

Satyug Darshan Institute of Technology, Faridabad		
	Programme: BCA DS	Year/Semester: 3rd/5th
	Subject Name : OOPs using Java	Subject Code: BCG-108-
	Department: CSE	AY: 2025-2026
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Unit -1		
Short Questions		
S. No	Questions	Bloom Taxonomy(KL)
1	Define Object Oriented Programming (OOP).	L1
2	List basic concepts of OOP.	L1
3	What are the benefits of OOP?	L1
4	Mention two applications of OOP.	L1
5	What are the main features of Java?	L1
6	What is JVM?	L1
7	Define bytecode in Java.	L1
8	What is Java Environment?	L1
9	What are Java tokens?	L1
10	What are command line arguments?	L1
Long Questions		
1	Explain the basic concepts of Object Oriented Programming.	L2
2	Explain benefits and applications of OOP.	L2
3	Describe the evolution of Java and its key features.	L2
4	Compare Java with C and C++.	L4
5	Explain Java and Internet relationship.	L2
6	Explain structure of a simple Java program.	L2
7	Explain JVM architecture and execution process.	L2
8	Analyze why Java is platform independent.	L4
Unit -2		
Short Questions		
S. No	Questions	Bloom Taxonomy
1	What is a variable in Java?	L1
2	Define symbolic constant.	L1
3	What is type casting?	L1
4	List Java data types.	L1
5	What are arithmetic operators?	L1

6	Define relational operators.	L1
7	What is operator precedence?	L1
8	What is conditional operator?	L1
9	What is a loop?	L1
10	What is a labeled loop?	L1

Long Questions

1	Explain constants, variables, and data types in Java.	L2
2	Explain type casting with examples.	L2
3	Explain different operators in Java.	L2
4	Evaluate arithmetic expressions and explain type conversion.	L3
5	Explain decision making statements with syntax.	L2
6	Explain looping statements in Java with examples.	L2
7	Compare different looping constructs in Java.	L4
8	Analyze the role of operator precedence in expression evaluation.	L4

Unit -3

Short Questions

S. No	Questions	Bloom Taxonomy
1	Define class and object.	L1
2	What is a constructor?	L1
3	What is method overloading?	L1
4	Define inheritance.	L1
5	What is polymorphism?	L1
6	What is an array?	L1
7	Define String class.	L1
8	What are wrapper classes?	L1
9	What is an interface?	L1
10	What is multiple inheritance?	L1

Long Questions

1	Explain classes and objects with example.	L2
2	Explain constructors and method overloading.	L2
3	Explain inheritance and method overriding.	L2
4	Develop a Java program using inheritance.	L3
5	Explain arrays and strings with examples.	L2
6	Explain interfaces and their implementation.	L2
7	Compare abstract classes and interfaces.	L4
8	Analyze how polymorphism improves program flexibility.	L4

Unit -4

Short Questions

S. No	Questions	Bloom Taxonomy
1	What is a package in Java?	L1
2	What is exception handling?	L1
3	Name keywords used in exception handling.	L1

4	What is a user-defined exception?	L1
5	What is multithreading?	L1
6	What is thread synchronization?	L1
7	What is inter-thread communication?	L1
Long Questions		
1	Explain packages and their advantages.	L2
2	Explain try-catch-finally mechanism with example.	L2
3	Explain multiple catch and nested try blocks.	L2
4	Create and explain a user-defined exception.	L3
5	Explain multithreading life cycle.	L2
6	Explain synchronization and inter-thread communication.	L2
7	Analyze advantages of multithreading in Java.	L4
8	Design a multithreaded Java application.	L6