**OOP’S THROUGH JAVA**

**ASSIGNMENT-02**

**SUBMIT ON OR BEFORE 01/07/2024**

1.Define Thread. Discuss about thread lifecycle with neat sketch and demonstrate thread life cycle with an example.

2.What is AWT. List out event sources. Explain about handling an keyevent with an example.

3. Differentiate between awt and swing components. List awt and swing components and explain any 4 components of each with an example.

4.Define Applet. Discuss about Applet lifecycle with neat sketch and demonstrate Applet life cycle with an example.

5. What is layout manager. Explain different types of layout managers with an example for each.

6. What is an Adapter class. Demonstrate its role in event handling