Object Oriented Programming (with JAVA) UNIT-1 Question Bank
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1. Explain about background of Java.
2. Draw and explain the Architecture of Java.
3. How does Java Virtual Machine make Java programs platform independent, explain with example.
4. Explain Case-Sensitivity and Naming Convention in Java with proper examples.
5. Explain Identifiers, Literals, Primitive types in Java with proper examples.
6. Compare C++ and Java.
7. Explain with proper example how a basic Java program is created, compiled and run.
8. Explain the use of public, static, void, main, String[] in main() method of Java.
9. Explain with proper example the use of Commandline inputs.
10. Explain with proper example the use of InputStreamReader and BufferedReader classes to accept and process input from keyboard.
11. Explain with proper example the use of Scanner classe to accept and process input from keyboard.
12. Explain with proper example how arrays of primitive types are created and used in Java.
13. Explain Object, Class, Encapsulation and Abstraction in Java.
14. Explain Data Hiding, Inheritance, Polymorphism and Dynamic binding in Java
15. Explain with proper example the use of Constructors and Constructor overloading in Java.
16. Explain Automatic Garbage Collection in Java.
17. Explain with proper example the utility of Finalize() method with respect to Automatic Garbage Collection in Java.
18. Explain with proper example how arrays of object types are created and used in Java.
19. Explain with proper example the use of "final" keyword in Java.
20. Explain with proper example the use of "this" reference and "this()" method in Java.
21. Explain with proper example the use of static members and blocks in Java.
22. Explain with proper example the Static Control Flow in Java.
23. Explain with proper example the Instance Control Flow in Java.
24. Write a program in Java to read name from command line and print a welcome message.
25. Write a program in Java to read age using Scanner class object and print whether the person is child, adult or elderly.
26. Write a program in Java to read two values using Scanner class object and print the greatest.
27. Write a program in Java to read any number of values using InputStreamReader and BufferedReader class object and print the average.
28. Write a program in Java to create an array of double type named “ar” at runtime. The size of the array should be input from the user during runtime. The user should be asked to fill the array and then search any element from the array by taking search data from the user. Message should be displayed whether the search was successful or not.
29. Write a program in Java to create an array of numbers taking input from the user. Input the number of elements from the user. Print the largest and the smallest element.
30. Write a program in Java to create a class Student which should have data members to store Student's name, Student's Roll number. Put necessary member methods to store and view the data. Create an array of Student whose length should be input from user. Fill the student data in the objects present in the array. Print the student data present in all the objects in the array.

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