

JAVA PROGRAMMING IMPORTANT QUESTIONS

UNIT-1

- 1.Short note on class and object/responsibilities of agent/features of java/applications of oop/benefits of oop/oops concepts?
- 2.Significance of byte code/Lexical issues of java/Difference between class,abstract class,interface?
- 3.Difference between methodoverloading and overriding with example programs?
- 4.Scope and lifetime of variable/operators in java/short note on jvm,jre,jdk?
- 5.Define constructor/types of constructor with example programs/constructor overloading with example?
- 6.Data types in java/array,ananyous arrays/variables in java[local,instance,static]?
- 7.Various control statements in java with syntax?
- 8.Define inheritance/types of inheritance/benefits,costa associated with inheritance/forms of inheritance/programs related to single,multiple inheritance?
- 9.Define polymorphism/types of polymorphism with example programs?
- 10.Explain any five string handling function?
- 11.Use of super,final keywords with example programs?



UNIT-2

1. Define package/how to create and use a package in java/how to access a package/need of package creation(with example programs)?
2. Static binding and dynamic binding/dynamic method dispatch?
3. Anonymous inner classes/short note on enumerations?
4. Define interface/create an interface with atleast one method/how can we achieve multiple inheritance by using interfaces?
5. write about byte stream class/how to read a console input?
6. Short note on serialization,autoboxing,unboxing?

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UNIT-3

1. Define exception/types of exceptions (checked, unchecked)/benefits handling/ explain 5 keywords of java that are important for exception handling?
2. Difference between error and exception/difference between thread and process?
3. What is thread/how to create a thread with example/
how to assign properties to threads with example program?
4. Java builtin exceptions/custom or userdefined exceptions with example programs?
5. How to achieve synchronization among threads? Explain with suitable code?
6. Multiple catch block for a nested try block with example program?
7. Write a program to implement producer and consumer problem by using multithreading or inter thread communication?
8. Explain random access file operations with example programs?

Ln 63, Col 1

190%

Windows (CRLF)

UTF-8





UNIT-4

- 1.What is the use of Use of iterator class/iterator methods/use of string tokenizer class with example?
- 2.Write a program to copy contents of file1 to file2,read the name of files as command line arguments?
- 3.Methods of deque enable it to be used as a stack/map interfaces in java?
- 4.Compare list,array,arraylist/functions of stack class/purpose of bitset class?
- 5.What is result set/How vector is different from an array?
- 6.Types of database drivers of JDBC/note on foreach alternative in java?
- 7.Note on collections in java/hierarchay of collections framework?



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UNIT-5

1. Define applet/advantages of applet/hierarchy, life cycle of applet?
2. Write an applet to display the mouse cursor position in that applet window?
3. Java AWT/AWT hierarchy/various AWT containers with examples/AWT components?
4. What is an adapter class/what is their role in event handling?
5. Define event/Note on delegation event model and program to handle mouse events?
6. Role of event listeners in event handling/list the java event listeners?
7. Java swings/hierarchy of swing components/components, containers in swing/subclasses of button class of swing package/why swing components are preferred over AWT components?
8. Use of layout managers/List various layout managers in java/Differences between grid and border layout managers/Use of gridbag layout



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unit-3

1. What is an Exception in Java?
2. Explain Java Exception Hierarchy?
3. What is the difference between Checked and Unchecked Exceptions in Java?
4. Explain the following this example?
a) try-catch b) throws c) throws d) finally
5. How to write custom(user defined) exceptions in Java explain with example?
6. Define thread? explain about multithreading?
7. Explain life cycle of thread with neat diagram?
8. Explain the following with examples?
a) start() b) join() c) sleep()
9. Briefly explain methods of Thread class?
10. Explain synchronization in multithreading?
11. Explain about priority of a Thread?

unit-4

1. Define Collection ? Explain hierarchy of Collection Framework?
2. Explain Iterator interface and its methods?
3. Explain the following with example programs?
a) ArrayList b) LinkedList c) HashSet d) TreeSet
4. Define Map? Explain Map.Entry interface methods?
5. Explain the following with examples?
a) HashMap b) LinkedHashMap c) TreeMap
6. Explain the following with example?
a) Stack b) Vector c) Dictionary d) Hashtable
7. Explain the following the classes with examples?
a) StringTokenizer b) Scanner c) Random

unit-5

1. Explain briefly AWT components hierarchy ?
2. Explain about MVC architecture with neat diagram?
3. Explain briefly Swing components hierarchy ?
4. Write a java program to create calculator in java?
5. Explain following classes with examples?
a) JButton b) JLabel c) JTextField d) JCheckBox e)
JRadioButton
6. Explain the following with example?
a) JMenuBar b) JMenu c) JMenuItem
7. Explain about Layout Managers in java?
8. Explain delegation event model(Event handling)?
9. Define Applet ? Explain Applet life cycle methods?
10. Explain Graphics class and its methods?
11. How to pass parameters in Applet? Explain.

UNIT-1

12. Explain about features of java?
13. Explain
oops(class,object,inheritance,polymorphism,abstraction,encapsulation
and polymorphism) concepts in java?
14. explain about control statements in java?
15. Briefly discuss following terms?
a. jvm b.jre c.jdk
16. Write the syntax of a java method and explain with an example?
17. Define inheritance? Explain about different types of inheritances with examples?
18. Explain method overloading(static polymorphism) with example?
19. Explain method overriding with an example?
20. Explain run time polymorphism(dynamic method dispatch) with an example?
21. Define constructor and explain constructor overloading with an example?
22. Briefly discuss following key words with example?
a.static b.final c.this
23. define abstract class and explain with an example?
24. Briefly discuss about Object class and its methods in java?
25. Define string? explain following classes with example?
a. StringBuffer b.StringBuilder
26. Explain about access modifiers in
java?(public,private,default,protected)

UNIT-2

27. Define package? write the procedure for creating a user defined package?
28. Explain the importance of class path in packages?
29. Define interface? Explain with an example?
30. Explain multiple inheritance with an example?
31. Explain about hybrid inheritance with an example?
32. Explain Byte stream classes with example?
33. Explain Character stream classes with example?
34. Explain about File class in java?
35. Explain about RandomAccessFile class with example?
36. Explain Serialization and Deserialization in java with example?
37. Explain briefly about java generics?
38. Explain Enum class with example?
39. Explain autoboxing and unboxing with examples?