SIDDHARTH INSTITUTE OF ENGINEERING & TECHNOLOGY
PUTTUR (AUTONOMOUS)
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QUESTION BANK (DESCRIPTIVE)

Subject with Code : JAVA PROGRAMMING (19CS0551) **Course & Branch**: **B.Tech – CIVIL,MECH&AGRI**
Year & Sem: II-B.Tech & II-Sem **Regulation:** R19

UNIT-I

1	a) Explain History and Evolution of Java?	[CO1][L2]	[6M]
	b) Summarize Java Buzz Words?	[CO1][L2]	[6M]
2	What are Java Selection Statements? Give an example to each one.	[CO1][L1]	[12M]
3	Illustrate the Iteration Statements with example.	[CO1][L2]	[12M]
4	Demonstrate what are Jump statements? Give an example for each of them.	[CO1][L2]	[12M]
5	a) Define Data Type. Criticize the declaration of variable in Java.	[CO1][L5]	[6M]
	b) What is Byte Code? Interpret the different states of Java Program execution?	[CO1][L5]	[6M]
6	a) Write a Java program to interchange the values without using temporary variable.	[CO1][L3]	[6M]
	b) Write a Java program to use Bit-wise operators.	[CO1][L3]	[6M]
7	a) Tell about the varargs in java? Write the syntax and develop any program.	[CO1][L2]	[6M]
	b) Give the Structure of Java? Explain type of programs in Java.	[CO1][L2]	[6M]
8	a) What is an Array? Explain types of arrays in Java with example.	[CO1][L2]	[12M]
	b) Write a Java program to read and display the array elements in order.	[CO1][L2]	[6M]
9	List the Java Tokens and discuss in detail.	[CO1][L6]	[12M]
10	What is an Operator? Explain type of operators in Java with example programs.	[CO1][L2]	[12M]

UNIT-II

1	a)	What is mean by OOP? Explain OOP Concepts?	[CO2][L2]	[6M]
	b)	Explain in detail about Garbage Collector in Java.	[CO2][L3]	[6M]
2	a)	Define Class, Method and Object? Show the syntax to define these in java.	[CO2][L2]	[6M]
	b)	What is a Constructor? Explain types of Constructors in Java? Write a java program to find the Area of Circle using Constructor.	[CO2][L2]	[6M]
3		Discuss about the static, final keywords with an example.	[CO2][L6]	[12M]
4	a)	Recall Inheritance? Illustrate the types of inheritances.	[CO2][L2]	[6M]
	b)	Write a java program to implement multilevel inheritance concept.	[CO2][L3]	[6M]
5	a)	Discuss about the super keyword in java with example.	[CO2][L6]	[6M]
	b)	Compare Method Overriding and Method Overloading.	[CO2][L5]	[6M]
6		Explain about the Dynamic Method Dispatch in Java with example program.	[CO2][L2]	[12M]
7		What is an abstract class? Explain all the cases to implement abstract class.	[CO2][L2]	[12M]
8	a)	Create a java program to display “Hello! Java” using Class, Object and Method.	[CO2][L6]	[7M]
	b)	Give the differences between Abstract class and Interface	[CO2][L4]	[5M]
9	a)	Discuss in detail about Abstract Classes in Java	[CO2][L6]	[6M]
	b)	What is an interface? List the rules to create an interface in java with example	[CO2][L1]	[6M]
10	a)	Recall what is package? Explain how to create user defined package in java with example	[CO2][L2]	[6M]
	b)	Write a java program to find the factorial value of the given number using user defined package concept.	[CO2][L3]	[6M]

