

CORE JAVA PROGRAMMING

PART-I (2 marks questions)

1. Explain inheritance in Java?
2. Explain static keyword in java.
3. What is difference between an inheritance and an abstract class.
4. What is interface in Java?
5. What is the difference between constructor and other methods?
6. What are the advantages of multithreading in java?
7. Explain Java Throws keyword.
8. What is Java AWT?
9. What is Java Applet?
10. What is Runnable in Java?
11. What are Literals?
12. Explain JVM.
13. Explain JRE.
14. Why is java known as Platform Independent Language?
15. Explain JDK.
16. What is Byte Code?
17. What is the Parse method?
18. Write the syntax of enhanced for loop.
19. What do you mean by packages in Java?
20. What is Interface in Java?
21. What is Listener?
22. What is Swing in Java?
23. What is the use of paint () method in applet?
24. What is Runnable interface in Java?
25. What is a Network Interface?
26. What is Collection Framework in Java?
27. What is URL class in Java?
28. Why Java programs are platform independent?
29. What is the use of "extends" keyword?
30. What is inner class in Java?
31. Define "implicit wait" in Threads.
32. Define 'stack' in Java.

PART-II (4 marks questions)

1. Explain the difference between String and String Buffer.
2. What is Thread Synchronization?
3. What is URL Class and usage through connection?
4. What is Java Inner class? What are the advantages of Java Inner classes?
5. What is the order of method invocation in an Applet?
6. Discuss Inheritance in detail.
7. Explain Packages and Interfaces.
8. Explain Exception Handling with appropriate program.
9. Describe the basic structure of Java Program.
10. Explain any eight features of Java.
11. Explain command line argument with appropriate example.
12. Explain the 'Conditional Operator' in Java with suitable example.
13. How are Objects created in Java? Explain using methods through the objects.
14. Describe "Delegation Event Model" by providing suitable example.
15. Discuss "Applet life cycle".

16. Differentiate between TCP/IP sockets and server sockets.

PART-III (12 marks questions)

1. What is Object Orient Programming? Explain the basic concept of Object-Oriented Programming in detail?
2. Explain JVM and features of JAVA.
3. Explain Packages in Java with example and write advantage of Package.
4. Explain Exception Handling and its types with example.
5. What is Event Handling in Java? Explain it with an example.
6. Give the difference between AWT and Swing package in detail.
7. What is Thread Describe Life Cycle of thread with help of diagram. Create any thread as an example.
8. Describe the Applet with example and explain life cycle of Applet.
9. Explain JDBC and Jar Files
10. Write short notes on:
 - a) Hash Table
 - b) Java Networking
11. Explain Applet Life Cycle and discuss with example passing parameters to Applets.
12. What is Multithreading? Explain Lifecycle of Thread.
13. Program to show the implementation of capacity () and ensure capacity ().
14. Discuss various methods of Sting and Sting Buffer Class.
15. Explain syntax and structure of Java Program. Write steps to compile and execute java program.
16. Program to make a calculator using switch case in Java.
17. Program to show the implementation of capacity () and ensure capacity ().
18. Discuss various methods of Sting and Sting Buffer Class.
19. Explain different types of inheritance with appropriate example.
20. What is Package and Interface? WAP to illustrate the concept of Abstract Class and Abstract Method.
21. Describe basic features of Java by providing appropriate examples.
22. Discuss 'Loops' in Java with example.
23. How is 'Array' declared and used in Java? Explain by giving an example.
24. Describe the Exception Handling Mechanism by providing an appropriate example.
25. Discuss the 'Layout Managers' and their role in the GUI based programs in Java.
26. What are the uses of Listeners and Adapters in Event Handling process? Explain with appropriate examples.
27. In what two ways the threads can be created in Java Programming? Which way why? Explain.
28. Discuss "Thread Synchronization" by explaining its need and implementation in a based program in Java.
29. Describe 'Socket Based Connectivity' by providing suitable example.
30. Write notes on:
 - (i) Collections
 - (ii) JDBC
31. Why is Java known as Platform Independent Language? Explain various features of Java in detail.
32. What do you mean by Operators? Describe various operators available in Java.
33. What is Array? How is array declared and used in Java? Explain by giving proper example.
34. What is Exception? How are Exceptions handled in Java? Write a program which shows the Exception handling Mechanism.

- 35.** What is AWT? Explain any of the four AWT Components in detail.
- 36.** Discuss the Layout Managers and their role in GUI based programs in Java.
- 37.** What is Applet? Explain Applet Life cycle in detail. Also make a demo program of Applet.
- 38.** What is Multithreading? Explain the Life cycle of Thread.
- 39.** Explain in detail about networking of Java highlighting Client and Server Socket and their usages.
- 40.** What are Collection Classes? Draw its hierarchy and implement List interface in a Java Program.