

PG DEPARTMENT Of COMMERCE (CA)

QUESTION BANK

COURSE: B.Com (CA)

SEMESTER : VI

SUBJECT CODE: 16UCC621

SUBJECT: JAVA PROGRAMMING

K1 LEVEL

1. Java is a general purpose, object oriented programming language developed by ----- of USA in 1991.
A) **Sun microsoft** B) Sun microsystems
C) Microsoft D) Microsystems
2. Class are the ----- of java program.
A) Methods and character **B) Primary and essential**
C) Package and interface D) Class and object
3. Java language includes ----- types of tokens.
A) One **B) Five**
C) Three D) Seven
4. Java has -----types of expression statements.
A) **Seven** B) Six
C) Four D) One
5. ----- is the selection statement in Java.
A) For B) While
C) If-else D) Do-while
6. To store the character constants in memory, Java provides character data type called -----
A) Bytes B) Size
C) Char D) Bit
7. Operators are used in the program to manipulate the data and -----
A) Scope **B) Variable**
C) Conditional D) Logical
8. ----- consist of digits.
A) Real integer **B) Decimal integer**
C) Hexadecimal integer D) Octal integer
9. ----- are used to perform the mathematical expressions as in algebra.
A) **Arithmetic operators** B) Conditional operators
C) Logical operators D) Relational operators

20. The compiler converts the source code files into ----- files.
- A) Source code **B) Bytecode**
 C) Both A&B D) None
21. Expand JDK -----
- A) **Java development kit** B) Java definition kit
 C) Jump development kit D) None of d above
22. ----- are used for handling issues with multithreading.
- A) Guarding statement B) Jump statement
 C) Both A&B **D) Synchronization statement**
23. ----- are used for safe handling of code that may cause exception.
- A) Synchronization statement B) Jump statement
 C) **Guarding statement** D) none of the above
24. C and C++ do not label with ----- statement.
- A) **Jump** B) Iteration
 C) Selection D) Both A&B
25. Exists only inside the computer memory -----
- A) **Java virtual machine** B) Java statement
 C) Java development kit D) Java procedure
26. .To create methods that have the same name but different parameter lists and different definition is called -----
- A) Function overloading B) Operator overloading
 C) **Method overloading** D) Both B&C
27. The members that are declared static as shown above are called -----
- A) Static method **B) Static member**
 B) Static data D) None of the above
28. A method can be called by using only its name by another method of the same class is known as -----
- A) Static method **B) Nesting method**
 C) Method overloading D) Nesting loops
29. The mechanism of deriving a new class from an old one is called -----
- A) Overloading **B) Inheritance**
 C) Variables D) None of the above

30. One super class, many subclasses are called -----
- A) Single inheritance **B) Hierarchical inheritance**
 B) Multiple inheritance D) Multi level inheritance
31. ----- may only be used with in a subclass constructors method
- A) Volume B) Area
C) Super D) Key word
32. After declaring an array, we need to create it in the memory, java allows us to create arrays using ----- operator only.
- A) Old B) Float
C) New D) Average
33. The final step is to put values into the array created. this process is known as -----
- A) Declaration of arrays B) Creating of arrays
C) Initialization of arrays D) None of the above
34. In java, all arrays store the allocated size in a variable named as -----.
- A) String length **B) A length**
 C) B length D) variable length
35. The ----- class defines a number of methods that allow us to accomplish a variety of string manipulation tasks.
- A) String B) String arrays
C) String methods D) None of the above
36. ----- creates strings of flexible length that can be modified in items of both length and content
- A) Sting methods B) Array of array
 C) String array **D) String buffer**
37. All main programs in our earlier examples can be called as -----
- A) Threaded** B) Multi - Threaded
 C) Single – Threaded D) None of the above
38. Expand API-----
- A) Application Programming Interchange
 B) Adding Program Interface
 C) Adding Process Interface
D) Application of Programming Interface

