10. Explain Single try multiple catch block with example.
- 11. Explain try catch block with example.

- 1. Write a Java program to create a text file and perform read operation on the text file.
- 2. Explain basic of Stream class.
- 3. Explain Java I/O process.