UNIT-III

1	a) What is a Java Exception and its Types	[CO4][L1]	[6M]
	b) Explain about try, catch, statements with examples	[CO4][L2]	[6M]
2	a) Demonstrate Nested try statements with an example	[CO4][L2]	[6M]
	b) List Java's Built-in Exception? Write the importance of finally block.	[CO4][L3]	[6M]
3	Write a java program to create own exception for Negative Value Exception if the user enter negative value.	[CO4][L6]	[12M]
4	Explain Exception handling fundamentals	[CO4][L2]	[12M]
5	a) Show what is meant by Uncaught Exception	[CO4][L1]	[6M]
	b) Explain Java exception hierarchy	[CO4][L2]	[6M]
6	Inspect about multiple clauses with an example of arithmetic exception.	[CO4][L4]	[12M]
7	a) Explain about creating your own Exception clauses	[CO4][L6]	[7M]
	b) Can we have an empty catch block? Justify	[CO4][L5]	[5M]
8	a) Summarize in detail about chained Exception?	[CO4][L2]	[6M]
	b) Evaluate what happens when an exception is thrown by main method?	[CO4][L5]	[6M]
9	Contract in detail about throw and throws statements with examples	[CO4][L4]	[12M]
10	a) Give the difference between checked and unchecked exceptions?	[CO4][L4]	[6M]
	b) Show the use of finally statements with examples	[CO4][L1]	[6M]

UNIT-IV

1	a) What is Multithreading? What are the ways to create multiple threads in java.	[CO5][L1]	[6M]
	b) Explain about Thread Life Cycle.	[CO5][L2]	[6M]
2	a) Discuss how to set the priority to threads? What are the different ranges.	[CO5][L4]	[6M]
	b) Write a java program to create two threads and execute simultaneously	[CO5][L6]	[6M]
3	a) Tell what is synchronization? Give its types and explain.	[CO5][L1]	[6M]
	b) Write a java program to implement inter thread communication.	[CO5][L6]	[6M]
4	a) Define Daemon Threads? Explain with an example.	[CO5][L2]	[6M]
	b) Write a java program to implement join() method in multithreading.	[CO5][L3]	[6M]
5	a) Define String? Explain different String declarations with an example	[CO5][L4]	[6M]
	b) Write a java program to check the given string is palindrome or not.	[CO5][L4]	[6M]
6	a) Write the difference between String and StringBuffer classes.	[CO5][L4]	[6M]
	b) Create a java program to sort the given names into ascending order.	[CO5][L6]	[6M]
7	List and explain any five string methods.	[CO5][L1]	[12M]
8	Write a Java program that creates three threads. First thread displays "Hello!" every one second, the second thread displays "Wear Mask !" every two seconds and "Use Sanitizer !" every 5 seconds.	[CO5][L6]	[10M]
9	Write the difference between Extending thread and implementing runnable?	[CO5][L4]	[12M]
10	Explain in detail about thread methods?	[CO5][L2]	[12M]

UNIT-V

1	Explain about Delegation Event Model in Event Handling with example.	[CO6][L2]	[12M]
2	a) Write a java program to implement Mouse Events.	[CO6][L6]	[6M]
	b) Discuss about Source, Event and Listeners in event handling	[CO6][L6]	[6M]
3	Write a java program to develop Login Window using AWT	[CO6][L6]	[12M]
4	a) List out any 10 AWT classes and their syntax.	[CO6][L1]	[6M]
	b) Demonstrate the Layout Managers in java? Explain.	[CO6][L2]	[6M]
5	a) Write a java program to implement Key events	[CO6][L3]	[6M]
	b) Explain about the AWT Menu design.	[CO6][L5]	[6M]
6	Write a java program to develop Notepad Application using AWT.	[CO6][L6]	[12M]
7	a) Difference between AWT and Swings?	[CO6][L4]	[6M]
	b) Create a java swing program implement Border Layout.	[CO6][L6]	[6M]
8	Write a java swing program to find the sum of two numbers.	[CO6][L6]	[12M]
9	Write a java swing program to find the factorial of the given number	[CO6][L3]	[12M]
10	Explain the following layout managers. (a) Border layout. (b) Grid layout. (c) Flow layout.	[CO6][L2]	[12M]