

Kanoria PG Mahila Mahavidyalaya, Jaipur
Department of Computer Science

CORE JAVA PROGRAMMING 304

BCA III

Question Bank

Questions

1. Java is a “platform-independent language”. What does it mean?
2. What is Java Byte Code?
3. Explain object oriented programming.
4. What is Multithreading in Java?
5. Explain Abstraction using a simple example.
6. Write a short simple java program?
7. What is life time of a Variable?
8. Explain Class and Object?
9. What is String Buffer objects in Java?
10. What is AWT Classes?
11. What do you understand by Swing in Java?
12. What is the use of Applet in Java?
13. What is this keyword in Java?
14. Explain Socket in Java.
15. What is an Object?
16. What is the difference between JDK, JRE and JVM?
17. What is the use of Jar file?
18. Discuss any of the 2 disadvantages of array in Java.
19. What is Java for-each loop? Write its 2 advantages.
20. What is instance of a Class?
21. How many types of memory areas are allocated by JVM?
22. Discuss any 2 features of Swings in Java.
23. Why is the need of Applet in Java?
24. What are the various access specifier in Java?
25. List out any of the 2 importance of Threading in Java.
26. What is a Runnable interface in Java?
27. Discuss any 2 usages of Socket Programming.
28. Explain TCP/IP socket in Java.
29. Write the syntax of the infinitive do-while loop.
30. What is the switch statement?
31. How to create a string in java?
32. What are the advantages of multithreading in java?
33. What is a static keyword?

34. Design a code in Java to find out the factorial of a given number.
35. What is the break keyword?
36. Explain the list of operators used in Java.
37. Explain the loop control in java?
38. Explain some of the important features of Java.
39. What is the use of Inheritance? Also, explain its type.
40. Explain Super keyword in Java.
41. Discuss some of the Event Handling Mechanisms in Java.
42. Explain Applet life cycle.
43. Differentiate Inner Class and Sub Class.
44. How many types of constructors are used in Java?
45. Explain the difference between string and string buffer?
46. Difference between JVM and JDK?
47. Explain some important reasons for the popularity of the Java Language?
48. Explain static variables?
49. Why is Java Architectural Neutral?
50. What type of variable can be used in a switch statement?
51. Why Packages are used?
52. What is the difference between a Window and a Frame?
53. What is the difference between applications and applets?
54. Define the control statement?
55. Why string objects are immutable in java?
56. What difference between object and reference?
57. What is the difference between this and super keyword? Explain.
58. Is java a pure object-oriented language?
59. What is URL class and usage through connection?
60. What is the difference between OOPs and Java?
61. What is Object-Oriented Programming? Explain the basic concepts of OOPs in detail.
62. Explain the package in java with an example and also write the advantage of the package.
63. What do you mean by string handling? Explain various methods of string handling.
64. Discuss the importance of object-oriented programming over structural programming.
Also explain some of the important features, which make Java differ from other languages.
65. Explain java virtual machine?
66. Explain features of java?
67. Differentiate paint and repaint in Java Swing.
68. Explain Border layout and Grid layout.
69. Differentiate Swing and AWT in Java.
70. Why Swing is called light weight?
71. Differentiate sleep(), suspend() and wait().

72. Explain Exception handling and its type with example.
73. Difference between structure and OOPs? Explain features of java.
74. What is the difference between construction and methods in Java?
75. Explain synchronization in respect to Multithreading in Java.
76. What is event handling? Write a program in java event handling by implementing.
77. Explain to set the font in an Applet program?
78. What is the difference between throw and throws?
79. Write short notes on the following:
 - a. Java AWT Hierarchy
 - b. How to create an instance of frame class using AWT.
80. Write short notes on the following:
 - a. Java Swing component with an example
 - b. Creation of Frame using Swing
81. Explain some of the important drawbacks of Applet and design the code in Java to explain the Applet viewer tool by Applet.
82. Design a program using Java to perform the following operations
 - a. Count the numbers of vowels available in a string.
 - b. Reverse a string using a user-defined function.
83. Design a program in Java to illustrate the usages of Single and Multiple Inheritance (if possible) by taking any suitable example.
84. Design a Java program to explain "Exception Handling".
85. Write the java program to implement common methods of string class?
86. What is inheritance? Explain its different types. Write a java program to implement multiple inheritances.
87. Explain Socket Class and Server Socket Class and their important methods by taking a program as an example.
88. Explain execution and reading select query using JDBC in Java.
89. Explain the type of Result sets in JDBC.
90. Discuss the various tools that are used to Create and Run Java Program, with suitable examples.
91. Write a program in Java to concatenate (Merge) two strings using an array.
92. Write a program using Java to illustrate the Applet with a suitable example.
93. How do we manage Thread in Java? Also, explain Thread Synchronisation and inter-thread communication with suitable examples.
94. Write a program to illustrate the use of Socket Programming with a suitable example.
95. Why do we use JDBC? Explain by writing the code in Java with an example.
96. What do you mean by String handling? Explain various methods of string handling.
97. What is AWT? Explain the AWT package in Brief.
98. What are the different types of layout managers? Explain.
99. What is a TCP/IP socket? Explain basic networking features of java.