SET-2
PART- A

Reg NO: 2018331524
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Course Code : CSE-301
Course Title : Object Oriented Programming

Ans to the Q. No: 1

(a).   After line 14.

(b).   The output of the piece of code is:

25

(c)   Illegal combination of modifiers :
          public and protected
          protected interface Yes .
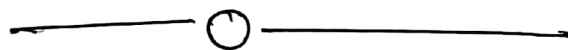   [compilation error]

| |

(d). The output of the following program :-

a(): Main called
b(): Main called
finally block is called
Exception is caught

(e): The program prints pairs of values for x and y that are always the same on the same line (for example, "x=1, y=1". In addition each value appears once (for example, "x=1,y=1" followed by "x=2,y=2")

(f). The output of the following program :

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SET- 2
PART-B

Ans to the Q. NO: 2(a)

Syntax of exception handling:

The mostly used syntax for exception handling is:

```
try {
    - - - -
}
catch {
    - - -
}
finally {
    - - -
}
```
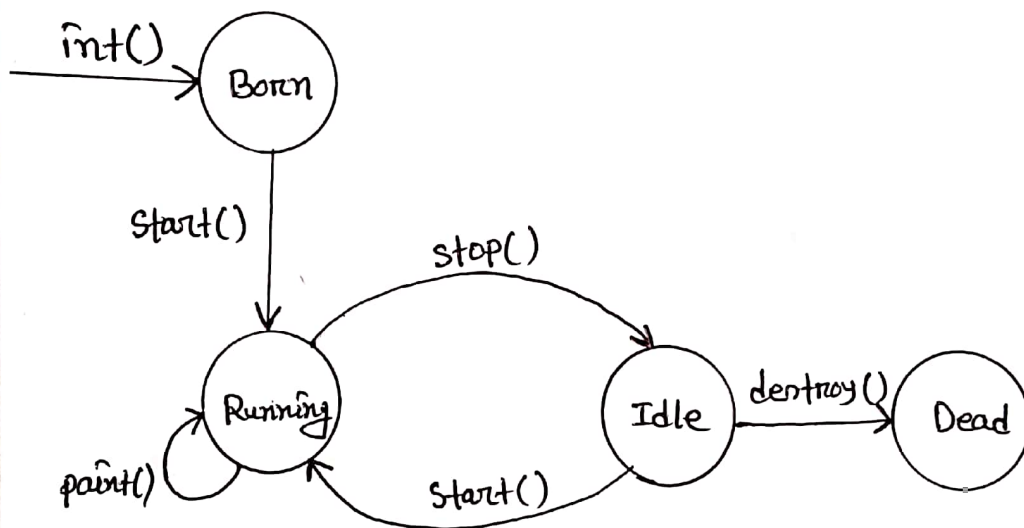
The output of the following program:

Applet is Initialized
Applet is being Executed
Painting the Applet ...
Painting the Applet ...
Applet execution has Stopped
Applet has been Destroyed

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Ans to the Q. NO: 2(b)

Applet life cycle defined as how to object created, Started, stopped and destroyed during the entire execution of the application is said to applet life cycle.

The life cycle of an applet is shown in the diagram below:

the output of the following program is :-

Merged file1.txt and file2.txt .

Ans to the Q.NO: 2(C)

A thread gets a default priority that is the priority of the thread of execution that creats it. But, you can also set a threads priority directly by calling the setPriority() method on a thread instance.

/ The maximum priority of a Thread is 10.
/ The Normal priority of a Thread is 5.

The output of the following program:

    End of main Thread

    Thread: 0

    thread: 1

    thread: 2

    Thread: 3

    thread: 4

    thread: 5

    thread: 6

    thread: 7

    thread: 8

    thread: 9

    thread: 10

    End of Thread

Ans to the Q. No: 2(d)

```
import java. JFrame ;
import java. awt * ;
import java. Swing * ;

public class partB extends JFrame implements ItemListener
{   container c;
    JCheckBox b1, b2, b3;
    JLabel ;
    JRadio Button r1, r2, r3;
    JButton Group g1, g2;
partB() {
    c= this. getContent Pane ();
    c. setLayout (null);
    g1 = new ButtonGroup ();
    g2 = new Button Group();
    b1 = new JCheckbox ("1");
    b1. set Buttnds (150, 50, 80, 50)
        c. add (b1);
    b2 = new JCheck Box("2");
    b2. SetBounds (50, 80, 80, 50);
    c. add (b2);
    b3 = new JCheck Box ("3");
    b3. SetBounds (250, 50, 80, 50);
    c. add (b3);
    l = new JLabel ();
    l. set Bounds (50, 100, 250, 50);
```

```
r1 = new Radio Button ("1");
r1.Set Bounds (350, 50, 80, 50);
c. add (r1);
r2 = new Radio Button ("2");
r2. Set Bounds (450, 50, 80, 50);
c. add (r2);
r3 = new Radio Button ("3");
r3. Set Bounds (550, 50, 80, 50);
c. add (r3);
g1. add (b1);
g1. add (b2);
g1. add (b3);
g2. add (r1);
g2. add (r2);
g2. add (r3);

b1. add ItemListener (this);
b2. add ItemListener (this);
b3. add ItemListener (this);
r1. add ItemListener (this);
r2. add ItemListener (this);
r3. add ItemListener (this);
```

```
else if (b3. Selected ()) {
    l. setText ("the third checkbox
    has been selected");
}
if (r1. is selected ()) {
    l. setText ("the first radio button
    has been selected");
}
else if (r2. is selected ()) {
    l. setText ("The second r button
    has been selected");
}
else {
    l. SetText ("the third r button
    has been selected");
}
}

P S v main (String[] args) {
    part B frame = new part B ();
    frame. Set visible (true);
    frame. setDclose operation (JFrame
    . Extend close);
    frame. St Bounds (50, 50, 600, 900);
    frame. Set Title (" A JFrame");
}
```

```
} public void item state changed (Item Event e) {
    if (b1. isSelected) {
        l. SetItem ("The first checkbox has been Selected)
    }
    else if (b2. is Selected ()) {
        l. if Text ("The second checkbox has been Selected)."
```

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