

Assignment-2
A.Y.: 2023-24

1

Course: II-B.Tech.I-Sem

Branch : CSE, CSE-AIML, CSE-DS

Sub : OOP through JAVA

Marks : 5

1. Distinguish Multithreading and Multitasking.
2. How do you handle the mouse events using java AWT. Explain.
3. Demonstrate the usage of adapter classes with a suitable example.
4. Differentiate applets from application programs.
5. Sketch the MVC architecture and also explain each and every component in it.

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2

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Sub : OOP through JAVA

Marks : 5

1. Demonstrate the usage of inter-thread communication in Java with a suitable example.
2. Explain about Event classes, Event sources, Event listeners and the relationship among them.
3. What is a Layout manager? Explain the different types of Layout managers in detail.
4. What are the different types of applets and explain .
5. Explain any 4 Swing components along with its methods.

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3

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Marks : 5

1. Demonstrate the usage of thread synchronization in Java with a suitable example?
2. Sketch the AWT hierarchy with a neat diagram and explain some of the user interface components.
3. Distinguish Event Listeners from Event Adapters.
4. Illustrate the life cycle methods of an applet with a suitable program.
5. Swing provides platform-independent and lightweight components. Justify.

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Marks : 5

1. How many types of ways are there for creating threads? Explain each with an example.
2. Delegation Event Model is essential in Event handling. Justify the statement.
3. How do you handle the Key events using java AWT. Explain.
4. Illustrate the ways of passing parameters to applets.
5. Compare and contrast any 4 AWT and Swing components.