

**St. Philomena's College (Autonomous), Mysore****PG Department of Computer Science****Question Bank (Revised Curriculum 2018 onwards)****Second Year- Third Semester ( 2019 -21 Batch)****Course Title (Paper Title): JAVA Programming**

<b>Unit</b>	<b>Sl.No</b>	<b>Questions</b>	<b>Marks</b>
1	1.	How Java is platform independent?	2
1	2.	Write a short note on Java Virtual Machine(JVM).	2
1	3.	State tokens in java.	2
1	4.	What is a variable? How to declare a variable?	2
1	5.	What is the purpose of main?	2
1	6.	Write a note on conditional operator in java.	2
1	7.	What are jump statements in java?	2
1	8.	Define class.	2
1	9.	Define object. Give example.	2
1	10.	What is polymorphism?	2
1	11.	What is method overloading?	2
1	12.	Define constructor.	2
1	13.	What is encapsulation?	2
1	14.	What is mean by abstraction?	2
1	15.	Define abstract class.	2
1	16.	Define method.	2
1	17.	What is inheritance?	2
1	18.	What is method overriding?	2
1	19.	What is the use of super keyword?	2
1	20.	What is the use of final keyword?	2
1	21.	Write a short note on interfaces.	2
1	22.	Write a short note on static keyword.	2
1	23.	How can you find the location of the last occurrence of 'a' in the string "Java Programming"?	2
1	24.	What is wrapper class?	2
1	25.	Define array. How to declare an array?	2
1	26.	Give any two methods in String class.	2
2	27.	Write a short note on package in java.	2
2	28.	Write a note on import statement.	2
2	29.	What is multithreading?	2
2	30.	State the thread priorities.	2
2	31.	Define an exception.	2
2	32.	What is the purpose of throw statement?	2
2	33.	What are the use of try and catch clauses?	2
3	34.	What is an applet?	2
3	35.	What is applet tag?	2
3	36.	What is the difference between a choice and a list?	2
3	37.	What is a container?	2
3	38.	What is the difference between text field and text area?	2
3	39.	Write a short note on Panels.	2
3	40.	Write a short note on Frames.	2
3	41.	Differentiate between Frames and Panels.	2

3	42.	Differentiate between Mouse Pressed and MouseClicked events.	2
3	43.	What is an Event?	2
3	44.	Write a short note on Paint Method of Applet.	2
3	45.	What is the use of draw String method?	2
4	46.	Write a short note on Byte Stream Classes.	2
4	47.	Write a short note on Scanner class.	2
4	48.	What do you mean by character stream?	2
4	49.	What do you mean by Input/output stream?	2
4	50.	Write a short note on File class.	2
4	51.	Write the syntax for creating a file with example.	2
4	52.	Write any two methods of File class.	2
4	53.	Write the syntax for deleting a file with example.	2
1	54.	What is polymorphism and how will you implement polymorphism in java?	5
1	55.	Explain the role of abstract class	5
1	56.	Differentiate between Instance variables and class variables.	5
1	57.	What is a constructor? Write a Java program to explain how super class constructors are called in their subclasses.	5
1	58.	What is an instance variable? Explain how an instance variable of a class can have different value for each object of that class.	5
1	59.	Differentiate 'extends' and 'implements' in java	5
1	60.	Differentiate between Final and Finally	5
1	61.	What is inheritance and the purpose of using inheritance	5
2	62.	Explain the different access controls for packages in Java.	5
2	63.	Explain, with an example, how name conflicts are resolved during package import.	5
2	64.	Explain two advantages of multithreaded programs.	5
2	65.	Differentiate between Exception and Error	5
2	66.	How Throws and Throw are different? Explain.	5
2	67.	Differentiate checked and unchecked exception.	5
3	68.	How can an Applet insert in a Web age? Explain <Applet> tag with example.	5
3	69.	Explain Font class with example.	5
4	70.	Distinguish between input stream and output stream	5
4	71.	Write the syntax for creating and deleting a file	5
1	72	Explain various logical operators.	7
1	73	Explain the difference between Break and Continue.	7
1	74	Explain, with suitable examples, the advantage of object oriented language over structured programming language.	7
1	75	What are the differences between an abstract class and final class? Give examples.	7
1	76	What is 'super' in Java? Explain at least two different uses of 'super' in the Java programs, with an example.	7
1	77	Briefly explain the difference between array and string.	7
2	78	What is a checkbox? How would you put checkboxes on an applet?	7
2	79	Write a note on different thread priorities	7
4	80	Explain Buffered Reader class using a Java program	7
4	81	Distinguish between Readers / Writers and I/O Streams.	7

