

JAVA UNIT 2 QUESTION BANK

1. Explain the following methods related to thread:
 - a) wait()
 - b) notify()
2. Define error and list its types.
3. Explain the following methods related to threads:
 - a) suspend()
 - b) resume()
 - c) yield()
 - d) wait()
4. List Advanced Swing Components.
5. Key features of Swing.
6. Explain FlowLayout and BorderLayout.
7. Define Swing.
8. Write a program to throw a user-defined exception as "Invalid Age", if the age entered by the user is less than eighteen. Also mention any two common Java exceptions and their causes.
9. Define the following terms:
 - ActionListener
 - ItemListener
 - KeyListener
 - MouseListener
 - MouseMotionListener
 - TextListener
10. Difference between AWT and Swing.
11. Write a program to create two threads: one to print numbers in original order and the other to print in reverse order from 1 to 50.
12. Explain Swing Components:
 1. Tabbed Panes
 2. Scroll Panes

3. Trees
4. Tables
5. Progress Bar
6. Tool Tips

13. Define an exception called 'No Match Exception' that is thrown when the Password accepted is equal to 'MSBTE'. Write the program.

14. Write a program to input name and age of a person and throw a user-defined exception if entered age is negative.

15. What is an Exception? Give different types of exceptions that could occur during runtime. Why handle exceptions?