UNIT-1 INTRODUCTION AND JAVA

PART-A QUESTIONS (2 MARKS)

1What is java virtual machine?(1-100)

2.What are the features of java-(1-100)

3.Define Objects and classes in java?-(1-100)

4. What is abstract class?-(1-101)

5.What is meant by private access specifier?-(1-103)

6.What is the difference between constructor and method?-(1-104)

7.What is package?-(1-104)

8.List any four java Doc Comments?-(1-105)

9.Explain the term CLASSPATH.-(1-106)

10.What are the classes important in OO methodology?-(1-100)

11.What is the difference between static and non static variable?-(1-101)

12.Define encapsulation?-(1-101)

13.Define constructor?-(1-103)

14.What is Array.-(1-71)

15.Give the syntax for one dimentional Array?-(1-71)

PART-B QUESTIONS (15 MARKS)

1.Explain the features of OOPS.-(1-2 to 1-6)

2-What is data type? Explain the various data types available in java.(1-19 to 1-24)

3.Define control statements? Explain the types of control statements available in java?-(1-28 to 1-43)

4.Define operator? Explain the types of operators with example java program?-(1-25 to 1-28)

5.What is constructor in java? Explain with example in detail..-(1-52 to 1-57)

UNIT-2 INHERITANCE,PACKAGES AND INTERFACES

PART-A QUESTIONS (2 MARKS)

1.What is interface mention its use?-(3-33)

2Write a syntax for interface.-(3-33)

3.What is the purpose of nested interface?-(3-35)

4.Define the term inheritance?-(2-36)

5.Explain the use of extend keyword with suitable example.-(2-36)

6.What is the use of super keyword?-(2-37)

7.Differentiate inheritance and polymorphism.-(2-37)

8.What is the purpose of final Keyword.-(2-37)

9.What is meant by dynamic method dispatch?-(2-39)

10.State the method overriding in java.-(2-39)

11.Define Abstract class-(2-28)

12.What is object class?-(2-26)

13.What are the difference between method overloading and method overrriding?-(2-21)

14.What is multilevel inheritance?-(2-77)

15.What is packages in java?-(1-88)

PART-B QUESTIONS (15 MARKS)

1.What is meant by package? How it is created and implemented in java.

2.Explain in detail as how inheritance is supported in java with Examples.

3.Explain the concept of Abstract class with Example.

4.Write short note on i)final with inheritance, ii)super Keyword

5.What is interface?Write a java program to illustrate the use of interface.Give the java Example Program.

UNIT 4 I/O,GENERICS,STRING HANDLING

PART-A QUESTIONS(2 MARKS)

1. What is character stream?

2. What is Stream?

3. Define Byte stream in java.

4. What is mean by filter stream?

5. What is Generic Method?

6. Define Generic classes in java.

7. Define string Buffer Class.

8. What is Byte Stream?

9. What is input stream and output stream in java?

10. Write a syntax for Reading and Writing files in java?

11. What is Bounded Types in java?

12. Define String class.

13. What is Restrictions?

14. Define String Buffer class in java.

15. What an I/O filter?

PART-B QUESTIONS (15 MARKS)

1. Explain streams and I/O with Examples in java.

2. Write a java program to demonstrate how to read and write data to a file.

3. Explain in detail about Generic classes and methods with examples.

4. Write short note on Restrictions and limitations.

5. Explain string Buffer class with Example program?

UNIT 5 JAVAFX EVENT HANDLING,CONTROLS AND COMPONENTS

PART-A QUESTIONS (2 MARKS)

1.Difference between swing and AWT?)

2.What is Scroll bar?

3.What is the difference between scroll bar and scroll pane?

4.What is Choice and list?

5.What is the purpose of the enableEvents() method?

6.What class is the top of the AWT Event?

7.Define Events?

8.How can I create my own GUI components?

9.What is an Event Listener?

10.What is Border pane?

11.Write note on tree in Swings?

12.What is the uses of Layout managers in swing?

13.Define Grid pane.

14.Define Stack pane.

15.What is Listener?

PART-B QUESTIONS (15 MARKS)

1.Compare check boxes and radio buttons with Example program.

2.Create a program to use of Border Layouts.

3.Write a program to use Radio buttons.

4.Explain Menu bars and menu items with example program?