Subject : Programming with Java

N.B.:

1) Attempt **ANY THREE** questions from Section – I and **ANY TWO** questions from Section – II.

2) Answers to both the sections should be written in the **SAME** answer book.

3) Figures to the right indicate **FULL** marks.

SECTION – I

Q.1 What is an Applet? Describe the role of life cycle methods of an applet.   **[14]**

Q.2 Describe the use of final keyword with example.   **[14]**

Q.3 What is method overloading? How it is different from overriding? Describe when to use it.   **[14]**

Q.4 List and describe listener to be used to handle button click event.   **[14]**

Q.5 Write short notes on **ANY TWO** of the following: **[14]**

a) Thread synchronization

b) Interface

c) String literal pool

SECTION – II

Q.6 Design a class BankAccount to represent account, methods to check balance, deposit and withdraw amount. Also write InsufficientBalanceException and use it to throw when withdraw amount is more than balance.   **[14]**

Q.7 Write thread to get sum of all even numbers between m to n and use it to get sum by acceting values of m and n from user.   **[14]**

Q.8 Design an applet with a textbox, button and list; if user enter data in textbox and clicks button labeled "Add" the current item is added in list. Make sure there are no duplicate elements in list.   **[14]**

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