

# CMR Technical Campus

## B. Tech. Mid Question Bank (R22 Regulation)

Academic Year: 2024

Semester: III

Subject Name: Object Oriented Programming Through Java

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### PART-A

MID-I Questions					
Q.No	Questions	Marks	BL	CO	Unit No
1	Define class and object.	2	L1	CO1	1
2	Explain the usage of super keyword in java.	2	L2	CO1	1
3	What is a Constructor Explain its types?	2	L1	CO1	1
4	Explain the concept of Object-Oriented Programming.	2	L2	CO1	1
5	Explain about the method overloading in Java.	2	L2	CO1	1
6	What is an abstract class ?	2	L2	CO1	1
7	What is a package ?	2	L1	CO2	2
8	What is an interface ?	2	L1	CO2	2
9	What are byte streams and character streams?	2	L1	CO2	2
10	Describe how to implement an interface.	2	L2	CO2	2
11	How would you import a user-defined package in a Java program?	2	L3	CO2	2
12	Explain auto boxing.	2	L2	CO2	2
13	Define Exception. How to handle Exceptions in java?	2	L1	CO3	3
14	Explain the advantages of Exception Handling.	2	L2	CO3	3
15	What are the different types of exceptions in Java?	2	L3	CO3	3
MID-II Questions					
16	Define a Thread. Explain the life cycle of a thread.	2	L2	CO3	3
17	Explain Synchronization threads with example.	2	L2	CO3	3
18	What is the difference between thread-based multitasking and process-based multitasking?	2	L4	CO3	3
19	Explain Properties class.	2	L2	CO4	4
20	Discuss about Priority Queue.	2	L2	CO4	4
21	Explain the difference between HashSet and TreeSet.	2	L4	CO4	4
22	Differentiate between Stack and Vector.	2	L4	CO4	4
23	Explain Date and Calendar class.	2	L2	CO4	4
24	How to Access a Collection via an Iterator?	2	L3	CO4	4
25	What is the uses of Adapter class? Explain	2	L2	CO5	5
26	What are the limitations of AWT?	2	L1	CO5	5
27	Explain the MVC architecture.	2	L2	CO5	5
28	Differentiate between AWT and Swing.	2	L4	CO5	5
29	What is an Event? Explain Event Listeners?	2	L2	CO5	5
30	Explain about Applets and its Applications.	2	L2	CO5	5

## PART-B

MID-I Questions					
Q.No	Questions	Marks	BL	CO	Unit No
1	What is a String? Explain different String Handling functions available in Java	4	L2	CO1	1
2	Explain the forms of inheritance in Java.	4	L2	CO1	1
3	Differentiate between Method overloading and Method overriding.	4	L4	CO1	1
4	Explain abstract class with example.	4	L2	CO1	1
5	What is method overriding in Java? Provide an example	4	L1	CO1	1
6	Differentiate about final classes, final methods and final variables.	4	L4	CO1	1
7	Define Inheritance. Explain Different types of Inheritance available in Java.	8	L2	CO1	1
8	Explain in-detail about Java Buzzwords.	8	L2	CO1	1
9	Implement polymorphism and types of polymorphism with example.	8	L3	CO1	1
10	How would you import a user-defined package in a Java program?	4	L3	CO2	2
11	Write a java Program that uses a nested interface.	4	L1	CO2	2
12	Discuss this and super keywords.	4	L2	CO2	2
13	Implement a program to copy the contents of one file into another file.	4	L3	CO2	2
14	Explain different Access specifier available in Java.	4	L4	CO2	2
15	Define File class? Explain Random Access File operations with access modes.	4	L2	CO2	2
16	Does Java support multiple inheritance? Justify your answer.	8	L5	CO2	2
17	Create a package. How many ways to importing a package with example?	8	L5	CO2	2
18	Define a stream. Design the stream classes hierarchy.	8	L6	CO2	2
19	Explain the following. a) try    b) catch    c) finally	4	L2	CO3	3
20	Explain the difference between checked and unchecked exceptions.	4	L4	CO3	3
21	Write a Java program that demonstrates the use of `try` and `catch` blocks.?	4	L3	CO3	3
22	Illustrate the creation of user defined exception with an example.	4	L5	CO3	3
MID-II Questions					

23	Analyze the impact of thread life cycle on the execution of Thread in Java.	4	L4	CO3	3
24	Develop a Java Program that demonstrates inter-thread communication or producer-consumer problem with example?	4	L5	CO3	3
25	Differentiate between multi-tasking and multi-threading.	4	L4	CO3	3
26	Explain Thread priorities with example.	4	L4	CO3	3
27	Explain Collection Framework.	4	L2	CO4	4
28	Differentiate between Array and Arraylist.	4	L4	CO4	4
29	Differentiate between HashSet and TreeSet.	4	L4	CO4	4
30	Explain Priority Queue.	4	L2	CO4	4
31	Explain Hash Map.	4	L2	CO4	4
32	Explain Hash table and Dictionary.	4	L2	CO4	4
33	Explain Map interface its classes and sub interfaces (HashMap, TreeMap).	8	L2	CO4	4
34	Analyze Legacy classes with example.	8	L5	CO4	4
35	Illustrate Collection Framework with LIST and SET Interface.	8	L3	CO4	4
36	Write the implementation of Anonymous Inner class.	4	L3	CO5	5
37	Explain Java Swing class hierarchy.	4	L2	CO5	5
38	Differentiate between Applet and Application.	4	L4	CO5	5
39	Implement a Java Program for mouse events.	4	L3	CO5	5
40	Explain Swing components like, JComboBox, JButton.	4	L2	CO5	5
41	Explain Graphics class with suitable example.	4	L2	CO5	5
42	What is an applet? Explain the life cycle of applet? Implement the parameter passing technique for applets.	8	L3	CO5	5
43	Define Layout. Explain Different layout managers available in Java with neat sketch.	8	L4	CO5	5
44	1. Discuss the following swing Buttons: a. JButton                      b. JCheck Box c. JScroll Pane                 d. Dialogs.	8	L2	CO5	5