39. When we create a thread object the thread is born and is said to be in-----
- A) Runnable State B) Running State
C) Dead State D) **New Born State**
40. The process of repeatedly executing a block of statement is known as -----
- A) Branching **B) Looping** C) Go to statement D) Control statement
41. The Java language provides constructs for performing loop operations -----.
- A) While construct B) Do construct
C) For construct D) **All the above**
42. -----is the Entry - Controlled loop statement.
- A) **While** B) Do C) For D) None of these
43. If a loop continues forever it is called an -----
- A) **In finite loop** B) Control statement
C) Exit controlled loop D) Entry - Controlled loop
44. When a program breaksthe sequential flow and jumps to another part of the code it called -----
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- A) Looping **B) Branching**
C) Decision making D) None of these
45. The variable and count are known as ----- variable.
- A) **Loop control** B) Control structure
C) Entry controlled D) Control statement
46. Java has a built - in multiway decision statement know as -----
- A) For **B) Switch** C) Else-If D) None of these
47. A exit from a loop can be accomplished by using -----Statement.
- A) Continue B) Go to C) Jump **D) Break**
48. The keyword ----- indicates that the properties of the super class name are extended to the class name class.
- A) Expression **B) Extends** C) Variable D) Methods
49. There are ---number of looping statement in Java Programming.
- A) 5 B) 6 C) 2 **D) 3**
50. Objects in Java are created using The -----
- A) Rotational B) Conditional
C) **New operator** D) None of these

51. An ----- is a group of contiguous or related data items that share a common name.
 A) **Array** B) Pointer C) Class D) object
52. A particular value is indicated by writing a number called -----
 A) Subscript B) Index Number
 C) **Both A&B** D) None of these
53. Set of values called array, the individual values are called -----
 A) Class B) Object C) **Elements** D) Data type
54. Single dimensional array is also called as -----
 A) Single-subscribed variable **B) Single-subscribed values**
 C) Single-subscription values D) Single-subscripted variable
55. Java allows us to create arrays using ----- operator.
 A) Delete B) Creation C) While **D) New**
56. Arrays in java may be declared in -----forms.
 A) **Two** B) Three C) Four D) Five
57. Java allows us to create arrays using -----operator.
 A) **New** B) Old C) Dynamic D) Creation
58. .The process where values are put in the arrays in final step is known as -----
 A) Creation **B) Initialization** C) Declaration D) Memory allocation
59. In array the allocated size stored in a variable is known as -----
 A) Array size B) Space C) Numbers **D) Length**
60. The initialization is done by -----
 A) Column by column **B) Row by row**
 C) Column by row D) Row by column
61. .Java treats multidimensional array as -----
 A) Arrays of java B) Array of size
 C) **Array of array** D) Variable size array
62. In java ----- represents a sequence of character.
 A) Character B) Variable C) Data types **D) String**
63. ----- creates strings of flexible length.
 A) String B) String class C) Manipulation of string **D) String buffer**
64. Java provides an alternate approach known as interface to support the concept of -----
 A) Single inheritance **B) Multiple inheritance**
 C) Multilevel inheritance D) Hybrid inheritance

65. The member of the class can be -----
- A) **Constant or variable** B) Interface or variable
 C) Abstract or non-abstract D) All the above
66. The members of an interface are always declared as -----
- A) Variable **B) Constant** C) Numeric D) All the above
67. -----can be instantiated by declaring object.
- A) Object B) Variable **C) Class** D) Interface
68. ----- can only use the public access specifier.
- A) Variable B) Object C) Class **D) Interface**
69. Interface are used as -----
- A) Abnormal classes B) Normal classes
 C) **Super classes** D) All of these
70. Any number of dissimilar classes can implement an -----.
- A) Test B) Java C) **Interface** D) None of these
71. A set of ----- that can be used in different classes.
- A) Integer B) Float **C) Constants** D) Variables
72. ----- are java's way of grouping a variety of classes.
- A) Class B) Object C) Variable **D) Packages**
73. Java API provides a -----number of classes.
- A) Small B) Big C) Different **D) Large**
74. There are ----- ways of accessing the classes stored in a package.
- A) One **B) Two** C) Three D) Four
75. Before any class declarations ----- is a keyword.
- A) **Import** B) Export C) IO D) *
76. We must first declare the name of the package using the ----- keyword followed by a package.
- A) Class B) Declare **C) Package** D) None of the above
77. A java package file can have more than one -----
- A) Class declarations **B) Class definitions** C) Both A&B D) none of these
78. Java source file can have only one class declared us ----- we cannot put two or more public classes together in a java file.
- A) **Public** B) Private C) Protected D) Class