1	82	Explain the features of java language	8
1	83	Explain the difference between while and do-while loops with suitable examples.	8
1	84	What is a method in java? Explain with an example.	8
1	85	Differentiate between constructor and method.	8
1	86	What is the use of Interface? How can you define and implement it using a program?	8
1	87	Explain two dimensional arrays with example.	8
2	88	Explain multithreading and multitasking.	8
3	89	Explain Color class and how color of an object can be changed	8
4	90	Distinguish between file reader and file writer	8
4	91	Explain the Reader class hierarchy in Java.	8
1	92	What is a global variable? Explain two major problems that may occur due to global variables.	10
1	93	What is constructor? Explain constructor overloading in Java with an example.	10
1	94	What is method overloading? Write a Java program to explain the working of overloaded methods.	10
1	95	Explain three main concepts of object oriented programming	10
1	96	Explain constructor overloading and method overloading with suitable example.	10
1	97	Differentiate between method overloading and method overriding with an example.	10
1	98	What is Inheritance? Explain its advantages. Explain with example how a subclass is derived from a super class in Java.	10
1	99	What is multiple inheritances? How multiple inheritance is implemented in java?	10
2	100	Explain life cycle of a thread along with a neat transition diagram	10
2	101	What is a package in Java? Explain, with an example, how package is created in Java.	10
2	102	Describe various levels of access protection available for packages with suitable examples.	10
3	103	Write a note on any three AWT classes	10
3	104	Explain the differences between a Java applications program and Java applet program, with an example of each type of program.	10
4	105	Explain FileReader in java with example.	10
4	106	Briefly explain Scanner Class with example.	10
1	107	Explain operators with reference to JAVA.	15
1	108	Write a short note on data types in java	15
1	109	Explain control structures in java.	15
1	110	Explain different Object Oriented Programming concepts with example.	15
1	111	Explain different types of Constructors with example.	15
1	112	Explain different types of access modifiers in java	15
1	113	Briefly explain different types of inheritance with neat diagram. Give suitable syntax for each type.	15
1	114	What is an array? Explain it with syntax and example.	15
1	115	Write a program to demonstrate any five methods of String class	15
1	116	Explain wrapper class in java. Explain the concept of auto boxing and un	15

		boxing.	
2	117	What is Multithreading? Explain.	15
2	118	What is an exception ? Explain, with an example, how exceptions are handled in Java.	15
3	119	Explain life cycle of an applet with an example	15
3	120	Write a program to create login form using AWT	15
3	121	What are the different types of AWT components? How are these components added to the container?	15
3	122	Write an applet program that draws a smiley face.	15
3	123	Explain with examples, the various graphics methods supported by AWT. How color of an object can be changed?	15
3	124	What is an event in GUI programming? Explain different components of an event.	15
4	125	Write a java program for copying content of one file to another file	15
4	126	Explain different methods in File class with example	15
4	127	What is a stream and what are the types of Streams. Explain	15

# MODEL QUESTION PAPER

St. Philomena's College(Autonomous) Mysore

III Semester MSc. Computer Science Examination Model Question Paper

Subject: COMPUTER SCIENCE

Title: JAVA PROGRAMMING(HC)

Duration: 03 Hrs

Total marks=70

## PART A

- 1 Answer any FIVE of the following 5x2=10
- a Define constructor.
  - b What is encapsulation?
  - c Write a short note on package in java.
  - d What is the use of try and catch clauses?
  - e What is multithreading?
  - f Write a short note on Panels.
  - g Write a short note on Byte Stream Classes.

## PART B

Answer any ONE FULL question from the following 4x15=60

### MODULE 1

- 2 a Explain the difference between Break and Continue. 7
- b Explain the difference between while and do-while loops with suitable examples. 8

### OR

- 3 a What is the use of Interface ? How can you define and implement it using a program ? 8
- b What is 'super' in Java ? Explain at least two different uses of 'super' in the Java programs, with an example. 7

### MODULE 2

- 4 a What is Multithreading? Explain. 15
- ### OR
- 5 a Explain life cycle of a thread along with a neat transition diagram 10
- b Explain two advantages of multithreaded programs. 5

**MODULE 3**

- 6 a Explain the differences between a Java applications program and Java applet program, with an example of each type of program. 10
- b How can an Applet insert in a Webpage? Explain <Applet> tag with example. 5

**OR**

- 7 a Write a program to create login form using AWT. 15

**MODULE 4**

- 8 a What is a stream and what are the types of Stream. Explain. 15

**OR**

- 9 a Briefly explain Scanner Class with example. 10
- b Write the syntax for creating and deleting a file 5

