

QUESTION BANK
BCA III YEAR
PAPER-I OBJECT ORIENTED PROGRAMMING USING JAVA

1 _____ is one of the inventors of Java.

- a) Dannis Ritchie b) James Gosling c) Bjarne Strastrup d) Balagurusamy

2 _____ is one of the java features that enables java program to run anywhere anytime.

- a) Object-Oriented b) Multithreaded c) Platform-Independent d) Dynamic & Extensible

3 Java compiler translates source code into _____

- a) Byte code (Virtual Machine Code) b) Bit code c) Machine Code d) User code

4 Java interpreter translates _____ into machine code.

- a) Bit code b) Byte code(Virtual Machine Code) c) Machine Code d) User code

5 The _____ includes hundred of classes and methods grouped into several function packages.

- a) API b) JVM c) JAVAC d) JRE

6 Java does not support _____.

- a) Operator overloading b) Global variable c) Multiple inheritance d) All of above

7 The comparisons can be done with help of _____ operator.

- a) Relational b) Mathematical c) Arithmetic d) Assignment

8 Which of the following is not assignment operator?

- a) += b) = = c) %= d) =

9 Java _____.

- a) Only compiles b) Only interprets c) Compiles and then interprets d) Interprets & then compiles

10 What keyword is used in Java to define a constant?

- a) static b) final c) abstract d) private

11 If two methods have same name but different parameter list then it is called _____

- a) Method overriding b) Method overloading c) Operator overloading d) None of these

12 _____ constructor is created when object of particular class is created.

- a) Default b) Parameterized c) Copy d) None of these

13 We cannot create a subclass of _____ class.

- a) Abstract b) public c) static d) final

14 All syntax errors are known as _____ errors.

- a) Run-time b) Exception c) Logical d) Compile-time

15 Which package is used for creating and implementing applets.

- a) java.lang b) java.util c) java.applet d) java.awt

16 Through the applet life cycle _____ state occur only once.

- a) Running b) Idle c) Born d) None of these

- 17 _____ is a passive control.
 a) TextField b) Label c) Button d) None of these
- 18 _____ is a single line edit control.
 a) TextField b) Label c) Button d) TextArea
- 19 JDBC has been developed under _____.
 a) JCP b) JPC c) JDC d) OBDC
- 20 JDBC application must import _____ package.
 a) io b) sql c) event d) util
- 21 _____ keyword is used to inherit a class.
 a) extend b) extends c) implement d) implements
- 22 _____ operator is used to construct conditional expression.
 a) Dot(.) b) instanceof c) Ternary(?:) d) None
- 23 Which statement is use to terminate loop early?
 a) terminate b) continue c) skip d) break
- 24 Which statement is use to skip the loop and continue with the next iteration?
 a) continue b) terminate c) skip d) break
- 25 JVM stands for _____.
 a) Java Virtual Method b) Java Virtual Machine c) Java Variable & Methods d) Java Versatile Machine

Short Questions

1. Explain the features of OOP.
2. Write down the rules for variable naming.
3. What is meaning of automatic type conversion?
4. List out the types of operators used in Java.
5. How can you use ternary operator?
6. Define the break and continue statements.
7. List out the features of Java.
8. List the primitive and non-primitive data types used in Java.
9. Define method overloading.
10. Define constructor. How do we invoke constructor in JAVA?
11. Define Inheritance. How it is created in Java?
12. Differentiate between Classes and Interface.
13. Define the terms: try, catch.
14. What is Exception?
15. What is thread priority? Write are the default values?
16. Explain the use of JVM.
17. Explain the term polymorphism with an example.
18. Differentiate between java applet & java application.
19. Define the term - stream, reader stream classes, writer stream classes.
20. What is event delegation?

- 21.Explain types of drivers used in JDBC.
- 22.Explain JFrame.
- 23.What is thread?
- 24.What is difference between multiprocessing & multithreading?
- 25.What is type casting?

Long Questions

1. What is Java? Explain the features of Java.
2. Describe the Java environment.
3. Explain the structure of Java program.
4. Explain the data types available in Java.
5. Explain type casting with example.
6. Explain the scope of variable.
7. List out the decision making statements available in Java. Explain with example.
8. List out the looping statements available in Java. Explain with example.
9. Define inheritance. Describe different forms of inheritance.
- 10.Explain super and final keyword with example.
- 11.Write short note on method overloading and method overriding.
- 12.What is exception? Explain the syntax of try block and catch block with an example.
- 13.What is package? What are the benefits of package? Explain Java API packages.
- 14.Explain Applet life cycle in detail.
- 15.What is JDBC? List out JDBC components and types of drivers.
- 16.Write short note on following components.
(1) Label (2) TextField (3) TextArea (4) List (5) Choice (6) Button (7) Checkbox
- 17.What is Interface? Describe syntax, feature & need of an interface.
- 18.Describe complete life cycle of thread
- 19.Write a program to read a file (using character stream).
- 20.Explain different types of constructors in Java.
- 21.What is AWT? What are the various components in AWT?
- 22.When do we declare a method or class abstract? Discuss with one Example.
- 23.Write a short note on Character Stream classes.
- 24.What is Swing? What are the various components in swing?
- 25.**What Is An Event Handler In Swing? Explain.