

18UIT204 - Programming in Java

UNIT 1

1. Encapsulation concept in java is
A. Hiding complexity B. method hiding C. Hiding constructor D. None
2. Runtime polymorphism feature in java is
A. method overriding B. method overloading C. constructor overloading D. operator overloading
3. Java does not support _____?
A. Inheritance **B. Multiple inheritance for classes** C. multiple inheritance of interfaces
D. compile time polymorphism
4. Java object oriented programming concepts is/are
A. Encapsulation B. Inheritance C. polymorphism **D. All of the above.**
5. Following concept can be used for encapsulation in java programs
A. Wrapping data fields with methods B. Hiding data and internal methods using access modifiers in a class C. Using Interfaces **D. All of the above**
6. Exposing only necessary information to clients (main programs, classes) is known as
A. Abstraction B. Encapsulation C. Data hiding D. Hiding complexity
7. Hiding the complexity in program is known as
A. Abstraction **B. Encapsulation** C. Data hiding D. Composition
8. For Cat and Animal class, correct way of inheritance in java is
A. class Cat extends Animal B. class Animal extends Cat C. Both are correct way D. None is correct way
9. In a class, encapsulating an object of another class is called
A. Composition B. Inheritance C. Encapsulation D. None
10. IS-A relationship in java is related to
A. Inheritance B. Encapsulation C. Composition D. None

UNIT 2

1. Which of the following is/are true statements?

A. A class can extend only one class but can implement many interfaces

B. An interface can extend many interfaces C. An interface can implement another interface

D. An interface can implement a class

2. Which class cannot be sub classed?

A. final class B. object class C. abstract class D. child class

3. Which is/are false statements

A. final class cannot be inherited B. final method can be inherited

C. final method can be overridden D. final variable of a class cannot be changed.

4. Which cannot be inherited from a base class in Java programming

A. Constructor B. final method C. Both D. None

5. Which cannot be inherited from a base class in Java programming?

A. Cannot override private method of a class B. Protected methods are visible to only immediate child class C. Public methods of a class are visible to all. **D. All**

6. To prevent a class to be inherited / extended, the class should be

A. final class B. abstract class C. final and abstract both D. none

7. In which java oops feature one object can acquire all the properties and behaviours of the parent object?

A. Encapsulation **B. Inheritance** C. Polymorphism D. None of the above

8. Java inheritance is used

A. for code re-usability B. to achieve runtime polymorphism

C. Both of the above D. None

9. Which keyword is used to declare an interface in java?

A. class **B. interface** C. implements D. abstract

10. A java interface can contain ———

A. public static Final Variables only B. public Abstract methods

C. Abstract methods(unimplemented) and implemented methods both

D. public static Final Variables and abstract methods both

UNIT 3

1. Which are true statements about an interface in java?

A. An interface can extend another interface B. We can create object of an interface in java

C. An interface can have constructor D. None

2. Which of the following contains only unimplemented methods?

A. Class B. Abstract class **C. Interface** D. None

3. A class inherits an interface using which keyword?

A. extends **B. implements** C. inherit D. none

4. Final keyword in java is used with

A. class B. class fields C. class methods **D. All of the above**

5. False statement about final method in java

A. Value of final variable cannot be changed once initialized.

B. Final method is inherited but we cannot override it

C. If you make a class final then you cannot extend the class

D. Constructor can be declared as final.

6. Super keyword in java is used to

A. Refer immediate parent class instance variables.

B. Invoke immediate parent class methods. C. Invoke immediate parent class constructor.

D. All

7. True statement about extending a class in java is

A. A class can extends only one another class **B. A class can extends multiple classes.**

C. A class can extends multiple interfaces. D. None

8. Correct statement about a class and interface is/are

- A. An interface can extend multiple interfaces B. A class can implement multiple interfaces.
C. Java support multiple inheritance using interfaces. **D. All of the above.**

9. False statements about an Abstract class in java

- A. Abstract class act as a base class and can be extended B. Abstract class cannot be instantiated.
C. It can contain only abstract methods. D. All of them are correct

10. Correct differences between throw and throws in java is/are

- A. throw keyword is used to throw an exception explicitly whereas throws clause is used to declare an exception.
B. By using Throw keyword, we cannot throw more than one exception but using throws we can declare multiple exceptions
C. throw is used inside method body to invoke an exception and throws clause is used in method declaration (signature).
D. All of them are correct.

UNIT 4

1. Unchecked exception caught at

- A. compile time **B. run time** C. Both at compile and run time D. None

2. Which is the super class of all java exceptions classes?

- A. Exception B. RuntimeException **C. Throwable** D. IOException

3. Direct subclass of Throwable in Java

- A. Exception B. Error **C. Both A & C** D. None

4. In java multi-threading, a thread can be created by

- A. Extending Thread class B. Implementing Runnable interface
C. Using both D. None

5. Which method is called internally by Thread start() method?

- A. execute() **B. run()** C. launch() D. main()

6. What is maximum thread priority in Java

- A. 10** B. 12 C. 5 D. 8

7. How many ways a thread can be created in Java multithreading?

- A. 1 **B. 2** C. 3 D. 4

8. Which method is used to make main thread to wait for all child threads

- A. Join ()** B. Sleep () C. Wait () D. Stop ()

