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. Differentiate between method overloading and method overriding.

10. Describe the package in Java with a suitable example.

11. Define the following terms:
    - ActionListener
    - ItemListener
    - KeyListener
    - MouseListener
    - MouseMotionListener
    - TextListener

12. Difference between AWT and Swing.

13. 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.

14. Explain Swing Components:
    1) Tabbed Panes

2) Scroll Panes
3) Trees
4) Tables
5) Progress Bar
6) Tool Tips

15. Define an exception called "No Match Exception" that is thrown when the