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▶ ▶ ▶ EXERCISES ◀ ◀ ◀

Q. 12.1. What is meant of exceptions?

Q. 12.2. Explain use of try and catch with examples.

Q. 12.3. What do you mean by user defined exceptions?

Q. 12.4. Explain the Java defined exceptions?

Q. 12.5. Differentiate throw and throws clause.

Q. 12.6. What is the role of finally? When it is beneficial?

Q. 12.7. Give an example of multiple catch clause.

Q. 12.8. What do you mean by multithreading? Compare with multitasking.

Q. 12.9. What is the difference between Thread and process?

Q. 12.10. What do you mean by the life cycle of Thread?

Q. 12.11. How the processor gives the priorities to the Threads?

Q. 12.12. What is the role of is Alive () method?

Q. 12.13. Give the details about the console output and input.

Q. 12.14. Why we needed Stream objects?

(c) Explain Inheritance with types.

Q. 11.2. What is the mean of derived class?

Q. 11.3. What are the structures of different type of inheritance?

Q. 11.4. What is the meant by method overriding?

11.5. Can we override the constructors?

11.6. What do you mean by abstract class and Abstract method and why we need

11.7. What is the concept of package? What are the advantages of package?

11.8. What do you mean by CLASSPATH?

11.9. What do you mean by jar file?

11.10. What is Interface? Explain.

11.11. What are the difference between abstract class and interface?

11.12. How can we define an Interface? Give an example.