B.Sc. V Sem.
Programming in Java

Important Topics

Unit-I:

1. Explain various features of Java.
2. Data Types in Java
3. Explain the Structure of Java Program. Briefly explain compilation and execution process in Java.
4. Explain various Control Statements in Java.(If statements, Loops, Switch case, break and continue.)
5. Define Classes and Objects. Explain the process of creating objects in Java

Unit-II:

1. Define Constructor with an example.
2. What is Garbage Collection?
3. Constructor Overloading vs Method Overloading.
4. Write a program using Two-Dimensional Array (Matrix Multiplication)
5. Define Inheritance. Explain various types of Inheritance.
6. Compare Abstract Classes vs Interfaces.
7. Compare Classes vs Interfaces. (or) Explain the keywords – "extends" and "implements".
8. Explain the process of creating and accessing a Package in java
9. Define Wrapper classes.
10. Explain the various methods of String and StringBuffer classes.

Unit-III:

1. Define Exception. Name various types of Exception.
2. Explain Exception Handling Techniques in Java (try.. catch, finally, throws etc.)
3. Explain the process of creating User-defined Exception.
4. Explain the process of creating Threads in Java. (or) Compare Thread class vs Runnable interface.
5. Thread Life Cycle
6. Briefly explain Thread Priority in Java
7. What is Thread Synchronization?
8. Explain java.io & java.util packages.
9. FileInputStream vs FileOutputStream
10. BuferredInputStream vs BufferedOutputStream

Unit-IV:

1. Applet Life Cycle.
2. Explain the process of creating an Applet with an example.
3. Explain AWT Components (Label, Button, Text Field, Checkbox etc.)
4. Explain Event Handling and Event Listeners in Applets
5. Differentiate AWT and Swings.
6. Components of Swings.
7. JDBC Drivers