Question Bank (G scheme)

Name of subject: JAVA PROGRAMMING   **Unit Test :II**

Subject code: 17515   **Course : IF**

Semester: V

CHAPTER:-3 Interface & Package(12 Marks)

3 Marks

1. List any four built in packages from java API along with their use.
2. Write the effect of access specifiers public, private & protected in package.
3. What is package? How to create package? Explain with suitable example.

4 Marks

4. What is Interface? Describe syntax, feature & need of an interface.
5. Write four major differences between an interface & a class.
6. Explain with example how to achieve multiple inheritance with interface.

CHAPTER 4:- Multithreading & Exception Handling (16 Marks)

3 Marks

7. What is Exception? Give different types of exception that could occur during runtime. Why to handle exception?
8. Describe complete life cycle of thread.
9. What is thread priority? Write are the default values? Write methods to get & change priority of thread.
10. What is thread? What is difference between multiprocessing & multithreading?

4 Marks

11. What is synchronization? How do we achieve it?
12. Write a program to define two threads. One thread will print 1 to 10 no whereas other will print 10 to 1 nos.
13. Explain the following terms with respect to exception handling:
    a. Try/Catch
    b. Throw
    c. Finally
    d. Throws
14. WAP to input name & age of a person and throw an user-define exception, if the entered age is negative.

CHAPTER 5:- Applets & Graphics(20 Marks)

3 Marks

15. Explain applet life cycle with suitable example.
16. Differentiate between java applet & java application.
17. Explain <PARAM> tag of applet with suitable example.
18. Explain <applet> tag with all its major attributes.

4 Marks

19. Write an Applet to accept a username in the form of parameter and print "Hello <username>".
20. Write the steps involved in developing and running a local applet.
21. Describe any four methods from graphics class.

CHAPTER 6:- Streams & File I/O(12 marks)

3 Marks

22. Write a program to read a file (using character stream).
23. Explain serialization in relation with stream class.

4 Marks

24. Describe different stream classes.
25. Write a program to copy content of one file to another using character stream class.