Subject: Object Oriented Programming (Java)

Unit I

1. Enlist & explain important characteristics of OOP.
2. Explain salient attributes of Java programming.
3. WAP in Java to exchange the values of two variables without using 03 variable.
4. What is type conversion & casting? Explain using suitable example.
5. Give the difference between procedure language and OOP.
6. What are various operator in Java? Explain each with suitable example.
7. What are keywords? Enlist & explain various keywords in Java.
8. WAP to obtain maximum of 03 variables in Java
9. WAP in java to obtain the sum of all even numbers (1 to 50)using for loop.
10. Implement a java program to display last digit of a given number.

Unit II

1. What is constructor? Explain default constructor using suitable example.
2. WAP in Java to create a method called ‘max( )’ to obtain maximum of two
3. numbers, use class object to call it & display the output.
4. Give the difference between class variables & local variables.
5. Write a java program to instantiate & initialize the object.
6. Explain the significance of ‘this’ keyword in java.
7. What is garbage collection? How it is performed in java?

Unit III

1. What is Inheritance? Explain its various types.
2. Define package using suitable example?
3. WAP in Java to demonstrate multi-level inheritance.
4. What is method overriding? Explain using suitable example
5. What are Super & Final keywords? Explain their significance.
6. Give the difference between abstract class & Interface?

Unit IV

1. Explain following terms with suitable syntax & examples?
   1) Exception 2) Try 3) Catch 4) Throw 5) Throws 6) Finally

2. Implement file write operation using FileWriter class object to write into a file named “Data.txt”.

3. WAP in Java to demonstrate Arithmetic Exception Handling using try-throw- catch block.

4. What are user defined Exceptions? Explain using suitable example.

5. Write a java program which can Read into a file? Use scanner class object to achieve the same.

Unit V

1. Explain the significance of Applet tag with its various parameters.

2. Give the difference between paint() & repaint() methods.

3. Give the difference between application program & applet.

4. Give the difference between getDocumentBase() & getCodeBase() methods.

5. Explain the applet life cycle using suitable diagram.

6. Explain the Color & Font class methods in applet using suitable examples.

Unit VI

1. Explain the Event Delegation Model. What are the various steps suggested by it for event handling?

2. What are various Key Events? Implement the KeyListener to handle the same?

3. Enlist & Explain all the Mouse Events which are handled by MouseListener & MouseMotionListener?

4. Give the significance of adapter class in Event Handling?

5. Write a java applet program to create Button & handle all the related events of it?

6. Write a java applet program to create a file menu having options as new, save,open, print, close.