DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Subject Name: **OBJECT ORIENTED PROGRAMMING** Subject Code: **CS T45**

QUESTION BANK

Unit-I

Part : A

1. Define Application programs and Applet programs:
2. Difference between Application and Applet
3. What are the features of java language?
4. Give the command used for creating, compiling and execution of a program.
5. What are Java tokens?
6. What are keywords (or) define keyword with eg
7. Define Data types.
8. What are Primitive and Derived data types?
9. What is symbolic constant?
10. Define type casting.
11. Define automatic conversion.
12. What is class?
13. How variables are added to a class?
14. What is object?
15. Syntax for declaring object.
16. How the objects are created?
17. List down the steps to create an object.
18. What is object reference?
19. What is instance variable
20. Define the new operator.
21. Define the dot(.) operator.
22. Define method in java.
23. Write down the declaration of methods in java
24. Define method calling and write its syntax
25. Define packages in java
26. Write down the syntax of defining package
27. How to import packages in java
28. What is interface
29. What is the difference between abstract class and interface?

Part : B

1. Write about java and its features
2. Explain in detail about java platform
3. Write briefly about java compile and runtime environments
4. Explain in detail about the data types in java
5. Write in detail about operators in java
6. Explain in detail about the java decision making statements in java
7. Explain in detail about the looping statements in java
8. Explain in detail about the classes and objects in java.
9. Write in detail about constructors and destructors
10. Describe about packages in java.
11. Describe about interface in java

Unit -II

Part: A

1. What is method overriding?
2. What is the use of method overriding?
3. Write down the rules of method overriding?
4. What is method overloading and method overriding?
5. Define final modifier?
6. Define inheritance
7. State the uses of inheritance
8. State the types of inheritance
9. Syntax to extend a class
10. Define super keyword
11. What is a stream?
12. What are the three stream that automatically generated in java
13. What are the commonly used methods in outputstream class
14. What are the commonly used methods in inputstream class
15. What are the various classes used in file handling
16. What is multi-threading?
17. What are the advantages of multithreading?
18. What is thread?
19. What are all the methods used in thread
20. How to define and run a thread
21. Define thread priorities.
22. What is exception
23. Define the two blocks in exception handling
24. Define abstract class?
25. Define abstract class?

Part : B

1. Write in detail about method overloading with example program
2. Explain in detail about inheritance in java
3. Explain in detail about multithreading in java
4. Explain in detail about files and stream in java
5. Explain in detail about exception handling in java

Unit –III

Part : A

1. Define application programs and applet programs
2. Difference between application and applet
3. Define applet
4. Applet tag in html
5. Applet life cycle
6. What are the types of containers in java and mention them
7. Mention any two features of swing
8. What is graphics class?
9. Define AWT packages?
10. What are the GUI components available in java
11. What is swing in java?
12. Specify few components of swing
13. What is container?
14. Define event handling in java
15. What is delegation event model?
16. Specify some of the mouse related events
17. Mention some of the types of layouts
18. Define flow layout
19. Define border layout
20. Define grid layout
21. Write about graphics in java
22. Methods of a graphics class
23. Difference between swing and AWT?
24. What is source and listener?
25. Illustrate the working of event handling
26. What is event handler?
27. What is an applet?
28. Write a note on check box control in java?

Part : B

1. Explain in detail about abstract windowing toolkit in java with example program
2. Explain in detail about applet programming in java
3. Explain in detail about the swing components in java.
4. Explain in detail about layout manager in java.
5. Java graphics class in detail

Unit-IV

Part : A

1. Define generics
2. State the advantages of generics
3. Define collections framework
4. State the collections hierarchy
5. Define set interface

6. Define list interface
7. Define map interface
8. What is iterator?
9. List the class comes under list
10. State the common methods in collections
11. List the class comes under set
12. List the class comes under map
13. Compare list and set
14. Distinguish between array list and linked list in collections
15. List some of the classes in utility package
16. State calendar class
17. Define inner class
18. State the advantages of inner class
19. What are the types of inner classes in java
20. How java communicate with the database
21. List the steps to follow in JDBC
22. What is JDBC driver
23. What are the types of driver in JDBC
24. What is statement class
25. Define java security
26. What are the safety features built into the JVM
27. What is sand box security model

Part : B

1. Write about collection classes in java
2. Explain in detail about the utility package
3. Describe about the arrays class in utility package?
4. Describe about the calendar class in java.util package
5. Explain in detail about generics
6. Write in detail about inner classes in java
7. Explain in detail about jdbc api in java
8. Explain in detail about java security

Unit 5

Part : A

1. Define java bean
2. State any two features of java beans
3. What are the advantages of java beans
4. State the rules to define java beans
5. What are the phases in java bean creation
6. What are the elements of java bean
7. State some of the java beans component specification
8. What is application builder tool
9. State any two properties of application builder tool
10. Name some application builder tools
11. Define bean development kit
12. What are the uses of BDK?

13. Define jar file
14. Define introspection
15. What are the ways to implement introspection
16. Name the interfaces in java beans package
17. Define Beaninfo interface
18. Define Persistance and state its types
19. Define customization in java beans
20. What are the services of java bean component
21. Define network
22. State the types of network
23. Define IP address
24. Define port number
25. Define Inetaddress class
26. Name the methods in Inetaddress
27. Define socket
28. How java implements network programming?
29. Define URL
30. Define URL connection
31. Define server socket and some methods in server socket
32. Define proxy server
33. Define datagram
34. Define RMI
35. Define stub and skeleton

Part : B

1. Write short notes on java beans
2. Write in detail about bean developer kit
3. Write in detail about introspection, properties and persistence in java beans
4. Write in detail about bean info interface in java beans
5. Describe in detail about java beans API with bean builder
6. Write in detail about network programming in java.
7. Write in detail about remote method invocation