DHARMSINH DESAI UNIVERSITY, NADIAD
FACULTY OF TECHNOLOGY
SECOND SESSIONAL
SUBJECT: (IT 616) CORE JAVA TECHNOLOGY

Examination	: B.TECH - Semester - VI	**Seat No.**	:
Date	: 16/02/2013	**Day**	: Saturday
Time	: 11:30 to 12:45	**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   Do as directed.
(a)   What is default layout manager for Frame and Applet?   **[2]**
(b)   Which method of the component class is used to set the position and the size of a component?   **[2]**
(c)   What is the difference between MenuItem and CheckboxMenuItem?   **[2]**
(d)   Differentiate Applet and Application.   **[2]**
(e)   What are the attributes of Applet tag?   **[2]**
(f)   i. What is immediate superclass of the Dialog class?   **[2]**
       ii. What class is the top of AWT event hierarchy?

Q.2   Attempt *ANY TWO* from the following.
(a)   What is Adapter class? Explain WindowAdapter with example.   **[6]**
(b)   Write a program that draws three horizontal bars of equal size & of different colors such that **[6]** they used to change color of canvas.
(c)   Write an applet that tracks the position of the mouse when it is dragged or moved. At the **[6]** current mouse position, it displays message (x, y) showing current position of the mouse. The message should disappear as soon as the user releases the mouse.

Q.3   (a)   What is Layout Manager? Explain any three Layout Managers available in java.awt package.   **[6]**
          (b)   Write a complete program to create a frame for providing GUI to implement a stack for storing **[6]** integer numbers. There are two buttons called PUSH & POP and a text field. Clicking of button PUSH pushes the number entered in the text field onto the stack. The click of button POP pops an element from the stack and displays that in the text field. [**Hint**: java.util.Stack]
                                                     OR
Q.3   (a)   Explain various methods called during execution cycle of the applet. Also explain border **[6]** layout.
          (b)   Write an application which performs the addition and multiplication of two numbers. Create **[6]** Menu named as Calculator. In these menus add two MenuItems named as Add and Mul. Set CardLayout for this application that contains two cards. On clicking Add menu item, first card should be displayed which performs addition. On clicking Mul menu item second card should be displayed which performs multiplication. Take appropriate awt components for labeling, taking input from user and performing operation.