SAIVA BHANU KSHATRIYA COLLEGE

(Aruppukottai Nadargal Uravinmurai Pothu Abi Viruthi Trustuku Pathiyapattathu)

ARUPPUKOTTAI

DEPARTMENT OF BCA

QUESTION BANK

Name of the Department :	Computer Applications	UG / PG :	UG
Semester (UG - III & V; PG - III) :	III	Subject Code :	SCAJC31
Name of the Subject :	Java Programming		

Section A (Multiple Choice Questions)

Unit I: (Java Evolution, overview of Java language, Constants, variables and data types, Operators and expressions, Decision making and branching, Decision making and looping)

1. Java does not support _____ overloading
   (a) constructor (b) Function (c) operator (d)None
2. JVM stands for
   (a) Java Virtual Machine (b) Java Virtual mode (c) Java Virtual Memory (d)None
3. Variables declared and used inside methods are called _____ variables.
   (a) class (b) local (c) instance (d) function
4. When the branching is based on a particular condition, it is known as _____ branching.
   (a) Decision (b) Unconditional (c) Conditional (d) None
5. The process of repeatedly executing a block of statements is known as _____.
   (a) repeat loop (b) infinite loop (c) Looping (d) None

Unit II: (Classes, objects, and methods, Arrays, strings and vectors, Interface)

6. _____ have the same name as the class itself.
   (a) Method (b) Destructor (c) Constructor (d) None
7. Java does not directly implement _____ inheritance.
   (a) Hierarchical (b) Hybrid (c) Multilevel (d) Multiple
8. Which of these class object can be used to form a dynamic array?
   (a) Array (b) Map (c) Vector (d) Array list & Vector
9. Which of these access specifiers can be used for an interface?
   (a) all of these (b) Private (c) Protected (d) Public
10. Vector class contained in the java _____ package.
    (a) applet (b) awt (c) lang (d) util

Unit III: (Packages and Multithreaded programming)

11. Network class contained in the java _____ package.
    (a) applet (b) awt (c) lang (d) net
12. Which of these is a mechanism for naming and visibility control of a class and its content?
    (a) Interface (b) Packages (c) Object (d) None of these
13. Which of the following package stores all the standard Java classes?
    (a) lang (b) java (c) util (d) java.package
14. A _____ is similar to a program that has a single flow of control.
    (a) multi task (b) multi thread (c) thread (d) interface
15. _____ means that the processor has given its time to the thread for its execution.
    (a) running (b) runnable (c) blocked (d) new born

Unit IV: (Managing errors and Exceptions, Applet Programming)

16. An _____ is a condition that is caused by a run time error in the program.
    (a) Exception (b) Inheritance (c) thread (d) Function
17. _____ exception is caused by math errors such as division by zero.

(a) arithmetic (b) number format (c) number (d) null

18. _____ block can be used to handle any exception generated within a try block.
    (a) catch (b) throw (c) finally (d) try
19. _____ are small java programs that are primarily used in Internet computing.
    (a) static member (b) exception (c) thread (d) Applet
20. Applet moves to the _____ state to perform some output operations on the screen.
    (a) display (b) running (c) Printable (d) print

Unit V：(Graphics programming, Managing Input /Output files in Java)

21. _____ method is used to draw a straight line.
    (a) straight line (b) drawline (c) line (d) mx+c
22. The graphics class is resides in _____
    (a) java.util (b) java.lang (c) java.applet (d) java.awt
23. Which of these is a type of stream in java?
    (a) long stream (b) byte stream (c) short stream (d) integer stream
24. Which of these classes are used by Byte streams for input and output operation?
    (a) InputStream (b) OutputStream (c) ReaderStream (d) InoutStream
25. Which of these is used to perform all input & output operations in Java?
    (a) streams (b) variables (c) classes (d) methods

Section B (7 mark Questions)

Unit I：(Java Evolution, overview of Java language, Constants, variables and data types, Operators and expressions, Decision making and branching, Decision making and looping)

26. Explain about Java features.
27. Explain about JVM.
28. Explain any three constants.
29. Explain about java program structure.
30. Explain about Java Environment and JDK.

Unit II：(Classes, objects, and methods, Arrays, strings and vectors, Interface)

31. Explain about method overloading and overriding methods.
32. Explain about constructors and nesting of methods.
33. Explain about final class, variable and method.
34. Explain about string and its methods.
35. Explain about array and its types.

Unit III：(Packages and Multithreaded programming)

36. Explain about Java API packages.
37. How to use the system package.
38. How to create a package and how to access it.
39. How to adding a class to a package.
40. Explain about thread priority.

Unit IV：(Managing errors and Exceptions, Applet Programming)

41. Explain about errors and its types.
42. Explain about exceptions and its types.
43. How to create a multiple catch statements and use of finally statement.
44. Write a java program for adding two numbers using interactive input to an applet.

45. How to create an executable applet and how to run it.

Unit V：(Graphics programming, Managing Input /Output files in Java)

46. Write a Java program to draw circles using control loops in Applets.
47. Explain about concept of streams and its classes.
48. Explain how to draw polygons in graphics programming.
49. Explain about character stream classes.
50. How to read and write characters and bytes.

Section C (10 mark Questions)

Unit I：(Java Evolution, overview of Java language, Constants, variables and data types, Operators and expressions, Decision making and branching, Decision making and looping)

51. Explain briefly about operators and its types.
52. Explain briefly about decision making and looping.

Unit II：(Classes, objects, and methods, Arrays, strings and vectors, Interface)

53. Explain briefly about inheritance and its types.
54. Explain briefly about interface and its implementation.

Unit III：(Packages and Multithreaded programming)

55. Explain briefly about life cycle of thread.
56. Discuss about creating threads and how to extending the thread class.

Unit IV：(Managing errors and Exceptions, Applet Programming)

57. Explain briefly about applet life cycle.
58. How to design a dynamic web page using HTML.

Unit V：(Graphics programming, Managing Input /Output files in Java)

59. Explain briefly about byte stream classes.
60. i. Explain briefly about graphics class and its methods.
    ii. Write a Java program for drawing lines and rectangles using graphics.