Home Work [3]

(OOP with Java)

1. How data hiding is accomplished in Java? Explain.
2. How are data and functions organized in OOP? Explain.
3. What kind of things can become an object in OOP?
4. What is meant by data binding?
5. What does meant by literals? Shortly explain integer, floating-point, boolean, character and string literals used in Java programming.
6. Discuss the scope and lifetime of a variable.
7. Show and discuss the general form of a java class.
8. What are the different data types used in Java? Give examples.
9. How can you create an initialized array of objects?
10. How can you create prefix and postfix forms of the increment and decrement operators?
11. Why is main method static in Java? Explain.
12. How does binary operator operate? Explain with example.
13. In System.out.println() what is System, out and println? Explain.
14. Explain different types/forms of inheritence with block diagram and examples.
15. Describe a scenario in which multi-level inheritance can cause ambiguity. And how this ambiguity can be solved.
16. Write a short program that will use Java I/O library to write n random numbers to a file.
17. How is polymorphism achieved at (a) compile time and (b) run time?
18. Why OOP is effective over structured programming? Explain.
19. Write a fragment of code that make use of the shorthand operators like += and -=
20. What is the ambiguity that arises in multiple inheritence? How it can be

overcome? Explain with example.