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Question Bank

JAVA PROGRAMMING

1. List any two restrictions for applet.
2. What are different ways of creating string object ?
3. Justify True/False Java is not fully object oriented.
4. Can we use super() and this() within the same constructor ?Justify.
5. State the use of wrapper class.
6. How to create and access the package in Java ?
7. State the purpose of throw keyword.
8. State the use of jar file.
9. Which container use border layout as its default layout ?
10. Does the order of public static void matter in main method
11. Write a note on event handling.
12. What is Interface ? Why are they used in Java ? Explain.
13. Write a java program to accept n names of cities from users and display them in descending order.
14. What is Applet ?
15. Explain life cycle of Applet.
16. Define an abstract class shape with abstract method area() and volume() Write a java program to calculate area and volume
17. of cone and cylinder
18. What is interface ? Why are they used in java ? Explain.
19. Define collection. Explain any two classes used with collection.
20. What is Exception? Explain its keyword with example.
21. How to add user defined package in main class ? List the
22. steps with suitable example.
23. Write similarities and dissimilarities between Abstract Class
24. and Interface
25. Explain the use of super and final keyword with reference
26. to inheritance.
27. Explain any four methods of file class.

28. Explain the need of garbage collection in java.

29. What is jar file ? Give steps and example of creating jar file.

30. Describe any two features of Java programming language.

31. List the three different uses of final keyword.

32. Can interface be final ? Justify.

33. What are differences between String and String Buffer class ?

34. Write any two advantages of inner class.

35. How to print ''Welcome'' message before main method ?

36. Can we use super( ) and this( ) within same constructor ?

37. Give syntax of two methods used with InputStream class.

38. ''Import statement is not essential in java.'' True/False. Justify.

39. What is autoboxing and unboxing of primitive types.

40. Explain the need of Garbage collection of Java.

41. Explain Array in Java. How does it differ from C++ ?

42. Write a note on Event Handling.

43. Explain ArrayList class in Collection Framework.

44. Explain how multiple inheritance is achieved in Java.

45. Write a note on package in Java.

46. What is Layout Manager ? Explain any one in detail.

47. What is Adapter class ? Explain its purpose

48. What is Interface ? Explain it with example.

49. Explain each term in public static void main (string args [ ]).

50. Whatis JVM ?

51. What is instance variable ?

52. List Java non-access modifiers