## Module 2 & 3 Question Bank:

1. **Define class. Give syntax and example.**
2. **Briefly explain *static* members of the class with suitable examples.**
3. **Discuss method overloading. Write a program to overload a method *area()* to compute area of a triangle and a circle.**
4. **Define a constructor. What are the salient features of Constructor? Write a Java program to show these features.**
5. **How do you overload a constructor? Explain with a program.**
6. **Define recursion. Write a recursive program to find nth Fibonacci number.**
7. **Write a program to implement stack operations.**
8. **What are different parameter passing techniques in Java? Discuss the salient features of the same.**
9. **What are various access specifiers in Java? List out the behaviour of each of them.**
10. **Create a Java class called Student with the following details as variables (USN, Name, Branch, Phone Number). Write a Java program to create n student objects and print USN, Name, Branch, and Phone number with suitable heading.**
11. **What is inheritance? Discuss different types of inheritance with suitable example.**
12. **Discuss the behavior of constructors when there is a multilevel inheritance. Give appropriate code to illustrate the process.**
13. **Mention and explain the uses of *super* keyword in Java.**
14. **How do you pass arguments to superclass constructor through the subclass constructor? Explain with a code snippet.**
15. **Discuss usage of *final* keyword in Java. Give suitable examples.**
16. **What do you mean by method overriding? Discuss with a programming example.**