

QUESTION BANK

5 marks questions

UNIT I

1. Write about if-else branching
2. Explain switch-case statements in java
3. Write about loops in java
4. Explain different types of constants in java
5. Give an overview of java

UNIT II

1. Explain command line arguments
2. Explain different ways of initialising arrays in java
3. Explain this keyword
4. write about instance methods and static methods of java
5. What is dynamic binding
6. What is super keyword

UNIT III

1. Explain interfaces with syntaxes
2. What is classpath and its importance in packages
3. Explain throw keyword
4. Explain finally block
5. How exceptions are handled in java
6. Explain about static import in java.

UNIT IV

1. What are different states of threads
2. Explain thread priority
3. Explain the ways to interrupt the threads
4. What is synchronized in java
5. Explain the ways to create threads

UNIT V

1. What are byte streams?
2. Explain char streams in java
3. Write about File class
4. How to read console input in java using streams
5. Explain how to read and write data to Files

10 marks questions

UNIT I

1. Explain OOPS concepts
2. Write about procedural and OOPS paradigm
3. Write about data types of java
4. Explain different types of variables and their scope in java
5. Write about operators in java
6. Explain java features

UNIT II

1. Explain multi dimensional arrays in java
2. Explain Jagged arrays of java
3. Explain String class and its methods
4. Write about constructors in java

5. What is method overriding?
6. Write about abstract classes
7. explain how to prevent inheritance of a class.
8. Write about final variables, methods and classes

UNIT III

1. Define and Differentiate between abstract classes and interfaces
2. How java supports multiple inheritance.
3. Give an introduction and benefits of exceptions
4. Explain how to create and use user defined packages
5. Explain types of exceptions
6. Write about types of packages in java and how to use them.

UNIT IV

1. Explain thread life cycle
2. Give an introduction to threads and explain thread features
3. Write about inter thread communication
4. Explain the methods used for smooth running of multi-threading

UNIT V

1. Explain types of streams
2. Write about reading console input and writing console output
3. Explain byte streams related with file handling with example
4. Explain char streams related with file handling with example
5. Write about console class