T.Y.B.B.A. (C.A.)

CA 503 : CORE JAVA(2019 Pattern) (Semester -V)

2 Marks Question

1. What is a java program structure?
2. Define this Keyword.
3. Explain in detail the data types in java?
4. What is an Interface?
5. What is the use of Reader and Writer class?
6. Which method is used to specify containers layout with syntax.
7. What is the default layout for Frame and Panel?
8. Explain Modifiers and Access Controls used in java.
9. List and explain any 2 in-built exceptions.
10. Describe any two features of Java programming Language.
11. Define Collection.
12. Define Static Keyword.
13. What is difference between Array and Array List?
14. Write advantages of Inheritance.
15. What is use of New operator?
16. How to create and access package in java.
17. What is difference between paint() and repaint().
18. What is Finalize() Method?
19. Write any two advantages of Inner Class
20. What is Java?
21. What is an Exception?
22. Enlist types of Inheritance.
23. What is AWT?
24. State the purpose of throw keyword.
25. What is Abstract class?
26. What is an event?
27. What is Method Overloading?
28. Why Java is a architectural neutral language?
29. Define Encapsulation.
30. Explain the purpose of getContentPane().
31. Explain in detail the features of Java.

4 Marks Question

32. What are the rules for method overloading and method overriding?Explain it with example.
33. Differentiate between interface and abstract class.
34. Explain the concept of exception and exception handling.
35. What are the different types of streams? Explain in details.
36. Write a java program to display alternate character from a given string.
37. Write a Java program to calculate area of Circle, Triangle & Rectangle.(Use Method Overloading).
38. Write a java program to search given name into the array, if it is found then display its index otherwise display appropriate message.
39. Write a java program to display ASCII values of the characters from afile.

40. Write a java program to display multiplication table of a given number
41. into the List box by clicking on button.
42. What is collection? Explain Collection framework in details.
43. Difference between Swing and AWT.
44. Create a package named Series having three different classes to print series:
    a) Fibonacci series
    b) Cube of numbers
    c) Square of numbers
45. Write a java program to generate 'n' terms of the above series
46. Write a 'java' program to check whether given number is Armstrong ornot. (Use static keyword)
47. Write a 'java' program to copy only non-numeric data from one file to another file.
48. Define new operator.
49. Define term finalize () method.
50. Define package with all the steps for package creation.
51. Write Features of Java in detail.
52. What is polymorphism? Explain its types.
53. What is difference between constructor and method? Explain types ofconstructors.
54. Write a Java program to calculate power of number using recursion.
55. Write a Java program using AWT to display details of Employee (emp_id, emp_name, emp addr) from user and display it on the next frame.
56. Write a Java program to print Fibonacci Series.
57. Write a Java program to calculate area of circle, Triangle and Rectangle(Use Method over loading)
58. Explain try and Catch with example.
59. What is applet? Explain its types.
60. What is Array? Explain types of array in detail.
61. Write a java program to copy the dates from one file into another file.
62. How to create and access package in Java? Explain it with example.
63. What is Collection Framework? Explain any two interfaces used inCollection Framework.
64. Write a Java program to display contents of file in reverse order.
65. Write a Java program to find maximum number in array.
66. Multiple Inheritance.
67. Final Keyword.
68. Abstract Class
69. Write a Java program using AWT to display details of Customer (cust_id, cust_name, cust_addr) from user and display it on the next frame.
70. Differentiate between interface and abstract class.
71. Write a java program to count number of Lines, words and characters from a given file.
72. What is exception? Explain its keyword with example.
73. Why the main() method is public static? Can we overload it? Can we run java class without main() method?
74. Explain java.util Package.
75. Write a package MCA which has one class student. Accept student details
76. through parameterized constructor. Write display() method to displaydetails. Create a main class which will use package and calculate total marks and percentage.
77. How Multiple Inheritance is achieved in java? Explain.
78. What is 'this' keyword? Explain with suitable example.

79. What is recursion in Java? Write a Java Program to find factorial of a given number using recursion.
80. Explain method overloading and method overriding in detail.
81. Write a Java program to design email registration form. (Use swingcomponents)
82. What is Layout Manager? Explain any one in detail.
83. How to create String in java? Explain any four functions of String.
84. Write a java program to accept''n' integers from the user & store them in an ArrayList Collection. Display the elements ofArrayList collection inreverse order.
85. Write short note on any two: [Out of Three]
    a) Vector
    b) Types of constructor.
    c) Anonymous class