



**SIDDHARTH INSTITUTE OF ENGINEERING & TECHNOLOGY :: PUTTUR
(AUTONOMOUS)**

Siddharth Nagar, Narayanavanam Road – 517583

QUESTION BANK (DESCRIPTIVE)

Subject with Code : Java Programming (18MC9113)

Course & Branch: MCA

Year & Sem: II- MCA & I-Sem

Regulation: R18

UNIT –I

JAVA BASICS

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| 1. Explain details about List of operators in java. | 12M |
| 2. Explain the different control statements & Looping in java. | 12M |
| 3. Explain the following concepts | |
| (a) Encapsulation. | 02M |
| (b) Polymorphism. | 05M |
| (c) Inheritance. | 05M |
| 4. Explain the Java buzzwords in detail. | 12M |
| 5. What is Constructors? Explain the types of constructors. | 12M |
| 6. Explain the following concepts. | |
| (a) What is overloading? | 03M |
| (b) Explain the Method overloading & Constructor overloading with an example. | 09M |
| 7. (a) What is Recursion & Garbage Collections? | 04M |
| (b) What is Generics? Explain the Generics Class & Generics Methods. | 10M |
| 8. Write short notes on | |
| (a) Enumeration. | 04M |
| (b) this reference & super. | 02M |
| (c) static, break & continue statements. | 06M |
| 9. What is Array? Explain details about types of Array with an example. | 12M |
| 10. Write a java program to implement matrix ADT class with operations? | 12M |
| (a) Reading (b) Writing (c) Addition (d) Subtraction (e) Printing | |

UNIT –II**INHERITANCE, INTERFACES, PACKAGES**

1. (a) What is inheritance? Explain the benefits of Inheritance. 04M
(b) Explain types of inheritance in java with an example. 08M
2. (a) What is an interface? 02M
(b) How will you define and implementing an interface? 10M
3. What is Polymorphism? Explain the Method Overriding with an example. 12M
4. (a) Define a package. 04M
(b) How will you create and access a package? 08M
- 5.(a) What is abstract class? . 04M
(b) Give differences between an interface and abstract class. 08M
6. (a) What is final? Explain details about final class, methods, variable in detail. 06M
(b) Write a program that illustrates the preventing of inheritance? 06M
- 7.(a) Write a program that implements multilevel hierarchy? Explain. 06M
(b) Write a program that illustrates the abstract class? Explain. 06M
8. Explain details about the CLASSPATH & import of Package with an example. 06M
9. Explain details about the implementation interface & extending interface. 12M
10. What is Object class? Explain a method of Object class with an example. 12M

UNIT-I-III**Data structure creation and manipulation, Files, Networking**

1. Explain detail about the ArrayList & LinkedList with an example. 12M
2. Explain detail about the Hashset & Treemap with appropriate program. 12M
3. (a) What is StringTokenizer? Write a program to add the given numbers using StringTokenizer? 05M
(b) What is a Collection Interface? Explain the types of Collection Interface. 07M
4. Explain the iterator and list-iterator with an example. 12M
5. (a) Explain the predefined streams in java 05M
(b) Explain the Reader & Writer with an example. 07M
6. (a) What is InputStream, OutputStream? 04M
(b) Explain the Byte Stream & Character Stream with an example. 08M
7. Explain the details about Legacy Collection classes with an example. 12M
8. (a) Explain details about Scanner with an example. 06M
(b) Define File? Explain the operations of File. 06M
9. Write a java program to read the file contents and copy the content to other file. 12M
10. (a) What is Datagram? Brief about DatagramPacket with an example. 06M
(b) Explain details about Utility class Formatter, Observer, and Random. 06M

UNIT-IV**Exception Handling & Multithreading**

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| 1.(a) What is an exception? | 04M |
| (b) Explain the benefits of the exception. | 08M |
| 2. (a) Explain the try...catch() block in detail. | 04M |
| (b) Explain the creating the own exception with an example. | 08M |
| 3. Explain the different types of exception with an example. | 12M |
| 4. Explain the following | |
| (a) Rethrowing an exceptions | 03M |
| (b) Uncaught exceptions | 04M |
| (c) Multiple catch clauses | 05M |
| 5. Explain the following in detail with example | |
| (a) Checked Exception | 06M |
| (b) Unchecked Exception | 06M |
| 6. (a) Explain details about Classification of exception. | 06M |
| (b) Explain details about benefits of exception. | 06M |
| 7. (a) What is thread? Describe details about Multithreading? | 05M |
| (b) Explain the life cycle of a thread. | 07M |
| 8. Explain the details about runnable interface with an example. | 12M |
| 9 (a) Explain thread class with an example. | 06M |
| (b) Explain the various thread priorities with an example. | 06M |
| 10. Explain the Synchronizing thread & daemon thread with an example. | 12M |

UNIT-V**GUI programming, Event handling, Applets**

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| 1. (a) What is an applet? Explain briefly four methods of applet. | 06M |
| (b) Explain the life-cycle of an applet. | 06M |
| 2. (a) Explain the passing parameter of applet with an example. | 07M |
| (b) Write a simple banner applet program? | 05M |
| 3. Explain the following | |
| (a) KeyEvent class | 06M |
| (b) MouseEvent class. | 06M |
| 4. (a) Explain the different sources of events. | 05M |
| (b) Explain the KeyListener, MouseListener, MouseMotionListener interfaces. | 07M |
| 5. What is Swing? Explain details about MVC Architecture. | 12M |
| 6. Explain details about Hierarchy for swing component with an example. | 12M |
| 7. (a) Explain details about the containers with an example. | 05M |
| (b) Explain the JFrame with an example. | 07M |
| 8. Explain the following | |
| (a) JComboBox | 04M |
| (b) JMenu | 04M |
| (c) JLabel | 04M |
| 9. (a) What is JApplet? | 03M |
| (b) Explain | |
| (i) JTextField | 03M |
| (ii) JButton | 03M |
| (iii) JCheckBox | 03M |
| 10. Explain the JPanel with an example. | 12M |

Prepared by: P. Karthikeyan,
Asst. Professor,
Dept. of MCA.