Assignment 2

Q1. What is an exception handling? Explain with example.

Q2. What is a reflection? Explain with a java program.

Q3. Explain the following with a java program:

    i)   Interfaces
    ii)   Object cloning
    iii)   Inner classes
    iv)   Proxies
    v)   I/O Streams
    vi)   Graphics programming
    vii)   Frame
    viii)   Components
    ix)   Working with 2D shapes.

Q4. Write a java program to create own exception for Negative Value Exception if the user enter negative value.

Q5. Give the difference between checked and unchecked exceptions? Contract in detail about throw and throws statements with examples.

Q6. List Java's Built-in Exception? Write the importance of finally block.

Q7. Explain the life cycle of an applet. Write an applet program to handle all mouse events.