

ST. ANN'S COLLEGE OF ENGINEERING & TECHNOLOGY: CHIRALA
DEPARTMENT OF COMPUTERS SCIENCE & ENGINEERING

Subject: JAVA PROGRAMMING (R16)
Year & Sem/Section: II-II SEM 'A' & 'B' & 'C'

Academic Year: 2017-18

First 3 Units Assignment Questions (AQs)

Unit 1:

1. A) Discuss the principles of Object oriented languages in detail?
B) What is the role and responsibility of JVM in program execution?
2. List and Explain Java buzzwords. Which factors are making java famous language?
3. Compare the procedural language with object oriented language?
4. Briefly explain the following concepts. a) Abstraction b) Polymorphism
5. List and Explain the principles of OOP.
6. Explain precedence rules and associativity concept.
7. What are the primitive data types in Java? Write about types conversions?
8. Discuss various control statements structures?
9. List and explain about the operators in java.
10. Explain about primitive type conversion and casting.

Unit 2:

1. Illustrate constructor overloading.
2. With program illustrate the use of command line arguments?
3. What is constructor? What is its requirement in programming? Explain with program?
4. How to create objects? Does Java support object destruction? Justify your answer.
5. Explain about method overloading with example program.
6. What do you mean by static class and static method? Can we make an instance of Abstract class? Justify your answer with an example?
7. Explain various access specifiers supported by Java.
8. Write about the garbage collection.
9. (a) illustrate the usage of 'this' keyword.
(b) List out the various uses of 'static' keyword usage.
10. Explain the concept of nested classes with example program.

Unit 3:

1. What are different types of inheritances? Discuss with example for each?
2. A) Explain creating packages and accessing a package with example.
B) What is exception? How exceptions are handled in Java programming? Explain
3. What are the uses of "super" key word? Explain with example.
4. With suitable code segments illustrate various uses of "final" keyword.
5. What is method overriding? Explain with example program.
6. What is the abstract class? Explain how it is useful in Inheritance.
7. (a) Explain the Concept of Interface with example program.
(b) What is the difference between an interface and an abstract class?
8. Explain creating packages and accessing a package with example.
9. What are the various types of exceptions available in Java? Also discuss on how they are handle?
10. (a) How to define a user exception in a program? Illustrate with an example?
(b) What is the use of Assertions? Explain with example.