

Questions Outline

Lecture 5:

1. What is abstraction with example?
2. How to achieve Abstraction?
3. Write down the rules for java Abstract class.
4. What is interface?
5. Why do you use interface?
6. Describe the relationship between classes and interfaces.
7. Multiple inheritance is not supported through class in java, but it is possible by an interface, explain with proper example?
8. What is the difference between abstract class and interface?

Lecture 6:

9. What is access modifiers?
10. Discuss different types of access modifiers with proper example.
11. What is non-access modifiers?

Lecture 7:

12. What is variable and data type?
13. Discuss different types of variables with proper example.
14. Discuss different types of primitive data types with proper example.
15. What is typecasting?
16. What is the difference between widening typecasting and narrowing typecasting?
17. Which typecasting done automatically and why?

Lecture 8:

18. What is static and super keyword?
19. What is static method, explain with proper example?
20. What are the restrictions for the static method?
21. Why is the Java main method static?
22. Write down the application of super keyword.
23. Super is used to invoke parent class constructor, explain it with proper example.

Lecture 9:

24. What is final and this keyword?
25. Why do you use final keyword?
26. Is final method inherited?
27. What is blank or uninitialized final variable?
28. Can we declare a constructor final?
29. Write down the application of this keyword.
30. What is the difference between this () and super () keyword?

Lecture 10:

31. Discuss different types of method with proper example.
32. How to Create a User-defined Method?
33. What are Constructors?
34. Write down the rules for creating constructor.
35. What is the difference between constructor and method?
36. What is the difference between constructor and destructor?

Lecture 11:

- 37. What is Java Swing JFC?
- 38. What are the differences between AWT and Swing?
- 39. What is GUI?
- 40. What are the Hierarchy of Java Swing classes?

Lecture 12:

- 41. How to add Button in Frame with Action Listener?
- 42. How to add Label in frame?
- 43. How to add Text area in frame?

Lecture 13:

- 44. Write a Java program to implement a login form using Swing/Awt where the user takes “User Name”, “Mobile No”, “Password”. After submitting the details, the server checks these values against the data. If “User Name”, “Mobile No”, “Password” matches, then serves “Login Successful!” and then go to Welcome page. Otherwise, a failure message (“Login Failed! Please check again”).
- 45. Write a Java program using Swing/Awt where user takes two input and add two numbers and show the display, such as 2, 3 as input and output 2+3=5.
- 46. Create a class called Box that include three pieces of information as instance variables height, weight and depth (types double) of two boxes. Your class should have a constructor that initialize the instance variables. Provide a method called Display which display the volume of two boxes. Suppose first box values are (10,10,10) and second box values are (20,10,10). Write a test application named BoxVolume that demonstrate class boxes capabilities.