**JAVA PROGRAMMING AND ITS BUSINESS APPLICATIONS**

**One mark questions:**

1. Expand OOPs.
2. Why java platform oriented?
3. Define class
4. Define object
5. What is inheritance? List its types.
6. List the two types of polymorphism.
7. What is polymorphism
8. What is data binding?
9. What is message passing?
10. Expand JVM.
11. What do you mean by java tokens?
12. Define constants and list its types.
13. What is variable?
14. Define data types
15. What are the different types of data types?
16. What do you meant by control statements?
17. How to declare the variable in java?
18. Write the applications of java.
19. Write the syntax for if..else statements.
20. What are different types of branching statements?
21. Give an example for looping statement.
22. Write the syntax for do while statement.
23. Write syntax for loop statement for
24. What is entry control and exit control statements?
25. Define array
26. Write the types of array
27. What do you meant by call by value and call by reference?
28. How to define a class?
29. What is constructor?
30. List the types of constructor.
31. What do you mean by function overloading and operator overloading?
32. What is string?
33. What is applet? List the applet life cycle process.
34. Expand AWT.
35. Write syntax for try and catch statements.
36. What is interface?
37. Define package
38. What do you mean by thread?
39. What is exception?
40. What are the different types of exceptions?

**3 mark questions:**

1. Explain the applications of OOPs.
2. Explain the applications of java.
3. Explain the java tokens
4. Explain the java data types.
5. What is an operator? Explain it types.
6. What is expression? Explain it with an example.
7. Explain if statement with an example
8. Write the java program using for loop statement.
9. Write java program for do... while statement
10. Short note about array types.
11. Write the difference between call by value and call by reference.
12. Write the java program using classes and objects.
13. Explain constructor with an example.
14. Explain copy constructor.
15. Short note about parameterized constructor.
16. Explain about default constructor.
17. Short note about inheritance types.
18. Explain about string functions.
19. Short note about applet life cycle
20. Short note about AWT components.
21. Write a java program using try and catch statements.
22. How to create and access the package.
23. Short note about exception types
24. How to read and write the character in java.
25. Write a java program using constructor.
26. Write a java program using single inheritance.
27. What is the purpose of using interfaces in java?
28. Write a java program to add two integers in java.
29. Write a java program to calculate area of triangle.
30. Write a java program to print number from 1 to 10 using for statement.

**7 mark questions:**

1. Describe the principles of OOPs
2. Details about java tokens.
3. Explain operators and expressions with an example.
4. Example if statement with an example
5. Details about switch statement with an example.
6. Detailed explanation about array and its types.
7. Explain classes and object with example.
8. Write a java program to prepare students mark list.
9. Explain constructor and its types with an example.
10. Explain function overloading with an example.
11. Details about inheritance and its types.
12. Write a java program to prepare bank details using multilevel inheritance
13. Explain string functions with an example.
14. Detailed explanation about applet life cycle.
15. Explain AWT components.
16. Details about packages with an example.
17. Explain thread and its method.
18. Detailed explanation exception and its types.
19. Write a java program using try catch statements.
20. Explain the input and output operations in java.