9. Default value of a java thread is

- A. 0 B. 1 **C. 5** D. 10

10. If a priority of a java thread is 3 then the default priority of its child thread will be

- A. 0 B. 1 C. 5 **D. 3**

UNIT 5

K1 Level Questions

1. Arrays in Java are implemented as?

- a) class **b) object** c) variable d) none of the mentioned

2. Which of these cannot be declared static?

- a) class **b) object** c) variable d) method

3. Which of these keywords is used to prevent content of a variable from being modified?

- a) final** b) last c) constant d) static

4. Which of these class is superclass of every class in Java?

- a) String class **b) Object class** c) Abstract class d) ArrayList class

5. Which of these method of Object class is used to obtain class of an object at run time?

- a) get() b) void getClass() **c) Class getClass()** d) None of the mentioned

6. Which of these keywords can be used to prevent inheritance of a class?

- a) super b) constant c) class **d) final**

7. Which of these keywords cannot be used for a class which has been declared final?

- a) abstract** b) extends c) abstract and extends d) none of the mentioned

8. String in Java is a?

a) class b) object c) variable d) character array

9. Which of this method of String class is used to obtain character at specified index?

a) char() b) Charat() c) charat() **d) charAt()**

10. Which of these keywords is used to refer to member of base class from a subclass?

a) upper **b) super** c) this d) none of the mentioned

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K2 Level Questions

UNIT 1

1. Recall polymorphism?
2. Who is a designer of Java programming concepts?
3. How many concepts are there in oops concepts?
4. What is mean by dynamic?
5. Define byte code
6. How to pass an argument to an main class?
7. What is class?
8. How many keywords are there in Java?
9. Why the Java is known as virtual machine?
10. What are command line arguments?

UNIT 2

1. Define class.
2. How are the methods and fields are declared in class.
3. Why do we need to create an object for an class.
4. What is an constructors?
5. What will happen when method or variable is prefixed as static?
6. What is inheritance?
7. What keyword is used in inheritances.
8. How single inheritances is differ from multilevel inheritances.
9. Write the various name of subclass.
10. What is method overriding?

UNIT 3

1. What are packages?
2. Write the types of packages.
3. Which packages is used to creating classes for networking.
4. Write the work of awt package
5. How the package is created.
6. Write syntax for accessing package.
7. Write two use of user define package.
8. Is static import? How is it useful?
9. How do we add a class or an interface to a package?

10. How to access the contents of a packages

UNIT 4

1. What are the types of error?
2. Define error.
3. List out any two compile time errors.
4. What is exception?
5. Define **Null Pointer Exception**.
6. How the **catch** statement ends?
7. What is **catch** statement?
8. How do we define a **try** block?
9. What is the use of **Handle** the exception?
10. How the Exceptions in java are categorized

UNIT 5

1. List out the alignment in the applet.
2. What is <HR>
3. What is TextEvent in event handling?
4. What is the method used in handling events?
5. How the applet treat the inputs?
6. Name the method to draw an hallow oval in graphics class.
7. What is fillArc()method?
8. Define AWT.
9. What is Jbutton?
10. What are the coordinates take place in drawLine()method?

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K3 Level Questions

UNIT 1

1. Explain about the different forms of object oriented programming.
2. Define any five features of Java.
3. Explain about various systems required for internet programming.
4. Give any brief explanation about the structure of a typical Java program.
5. Java virtual machine. Explain.

UNIT 2

1. Define constructors with example.
2. Explain about fields and method declaration.
3. Recall static methods.
4. Define inheritances and short description of their types.
5. Explain types of inheritances.

UNIT 3

1. Explain API packages and their uses.
2. How the packages are created give clear steps and define.
3. Explain about adding class to a package.
4. Describe static import. How is it useful?
5. Define package. Explain their types.

UNIT 4

1. Demonstrate the lifecycle of the applet
2. Summarize about the designing a web page
3. Illustrate about event handling
4. Compare and contrast the applet and application
5. Discuss the steps involved in developing and running a local applet

UNIT 5

1. Illustrate a program to draw lines and rectangles using graphics class
2. Summarize about the AWT packages
3. Describe about input and output stream classes and give an example
4. Compare and contrast the interactive input and output
5. Explain about the Random Access Files

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K4 & K5 Level Questions

UNIT 1

1. Analyze the concept of object oriented programming.
2. Conclude the benefits and application of oops concepts.
3. Dissect the Java features and the usage of Java in web browser.
4. Examine the creation of Java program and the installing various classes in it.
5. Discuss about the constants and variable in Java.

UNIT 2

1. Simplify the object and methods used in the Java.
2. Evaluate the concept of constructors.
3. Examine the extending concept in Java.
4. Survey the array and its types briefly.
5. Categorize the interface and its applications.

UNIT 3

1. Demonstrate the API package and uses in Java.
2. Explain the user define package and take part in the program.
3. Analyze the usage of packages and the addition and hiding of classes in Java
4. Classify the lifecycle of a thread
5. Divide types of error and explain each

UNIT 4

1. Categorize the three ways of drawing polygons
2. Classify the AWT package and examine the swings
3. Classify the different stages in the life cycle of an applet.distinguish between init() and start() methods
4. Examine the various section of web page
5. List out the event handling and explain it

UNIT 5

1. Explain about the Random Access File
2. Compare the reading/writing bytes and write program for copying bytes from one to another
3. Analysis the character stream classes and examine the other useful I/O classes
4. Distinguish between byte stream classes and character stream classes with a program
5. Examine the handling of primitive data type in files.