113. Java provides -----kinds of bytes stream classes.
 A) Four B) Three
 C) Six **D) Two**
114. Input stream classes that are used to read -----
 A) 7 bite **B) 8 bite**
 C) 6 bite D) 3 bite
115. The concept of sending data from one stream to another has made stream
 in Java a -----tool for file processing.
 A) Concept B) flow of data
C) Powerfull data D) flow of program
116. ----- uses the concept of streams to represent the ordered sequences of data.
 A) HTML B) C++
C) JAVA D) C
117. Every java applet inherit set of -----behaviour from applet class.
 A) **Default** B) Manual
 C) Automatic D) None of these
118. Applet status includes -----states.
 A)2 **B)4** C)3 D)1
119. Applet class maintain ----- of an applet.
 A) **Lifecycle** B) Method C) Both A&B D) None of these
120. The -----method of applet class
 actually display the result of the applet code.
 A) int (), start () B) paint(),int()
C) paint () D) Graphics()
121. Applet class itself a subclass of -----
 A) Container class **B) Panel class** C) Both A&B D) Either A or B
122. <Body>...</Body> This tag contains the main text of the -----.
 A) **Web pages** B) Home pages C) Both A&B D) None of these
123. In ----- tag place where <applet> tag is declared.
 A) <HTML> B) <Head> C) <Title> **D) <Body>.**
124. Anchor tag is used to add -----.
 A) Applet B) Attributes **C) Hyperlinks** D) None of these
125. Applet works in a ----- environment.
 A) Peacefull B) Digital **C) Graphical** D) Both A&B

126. A file is collection of related -----

- A) Data B) Function **C) Records** D) None of these

127. Characters in Java are ----- character compared of two bytes.

- A) Unicode** B) Multicode C) Either A or B D) None of these

128. First step of the Java applet is -----

- A) Declaration **B) Initialization** C) Both A&B D) None of these

129. The initialization occurs ----- time in the applet life cycle.

- A) 1** B) 2 C)3 D)5

130. ----- Which is developed by someone and stored in remote computer?

- A) Remote applet** B) Local applet C) Remote system D) None of these

K2 level questions:

1. Examine Java.

Ans: Java is a general purpose object oriented programming language developed by sun micro system of USA in 1991. Java is a simple, reliable, portable and powerful language.

2. List out the Java Tokens.

Ans: The five types of java tokens are: Reserved keywords, Identifiers, literals, operators, separators.

3. Classify the Java programme structure.

Ans: The java programme structure are divided into sections as documentation sections, package section, Import statements, Interface statement, class definitions and main method class.

4. List out the Java statements.

Ans: The java statements are of five types, they are Expression statement, labelled statement, Synchronization statement, Guarding statement.

5. Examine Variables.

Ans: A variable is an identifier that denotes a storage location used to store a data value. They must not begin with a digit uppercase and lower case is distinct.

6. Categorize the types of Constants.

Ans: The types of constants are Integer constants, Real constants, Single character, and string Constants and backslash character constants.

7. Categorize the types of Data types.

Ans: The data types are integer types, floating point types, character types, and Boolean types

8. Classify Operators.

Ans: Arithmetic operator, Relational operator, Logical operator, Assignment operator, increment and deferment operator, conditional operator, bitwise operators, special operator

9. Examine Operators.

Ans: An operator is a symbol that tells the computer to perform certain mathematical or logical manipulations.

10. Examine Constants.

Ans: Constants in java refer to fixed values that do not change during the execution of a program.

