

UNIT 4 –Event handling using Abstract Window Toolkit (AWT) & Swings Components

2 Mark Question.

1. What is frame in swing. how to create frame.
2. What is panel ? How to create with example.
3. Name Different Layout manager.
4. Define Container list any 4 type of container
5. Name the package which is used to design AWT control.
6. List the different types of Listeners.
7. List method of KeyListener with syntax.
8. Name method of MouseListener with syntax
9. Name method of MouseMotionListener with syntax
10. Name method of ItemListener , ActionListener with syntax
11. Name method of TextListener with syntax
12. Name the package which is used to design AWT control and swing.
13. Define Event, source and Listener

4 Mark Question

1. Design an application to create form using Textfield, textarea, Button and Label.
2. WAP to create three Button with Caption, OK, RESET and Cancel.
3. Explain feature of swing.
4. Write a program to demonstrate the use of KeyEvent when key is pressed and display "keypressed" message.
5. Write a program to display The Number on Button from 0 to 9 using FlowLayout.
6. Explain Delegation Event Model
7. WAP which create a menubar with different colour.
8. Write a program to demonstrate ActionListener Interface.
9. Write a program using JTextField to perform the addition of two numbers
10. Write a program to demonstrate the use of mouseDragged and mouseMoved method of MouseMotionListener
11. Write a java program to create a table of name of Student, Percentage and Grade of 5 Student using JTable.
12. Develop an application using List components to add names of 10 different cities.

13. Design an application to demonstrate the use of Radio Button and Checkbox using swing
14. Write a program which create Progress bar Vertically.
- 15 Differences between SWING and AWT.
16. Write a program to create Combo Box

UNIT 5- BASICS OF NETWORK PROGRAMMING

2 Marks

1. What is networking? write its advantage and disadvantage
2. Define Socket and ServerSocket class.
3. Write the use of getByName() and getAllByName() method
4. Write the function of Connect(), Bind()
5. Name the package in which URL class is defined
6. Write the use of openConnection() method of URLConnection class.

4 Marks

1. Write a program using URL class to retrieve the host, protocol, port and file of URL
<http://www.msbte.org.in>
2. Develop a program using InetAddress class to retrieve IP address of computer when hostname is entered by the user.
3. Write the difference between SeverSocket and DatagramPacket
4. Explain URL class with example.
5. Explain URLConnection class method(any 4)
6. Explain URL class Constructor (any 4)
7. Explain Factory method of InetAddress class
8. Explain Instance Method s of InetAddress class.
9. Write a program using Socket and ServerSocket to create Chat Application

UNIT 5- INTERACTING WITH DATABASES

2 Marks

1. Name the Types of drivers for data base connectivity.
2. Write the use of Class .forName()
3. List Advantages JDBC over ODBC.
4. Write Advantages and disadvantages of Statements And Prepared Statement
5. List steps for database connectivity
6. Differentiate between Statement and Prepared Statement Interface

4 Marks

1. Write program to Create a student table in database and insert a record in student table
2. Write program to update record in database.
3. Write program to implement delete statement.
4. Develop JDBC program to Retrieve Data from table using resultset interface.
5. Explain Types of ResultSet
- 6 Explain the methods of ResultSet Interface
- 7 Explain with neat diagram of JDBC architecture.
- 8 Explain Two tier Model of JDBC Architecture
- 9 Explain JDBC drivers.



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