

## Java Programming Question Bank

### **UNIT – I - BASIC SYNTACTICAL CONSTRUCTS IN JAVA (10 Marks)**

1. Explain any four features of java programming.
2. What is type casting? Explain its types with proper syntax and example.
3. State & explain scope of variable with an example.
4. Define a class and object. Write syntax to create class and object with an Example.
5. Write a java program to display all the odd numbers between 1 to 30 using for loop & if statement.
6. Explain following bitwise operator with an example:
  - left shift operator
  - right shift operator
7. Explain any two relational operators in Java with example.
8. Write a program to find sum of digit of number entered by user.
9. Write all primitive data types available in Java with their storage sizes in bytes.
10. Write a program to generate Fibonacci series 1 1 2 3 5 8 13 21 34 55 89.
11. Why java became platform independent language? Explain.
12. Write a program to check wheater given number is prime or not.
13. Write a program to print the following output:  
1 1 1 1 1  
2 2 2 2  
3 3 3  
4 4  
5
14. Illustrate with example the use of switch case statement.
15. Explain any four mathematical functions
16. Explain with example labeled for loop

# Java Programming Question Bank With Answers Download

**Michal Rosen-Zvi**



## **Java Programming Question Bank With Answers Download:**

Programming and Problem Solving with Java Nell B. Dale, Chip Weems, 2008 Extensively revised the new Second Edition of Programming and Problem Solving with Java continues to be the most student friendly text available The authors carefully broke the text into smaller more manageable pieces by reorganizing chapters allowing student to focus more sharply on the important information at hand Using Dale and Weems highly effective progressive objects approach students begin with very simple yet useful class design in parallel with the introduction of Java s basic data types arithmetic operations control structures and file I O Students see first hand how the library of objects steadily grows larger enabling ever more sophisticated applications to be developed through reuse Later chapters focus on inheritance and polymorphism using the firm foundation that has been established by steadily developing numerous classes in the early part of the text A new chapter on Data Structures and Collections has been added making the text ideal for a one or two semester course With its numerous new case studies end of chapter material and clear descriptive examples the Second Edition is an exceptional text for discovering Java as a first programming language

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**Practical Coding Skills** The practical coding questions will enable you to develop hands on coding skills which are essential for becoming proficient in Java You will learn to solve real world programming problems preparing you for tasks you may encounter in programming jobs

**Improved Problem Solving Abilities** This book will help sharpen your problem solving skills by guiding you through a wide variety of questions from simple to complex You will learn how to break down problems and come up with effective solutions using Java

**Deep Understanding of Core Java Concepts** The long answer questions will encourage you to explain Java concepts thoroughly This deepens your understanding and ensures that you not only know the syntax but also understand how and why things work the way they do in Java

**Confidence for Exams and Interviews** The diverse range of questions MCQs short answers practicals and long answers will prepare you for academic exams coding tests or Java related interviews Practicing with this book will build your confidence when tackling real world Java programming challenges

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**Familiarity with Java s Advanced Features** As you progress through the chapters you will also gain insights into Java s advanced features such as exception handling collections and file handling which are essential for writing robust and scalable applications

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**Programming and Problem Solving with Java** James Michael Slack,2000 This book lays the foundation of programming skills for the computer science major with an early introduction in Chapter 2 of the basic concepts of objects classes selection and iteration and how graphics are handled in Java The rest of the book builds on this core knowledge base A major advantage of this book is that several key topics in the course including graphical user interfaces GUIs graphics applets and exceptions are presented in optional stand alone appendixes at the back of the text making it easy for instructors to discuss them in class in the order that best serves their course objectives Most of the text s chapters end with an overview of important areas of professional work and research in the field of computer science including discussions of graphics artificial intelligence and database systems

*Mastering Advanced Java Programming Question Bank Vol-1* Anshuman Mishra,2025-07-08 Java has long held its position as one of the most robust and versatile programming languages in the world With its WORA Write Once Run Anywhere philosophy strong community support extensive libraries and vast application from enterprise software to Android development Java remains a top choice for developers across domains As academia industry and government services increasingly demand Java proficiency there is an ever growing need for quality

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**Java The Complete Reference, 8th Edition** Herbert Schildt, 2011-02-07 The Definitive Java Programming Guide In Java The Complete Reference Eighth Edition bestselling programming author Herb Schildt shows you everything you need to develop compile debug and run Java programs Updated for Java Platform Standard Edition 7 Java SE 7 this comprehensive volume covers the entire Java language including its syntax keywords and fundamental programming principles You ll also find information on key elements of the Java API library JavaBeans servlets applets and Swing are examined and real world examples demonstrate Java in action In addition new Java SE 7 features such as try with resources strings in switch type inference with the diamond operator NIO 2 and the Fork Join Framework are discussed in detail

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*Multimedia Information Systems in Practice* Wing S. Chow,1999 With the help of advanced technology in telecommunications the benefits of multimedia applications have become even more significant than when it was used as just as a form for strategic advantage by individuals The International Conference on Multimedia and Telecommunications Management held December 17 19 1998 highlights the recent significant research in the areas of multimedia and telecommunications applications in industry This book collects the 58 reviewed papers from 18 countries that were chosen out of 140 submissions for presentation at the conference An introductory paper entitled Multimedia in Facet A Facet of Hong Kong Environment by Wing S Chow et al is included as an introductory chapter to render readers a better understanding of the study subjects This volume is useful for researchers practitioners and students alike for an update on the mosr recent developments in the ever changing and significant field of multimedia and telecommunications **Java Report** ,2001 **The Software Encyclopedia** ,1988 **Journal of Object-oriented Programming** ,2000 Cracking the Coding Interview: 60 JAVA PROGRAMMING QUESTIONS AND ANSWERS Chinmoy Mukherjee, *Byte* ,1996-05

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