11. Classify Decision making statement.

Ans: If statement
Switch statement
Conditional operator statement

12. Classify Control structure.

Ans: Entry controlled loop
Exit controlled loop

13. Examine Classes.

Ans: Java program is a true object-oriented language and therefore the underlying structure of all Java program is classes

14. Analyze Objects.

Ans: The state and behaviour of the basic program components known as objects.

15. Inspect Methods.

Ans: The functions are called methods. Functions include encapsulation, inheritance, and polymorphism.

16. Contrast Constructor.

Ans: Member function has the same name as the class itself is called constructor.

17. Examine Method Overloading.

Ans: Java creates methods that have the same name but different parameter lists and definitions called method overloading.

18. Examine Inheritance.

Ans: The mechanism of deriving a new class from an old one is called inheritance.

19. Dissect Static members.

Ans: The members that are declared under the keyword static is called static members.

20. Categorize the Visibility or Access modifiers.

Ans: Public
Private
Protected

21. Examine Array.

Ans: An array is a group of contiguous or related data items that share a common name.

22. Simplify String.

Ans: String represents a sequence of character.

23. Examine String buffer class.

Ans:String Buffer is a peer class of string. String Buffer creates Strings of flexible length that can be modified in terms of both length and content.

24. Examine String methods.

Ans: The string class defines a number of methods that allow us to accomplish a variety of string manipulation tasks.

25. Analyze Interface.

Ans: An interface is basically a kind of class. Interface do not specify any code to implement these methods and data fields contain only constants.

26. Examine Accessing interface variable.

Ans: Interface a set of constants that can be used different classes is called accessing interface variable.

27. Survey Packages.

Ans: Packages are Java's way of grouping a variety of classes and or interface together packages act as "container " for classes.

28. Classify Packages.

Ans: API packages
Defined packages

29. Categorize the types of Package statement.

Ans: The first statement allows the specified class in the specified packages to be imported. The second statement imports every class contained in the specified packages

30. List out the types of Array.

Ans: One dimensional array
Two dimensional array

31. Examine Multithreading.

Ans: Modern operating systems such as windows95 and windows x p may recognize that they can execute several programs simultaneously .The ability is known as multitasking in system's terminology, it is multithreading.

32. Examine Single threading program.

Ans: A thread is similar to a program that has a single flow of control. It has a beginning, a body, an end.

33. Contrast Concurrency.

Ans: The ability of language to support multithreads is referred to as concurrency.

34. Examine lightweight threads.

Ans: Threads in java are subprograms of a main application program and share the same memory space, they are known as lightweight threads or lightweight process.

35. Examine Time-slicing.

Ans: The process of assigning time to threads is known as time-slicing.

36. Examine Deadlock.

Ans: When two or more threads are waiting to gain control of resources. The condition on which the waiting threads rely on to control does not happen. This result is in what is known as deadlock.

37. Analyze Errors.

Ans: Error is the wrongs that can make a program go wrong. An error may produce an incorrect output or terminate the execution of the program.

38. Dissect Exception.

Ans: An exception is a condition that is caused by a run time error in the program.

39. Discover Exception handling.

Ans: If the program to continue with the execution of the remaining code, then they try to catch the exception object and then the displaying an appropriate message for taking corrective actions. This task is known as exception handling.

40. List out the Java exception.

Ans: Checked exception
UnChecked exception

41. Examine Applet.

Ans: Applet is a application program that can perform arithmetic operations display Graphics, play sounds, accept user inputs Create animation and play interactive games.

42. Survey Applet viewers.

Ans: Applet can be transported over the internet from one computer to another and run using the applet viewer.

43. Examine Local applets.

Ans: An applet developed locally and stored in local systems is known as a local applet.

44. Examine Remote applet.

Ans: A remote applet is that which is developed by someone else and stored on a remote computer connected to the internet.

45. Classify Applet life cycle.

Ans: Born on initialization state
Running state
Idle state
Dead or destroyed state

46. Examine Initialization State.

Ans: Applet enters the initialization state when it is first loaded This is achieved by calling the `init()` method of applet class.

