



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

Examination : B.TECH - Semester – VI
Date : 17/02/2014
Time : 12:45 to 2:00 pm

Seat No. :
Day : Monday
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.
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Q.1 Do as directed.

- (a) State the difference between modal and modeless dialog box. [2]
- (b) 1. _____ method is used to know the directory name from where the applet class is loaded? [2]
2. _____ is the default layout for Dialog and Frame.
- (c) Which method of the component class is used to set the position and the size of a component? [2]
- (d) Explain printStackTrace() and getMessage() of exception handler. [2]
- (e) What is the use of CheckboxMenuItem? [2]
- (f) 1. Which TextComponent method is used to set a TextComponent to read-only state? [2]
2. What is the immediate super class of the Applet class?

Q.2 Attempt ANY TWO from the following.

- (a) Write a program to create a frame with exit capabilities. Handle events for mouse pressed, mouse released, mouse clicked and mouse dragged by displaying appropriate message describing the event at the coordinates where the event has taken place. [6]
- (b) What is the difference between Exception and Error? Write a java program for Banking application that should handle custom exception InsufficientFundException and NegativeAmountException. [6]
- (c) 1. Explain Event Delegation Model. [6]
2. Describe the <applet> HTML tag.

Q.3 Attempt following questions.

- (a) Write an application for employee registration form, which also displays entered details in TextArea when user clicks on Submit button. [Note: use Button, Choice, Checkbox, CheckboxGroup, Label, TextField etc. components]. [6]
- (b) What is Adapter class? Explain KeyAdapter and WindowAdapter with an example. [6]

OR

Q.3 Attempt following questions.

- (a) Write an applet which draws various figures in the canvas upon selecting one or multiple item(s) from the List and appropriate color should be filled into that selected figure by selecting the item from the Choice. Make sure that no figure should be overlapped with each other. [6]
- (b) Write a complete program to have a GUI based simple calculator in a frame supporting addition & subtraction. There are buttons for 0 to 9 digits and for arithmetic operations. Select layout of your choice. [6]