

# SET 1

1	a) Define an "event" in Java?			
	b) Give an example of a "Mouse Event" in a GUI context?			
	c) What is AWT?			
	d) Name one advantage of using a "List Panel" in a GUI application?			
	i) Define what an "applet" is in Java?			
	j) State the order of method calls in the applet life cycle?			
	g) Write two features of swings.			
	h) List different swing containers.			
	e) Name one built-in checked exception in Java.			
	f) Name one method from the String class that is used to concatenate strings?			

Q. No	Question (s)			
2	a) Evaluate the advantages of using the "Delegation Event Model".			
	b) Write a Java program to implement Mouse event handling			
3	a) Discuss the differences between handling "Mouse Events" and "Keyboard Events" in Java.			
	b) Discuss the role of "layout managers" in organizing and positioning user interface components within a container.			
4	a) Explain the role of layout managers in Swing container classes.			
	b) Describe the role of the <b>start()</b> , <b>paint()</b> and <b>stop()</b> methods in the applet life cycle.			
5	a) Explain about the MVC architecture?			
	b) Explain the MVC architecture with a Java Application?			
6	a) Explain the difference between checked and unchecked exceptions in Java.			
7	a) Describe the roles of the "try," "catch," and "throw" keywords in Java exception handling.			

## SET 2

1	a) Define Event?			
	b) Give the Abbreviation of AWT?			
	c) What is the difference between checkbox and checkbox group?			
	d) Differentiate thread and process?			
	e) What is the use of init() method?			
	f) What is the use of swing?			
	g) List different swing containers.			
	h) Write syntax for drawRect().			
	i) Define try block?			
	j) What is the use of finally block?			

2	a) Explain 'Event Listeners' and their role in Java.			
	b) Explain about Handling Mouse Events.			
3	a) What is an Applet? Give me an example?			
	b) Explain the life cycle of Applet with a neat sketch.			
4	a) What is meant by an adapter class? What is their role in event handling?			
	b) Explain the various components in AWT.			
5	a) Write a Java program to create AWT radio buttons using checkbox group?			
	b) Give proper syntax with explanation for AWT radio buttons.			
6	a) What is package? Explain about built-in packages in java?			
7	b) What is meant by exception handling? How the exception are handled with an example.			

SET 3

<b>1</b>	<b>a)</b> Define 'Events' in Java with respect to event handling.			
	<b>b)</b> What are 'Event sources' in Java?			
	<b>c)</b> What is an event listener?			
	<b>d)</b> What is a dialog box?			
	<b>e)</b> What are the two benefits of using applets?			
	<b>f)</b> Write two features of swings.			
	<b>g)</b> List different swing containers.			
	<b>h)</b> Write syntax for drawRect().			
	<b>i)</b> How exception handling implemented in java.			
	<b>j)</b> What is the use of 'throw' keyword in java.			

<b>2</b>	<b>c)</b> Explain 'Event Listeners' and their role in Java.			
	<b>d)</b> Explain about Handling Mouse Events.			
<b>3</b>	<b>a)</b> Explain Delegation Event Model in Java			
	<b>b)</b> Discuss the advantages and disadvantages of using adapter classes.			
<b>4</b>	<b>a)</b> Differentiate between Applet and Swings			
	<b>b)</b> Explain Applet life cycle in java.			
<b>5</b>	<b>a)</b> Explain MVC architecture.			
	<b>b)</b> Write a Swing program which contain a button, label, list and checkbox			
<b>6</b>	Differentiate between classes and interfaces.			
<b>7</b>	Explain life cycle of a Thread			