

## DHARMSINH DESAI UNIVERSITY, NADIAD FACULTY OF TECHNOLOGY B.TECH – SEMESTER – VII, IT SUBJECT: [IT 616] CORE JAVA TECHNOLOGY

Examination : Second Sessional Seat No. :

 Date
 : 20/02/2016
 Day
 : Saturday

 Time
 : 12:30 to 01:45 pm
 Max. Marks
 : 36

## **INSTRUCTIONS:**

- 1. Figures to the right indicate maximum marks for that question.
- 2. The symbols used carry their usual meanings.
- 3. Assume suitable data, if required & mention them clearly.
- 4. Draw neat sketches wherever necessary.

Q.1	<ul> <li>Do as directed.</li> <li>(a) Which containers use (i) Border Layout, (ii) Flow layout as their default layout</li> <li>(b) i. What is immediate super class of the Dialog class? <ul> <li>ii. What class is the top of AWT event hierarchy?</li> </ul> </li> <li>(c) Write down steps for creating Check Box Group for IT, CE &amp; MH.</li> <li>(d) What is the difference between MenuItem and CheckboxMenuItem?</li> <li>(e) Explain different attributes of Applet tag.</li> <li>(f) Explain Life cycle of an Applet.</li> </ul>	[12] [2] [2] [2] [2] [2] [2]
Q.2	<ul> <li>Attempt <i>Any Two</i> from the following questions.</li> <li>(a) Explain: Event Delegation Model with an example.</li> <li>(b) Write a program that handles window events using an anonymous inner class.</li> <li>(c) Write an application to emulate a paint utility using menus. Application has two main menus – Figure and Color. Figure menu contains three sub-menus: Line, Rectangle, and Circle. Color menu contains three sub-menus: Red, Green and Blue. User has to select appropriate color and figure from menu, and that figure should be drawn with selected color on screen.</li> </ul>	[ <b>12</b> ] [6] [6] [6]
Q.3	<ul> <li>Attempt <i>ALL</i> from the following questions.</li> <li>(a) Write a program to create an Applet which provides functionality of "Free hand drawing". Any type of shape can be drawn on canvas on pressing of left mouse button. The drawn shape should get erase on pressing of right mouse button.</li> <li>(b) Write down steps to convert an Application to an Applet.</li> <li>(b) Write a program in which a frame is created with two command buttons: ButtonRed &amp; ButtonGreen If the user clicks on ButtonRed, the background color of the frame should be red. If the user clicks on ButtonGreen, the background color of the frame should be changed to green.</li> </ul>	[12] [5] [2] [5]
Q.3	Attempt <i>ALL</i> from the following questions.  (a) Write a program to create a "Calculator" Applet. The Calculator applet contains ten number buttons (for numbers 0 to 9), four operation buttons (for operations +, -, *, /), one equal (=) button, and one text field (to enter digits). The applet should provide the functionality of a normal calculator. Also write down steps to run this applet.	[ <b>12</b> ] [7]
	(b) What is layout manager? What are different layout managers available in java? Explain one in detail with an example.	[5]