Department Of Computer Science

Class: - B.Sc.-IV th sem

Sub: - Computer Science-Paper-I

Unit-I

1. What is JVM ? Explain different features of Java Language.
2. Write a Java program to display the total and average of three numbers.
3. Explain different operators supported by Java programming.
4. Explain Input statement for entering data through keyboard.
5. Explain the bitwise operators in Java.
6. Explain various JDK tools in Java
7. What data types are used in Java? Explain type casting with example
8. Explain the use of break and continue statement as goto statement in Java.
9. What is operator procedure? Give order of precedence of operator of the operators.
10. Why should the main method in Java programming need to be public, static and void? What does string args[ ] mean in main definition ?
11. Explain JVM and execution routine of Java program.
12. Explain Java program structure. Draw a well labelled diagram for Java program structure.
13. Write a program in Java to demonstrate single in

Unit-II

1. Give the difference between method overloading and method overriding.
2. Write a Java program to demonstrate single inheritance.
3. What is interface in Java? Give example to implementing interface.
4. Write a Java program to demonstrate the static method.
5. Explain various access specifiers in Java.
6. Write a program in Java to search an element in two dimensional array
7. Explain implementing and extending interface in Java.
8. Write a program in Java to accept a number from the keyboard and find the factorial of a number.
9. Write a program in Java to demonstrate single inheritance.
10. Write a program in Java to find the largest of three numbers.
11. Explain the switch statement in Java with suitable example.
12. Write a program in Java to find the factorial of the given number N using for loop.

Unit-III

1. What is thread? Explain the life cycle of thread.
2. Explain exception handling with suitable example.
3. What is API package in Java? Explain how a class is added to package.
4. Write a Java program to create an applet that receives three numeric value as input from user and display the largest of three.
5. Define packages. Explain various API packages in Java.
6. Explain the thread life cycle using well labelled diagram.
7. Write an applet to display the message "Hello Java".
8. Explain the exception handling model in Java.
9. Explain thread life cycle.
10. What is exception in Java? Explain how user can handle exception in Java with the help of example using try-catch-final block.
11. What is a package ? What are the steps to add classes and interfaces in a package ? Give suitable example.
12. What are the advantages of Java applets ? Write a program for applet that receives two numerical values as input from the user and then display the sum of these numbers on the screen.

Unit-IV

1. Explain input and output stream in Java.
2. Write a Java program to copy characters from one file to another file.
3. What is event driven programming? Explain with example.
4. Explain graphics object. Write a program that create Java application for drawing rectangle on frame.
5. Write a program in Java to draw an oval.
6. Explain the various containers in Java.
7. Explain layout manager in Java
8. Explain the input-stream class in Java
9. What is an event ? Explain event handling in Java.
10. What is stream ? Write a program in Java that reads data and writes the data from/to files. (Assume suitable file structure)
11. How can we set font style in AWT ? Explain any two font methods.
12. Explain drawLine( ) and drawRect( ) methods of Graphics class in Java with example.