

## ACP Unit II – Question Bank

1. What do you mean by reflection? Explain with example.
2. Explain the advantages and disadvantages of reflection.
3. What are the practical uses of Java reflection.
4. List and explain the methods to access the information of a class using reflection.
5. Explain the concept of serialization and deserialization in Java with an example.
6. How can we implement serialization and deserialization?
7. What is the purpose of using 'transient' keyword. Explain its importance using an appropriate example.
8. Explain the following : a)Boxing b)Unboxing
9. What is the purpose of using collection frameworks? State its advantages. Explain with example.
10. State the difference between Arrays and Collections.
11. Explain the key interfaces in Collection Framework.
12. Give differences between ArrayList and LinkedList.
13. Explain Vector interface with example.
14. What are the different ways through which you can access elements from a collection?
15. Explain the following with an example:
  - a) Enumeration
  - b) Iterator
  - c) List Iterator
16. What are the limitations of using Enumeration and Iterator?
17. What are the methods used in Stack interface?
18. What are Java utility classes? Explain StringTokenizer.