1. What is an applet? What are the two types of applets? Explain the skeleton of an applet.
2. Explain getdocunmentbase and getcodebase in applet class.
3. Explain applet architecture and demonstrate how to pass paramaters for font size and font name in applets.
4. Illustrate with programming example showStatus() statement.
5. Explain the two important key features of swings and MVC connection.
6. Explain the following with syntax
   1. JLabel
   2. JTextField
   3. JButton
   4. JCheckBox
   5. JRadioButton
   6. JTabbedPane
   7. JToggleButton
   8. JList
   9. JScrollPane
   10. JTable
7. Create a swing applet that has two buttons named beta and gamma. When either of the button pressed, it should display a message beta pressed and gamma pressed respectively.
8. Write a java program to create JTable. Also, event handler to add name and USN which are entered through text field. Event is performed on click of a button.
9. Explain different container class of a swing. Write a swing program to perform the following
   1. To add a button, label and two text field.
   2. On click of a button transfer text from first text field to second text field also display text in the label with font times new roman size 12 and colour blue.
10. Write a program to create table with headings FName, LName, and age. Insert at least five records.
11. Compare and contrast method overloading and method overriding.
12. Explain the role of interfaces while implementing multiple inheritance in java.
13. What is an exception? Explain different exception handling mechanism with an example.
14. When constructors are called in class hierarchy.
15. With a program show how final keyword is used to prevent inheritance and overriding.
16. Define exception. Write a program which contains one method which will through illegal access exception and use proper exception handlers so that exception should be printed.
17. What are command line arguments? write a java program to read a number as command line argument and check whether it is palindrome or not.
18. Write a java program to implement stack operation.
19. With example give two uses of super.
20. Define packages. What are the steps involved in creating user defined packages with an example?
21. Write short note on this keyword and garbage collections.
22. Describe the various levels of access protections available for packages and their implications with programming example.
23. Explain nested interface with programming example.
24. Illustrate with programming example multilevel hierarchy in java.
25. Explain abstract class in detail. Justify how interfaces are useful over abstract class.