

Q U E S T I O N – B A N K
MCA FOURTH SEMESTER - 2014
JAVA PROGRAMMING – (405-A)

U N I T – I

- Q. 1 : What is Java? Explain the Feature of Java?
Q. 2 : What is History of Java?
Q. 3 : What is difference b/w Java and C++?
Q. 4 : What is Datatype in Java?
Q. 5 : What is Token in Java?
Q. 6 : What is Garbage Collection in Java?
Q. 7 : What is Modular programming Methods?
Q. 8 : What is Array? Explain the any one help of example?
Q. 9 : What is OOPS? Explain the Feature of OOPS?
Q.10: What is Access Specifier? Explain with help of example?
Q.11: What is Constructor? Explain Type of Constructor with the help of example?
Q.12: What is difference between Operator over loading and Overriding?
Q.13: What is Class? Explain Object and Class with the help of examples?
Q.14: Explain the following terms :-
 A- Element of Java
 B- Native code
 C- Byte code
Q.15: What is JVM? Explain the basic Architecture in JVM?
Q.16: Write a Program Add the two matrix in Array?
Q.17: Write a Program the read n Integer from the Keyboard and calculate their sum?
Q.18: Write a Program to find the sum of digit of enter number?

U N I T – II

- Q. 1 : What is Interface? Defining an Interface and Implementing and Applying Interface?
Q. 2 : What is Interface Variable?
Q. 3 : Explain the Intending Interface?
Q. 4 : Explain the Basic Idea of Multithreaded Programming?
Q. 5 : What is Thread? Explain Life Cycle of Thread?
Q. 6 : What is Thread Synchronization?
Q. 7 : What is Inception Handling? Explain type of Inception in Java?
Q. 8 : Explain Producer Consumer Relationship problem with help of Java Program?
Q. 9 : What is Daemon Thread?
Q.10: What is Thread Class and Runnable Interface?
Q.11: Write a Program which will read attended cannot all occurrence of a particular word?
Q.12: Write a program Create a thread with the help of example?

U N I T – III

- Q. 1 : What is Applet? Explain Advantage and Disadvantage of Applet?
Q. 2 : What is Applet? Explain the Life Cycle of Applet?
Q. 3 : What is HTML? Explain Basic HTML Tags?
Q. 4 : What is AWT? Explain Basic Component in AWT?
Q. 5 : What is Frame? Explain Basic properties in Frames?
Q. 6 : What is Component? Explain Basic Component?
Q. 7 : What is Delegation Model?
Q. 8 : What is Event? Explain Type of Events?

- Q. 9 : What is Adapter Class?
- Q.10: What is Windows Event?
- Q.11: Explain Event Class Hierarchy?
- Q.12: What is Swing? Explain Basic Component in Swing?

UNIT – IV

- Q. 1 : What is Input Output Stream Classes?
- Q. 2 : Exploring Java I.O. Directories?
- Q. 3 : What is Byte Stream? Explain with help of examples?
- Q. 4 : What is File Input Stream? Explain with help of Program?
- Q. 5 : What is File Output Stream?
- Q. 6 : What is Print Stream?
- Q. 7 : What is Character Streams? Explain its?
- Q. 8 : What is Buffered Reader with the help of Program?
- Q. 9 : What is Buffered Writer?
- Q.10: What is Jdbc Odbc Bridge?
- Q.11: What is Result Set Object?
- Q.12: What is Jdbc Exception Classes?
- Q.13: What is Connecting to Ram to Database?
- Q.14:

UNIT – V

- Q. 1 : What is Client Server? Explain Basic Architecture in Client Server?
- Q. 2 : What is Socket?
- Q. 3 : Reserved Sockets, explain its?
- Q. 4 : What is Proxy Server?
- Q. 5 : What is Inet Address?
- Q. 6 : What is TCP Sockets, explain its?
- Q. 7 : What is RMI, explain its?
- Q. 8 : What is RMI Registry Services?
- Q. 9 : What is Collection Classes?
- Q.10: What is Collection Interfaces?
- Q.11: What is Distributed System?