DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

II-II B.TECH R16
JAVA - UNITWISE QUESTION BANK

UNIT-1

1. List and explain Java buzzwords. Which factors are making Java famous language
2. (a) Explain the concepts of Object Oriented Programming.
   (b) Write a sample java program to find the GCD of two numbers. ng
3. (a) Explain why Java is Machine Independent
   (b) Write a java program using ternary operator to find maximum of three numbers.
4. (a) How to use break and continue statements in java?
   (b) Differentiate compile time errors and runtime errors in java.
5. (a) Write about the role of JVM, JAVA API in developing the platform independent java program with suitable example.
   (b) What are the two control structures used in java for making decisions? Explain with an example program.

Unit-2

1. (a) Define class and object in java
   (b) How to use break and continue statements in java?
2. (a) Give the naming conventions in Java.
   (b) Explain the conditional instructions in detail.
3. (a) Explain copy constructor.
   (b) Write a program using copy constructor that reads complex numbers and copies that into another.
4. Discuss about polymorphism. Explain runtime polymorphism with a program.
5. (a) Can we use constructors with parameters? What kind of parameters can be given? Explain with area of various geometric shapes example.
   b) With an example program explain the concept of classes and nested classes in java

Unit-3

1. What are the benefits of inheritance? Explain various forms of inheritance with suitable code segments.
2. What is the role of „finally" in exception handling? Explain with an example.
3. Write a program that shows an Employee class which contains various methods for accessing employee"s personal information and methods for paying an employee
4. Give the syntax of exception handling and also handle exception occurred during the execution of divide by zero
5. (a) Write a program which specify that there are two classes Rectangle and Circle which implements the interface and find the area of rectangle and circle
   (b) Demonstrate nested try statements and finally statements.

Unit-4

1. Explain thread life cycle and thread creation in Java with example
2. List the methods in thread class

3. (a) Write a java program to create multiple threads.
   (b) Explain the advantages of multithreading.
4. What do you mean by multithreading? Develop a simple application program to illustrate the use of multithreading.
5. What is thread scheduling? How to perform this by setting priorities to threads. explain with an example program.

Unit-5

1. What is an applet? Explain its life cycle
2. (a) List the advantages and disadvantages of applet.
3. Write a java code to create applet and customize it based on input parameters
4. Write different methods present in Window Listener interface.
5. (a) Write an applet program that will take an input from the user to calculate the sum of two integers.
   (b) Differentiate adopter classes and inner classes with examples.

Unit-6

1. Discuss various AWT containers with examples.
2. What is the significance of Layout managers? Discuss briefly various layout managers
3. Explain various event adopter classes in awt and also give their syntaxes in java.
4. Differentiate the following
    i) TextField and TextArea.
    ii)Menu and MenuItem.
    iii)   Checkbox and CheckboxGroup
5. (a) What are the subclasses of Container class?
   (b) Write different types of controls supported by awt