47. Discover Event handling.

Ans: Event handling is a mechanism that is used to handle events generated by applet .

48. Examine Event listeners.

Ans: The event listener's object contains methods for receiving and processing events notification send by the source object.

49. Simplify File.

Ans: A file is a collection of related records placed in particular area on the desk.

50. Discover Serialization.

Ans: The process of reading and writing objects is called object serialization.

K3 level questions:

1. Examine java programming.
2. Categorize the simple java program with example.
3. Examine Java tokens and classify it types.
4. Examine java and analyze the statements.
5. Classify and survey about two types of Java programming.
6. Discover command line arguments.
7. Examine constants and classify its types.
8. Examine variables.
9. Functions involved in implementing Java program.
10. Simplify variables.
11. Explain decision making and branching statements.
12. List out the decision making and looping statements and explain it.
13. Examine Jumps in loops with example.
14. Examine labeled loops with example.
15. Theme of defining a class with example.
16. Examine constructor with example.
17. Examine inheritance and classify it types.
18. Motive of final variables.
19. Motive of overriding of methods.
20. Categorize visibility control.
21. Examine the two types of array.
22. Examine string array with example.
23. Survey about interface.
24. Analyze Extending interface.
25. Analyze Implementing interface.
26. Assume and examine accessing interface variables.
27. Distinguish class and interface.

28. Examine packages.
29. Functions involved in creating package.
30. Relationship of class with package and analyze it.
31. Examine multi-threading with example.
32. Compare multi-threading and multi-tasking.
33. Functions involved in creating package.
34. List out the steps involved in running state.
35. Write the motive of synchronization.
36. Write the functions involved in implementing runnable interface.
37. Examine error and list out its types.
38. List out the runtime errors.
39. Examine exceptions.
40. Write the motive of thread priority.
41. Categorize the types of applet.
42. Distinguish between applet and application.
43. Discover the applet life cycle.
44. Examine applet and applet tag.
45. Functions involved in adding applet to HTML file and analyze it.
46. Examine passing parameters to applets.
47. Simplify managing input/output files in Java.
48. Test out the stream concept.
49. Test out the stream classes.
50. Categorize the input stream classes.

K4&K5 level questions:

1. Explain Java and importance of Java.
2. Explain Java tokens.
3. Evaluate Java statements.
4. Determine Java program structure.
5. Explain constants and variables.
6. Explain Java data types.
7. Justify JVM implementing Java program
8. Explain constant and its types.
9. Choose any three of operators and explain it.
10. Justify operators and its types.
11. Explain the types of decision making and branching statements with example.
12. Explain the types of decision making and looping statements with example.
13. Write the opinion about jumps and labeled loops
14. Explain classes and defining a class.
15. Estimate constructor with example.
16. Explain inheritance and its types with example.
17. Compare constructor with methods overloading.
18. Determine overriding methods with example.
19. Compare final variables, methods and class.

20. Explain visibility control and its types.
21. Explain array and its types.
22. Estimate string arrays and string buffer class.
23. Justify interfaces and write functions involved in defining interfaces.
24. Determine interfaces and extending interfaces.
25. Determine interfaces and implementing interfaces.
26. Justify accessing interface variables.
27. Evaluate packages and explain its types.
28. Explain creating packages.
29. Explain accessing packages.
30. Write importance of adding class to a package.
31. Evaluate creating and extending the thread.
32. Explain stopping and blocking a thread.
33. Criteria of forming thread.
34. Explain multi-thread and thread priority.
35. Estimate errors and its types.
36. Explain interface and implementing 'runnable' interface.
37. Explain syntax of exception handling code.
38. Explain exceptions and its types.
39. Explain errors and importance of runtime errors.
40. Determine multiple catch statements.
41. Justify applets and its types.
42. Estimate applets and application.
43. Evaluate applet life cycle.
44. Explain Adding applet to HTML file.
45. Explain passing parameters to applets.
46. Estimate aligning the display.
47. Justify displaying numerical value.
48. Explain input stream classes.
49. Explain output stream classes.
50. Evaluate character stream classes.
