

## **Object Oriented Programming (with JAVA) UNIT-4 Question Bank**

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1. Using proper code example explain the implementation of Dialog class for displaying popup welcome-message when a Button is clicked.
2. Compare between AWT and SWING.
3. Explain using a program the concept of Frame and Panel.
4. Explain using a program the concept of JFrame and JPanel.
5. Explain using a program the concept of TextField and TextArea.
6. Explain using a program the concept of JTextField and JTextArea.
7. Explain using a program the concept of Button and Checkbox.
8. Explain using a program the concept of JButton and JRadioButton.
9. Explain using a program the concept of Choice and List.
10. Explain using a program the concept of JScrollPane.
11. Explain using a program the concept of JTabbedPane.
12. Explain using a program the concept of ActionListener.
13. Explain using a program the concept of WindowListener.
14. Explain using a program the concept of ItemListener.
15. Explain using a program the concept of KeyListener.
16. Explain using a program the concept of MouseListener.
17. Explain using a program the implementation of Applets.
18. Write a program to read text from a TextField and add the text string in a Choice object. Use "Add" button to add the contents. Give proper explanation of code line-wise and output.
19. WAP using AWT/SWING to create a text box T1, a label L1 and a button B1. After we write a line of text in T1 and then press B1 then in label L1 we should get the count of number of alphabets, number and special symbols present in the text.
20. WAP using AWT/SWING to create a text box T1, a button B1 and a list L1. After writing some text in T1 when we press B1 then the text should get added to L1, leaving T1 blank.
21. WAP using AWT/SWING to create a button B1 and a list L1. Populate the list with 5 names. After selecting a name from L1 if we press B1 then that name should be deleted from the list.
22. WAP using AWT/SWING to create two lists L1 and L2, two buttons B1 and B2. L1 should be populated with 5 names and L2 should be empty. When we select an item in L1 and press B1 then that item gets removed from L1 and added to L2. When we select an item from L2 and press B2 then that item gets removed from L2 and added to L1.
23. WAP using AWT/SWING to create a text box T1 and a button B1. After writing your name in T1, when B1 is pressed then a popup dialog box should appear that should display a welcome message along with your name.
24. WAP using AWT/SWING to develop an application to show marquee effect of a label from right to left on the screen. (hint: use multi-threading)
25. WAP using AWT/SWING to develop an application to show marquee effect of a label from left to right on the screen. (hint: use multi-threading)
26. WAP using AWT/SWING to develop an application to show marquee effect of two labels one from right to left on the screen and other from left to right on the screen. (hint: use multi-threading)
27. WAP using AWT/SWING to develop an application to show marquee effect of a label from top to bottom on the screen. (hint: use multi-threading)
28. WAP using AWT/SWING to develop an application to show marquee effect of a label from bottom to top on the screen. (hint: use multi-threading)
29. WAP using AWT/SWING to develop an application to show marquee effect of two labels one from top to bottom on the screen and other from bottom to top on the screen. (hint: use multi-threading)

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30. WAP in AWT/SWING to Print Multiplication Table from 1 to 10. Display them in a List Control. Use buttons to display desired table.
31. WAP in AWT/SWING to develop a Name verifier, if the name contains any special symbol or numeric value then the program should generate a customized exception to indicate that only alphabets are allowed. The verification should be done using a dedicated method (eg. verifyName(String nm)) and it should be mandatory to keep the calling of this function inside try-catch block.
32. WAP in AWT/SWING to develop a Age verifier, if the name contains any special symbol or character then the program should generate a customized exception to indicate that only alphabets are allowed and also the age should be more than 18yrs and less than 40yrs.
33. The verification should be done using a dedicated method (eg. verifyAge(String nm)) and it should be mandatory to keep the calling of this function inside try-catch block.
34. WAP in AWT/SWING to Count the number of Characters, Words, Special symbols and Numeric values in a text given in textbox.
35. WAP in AWT/SWING to Develop a Login validator Application, store the database of all users and their passwords in a file named "D:\\test\\Users.txt".
36. The existing users should be able to login by entering correct username and password. Also the existing users can change their passwords.
37. WAP in AWT/SWING to build a Phone Book application, store the database in a file named "D:\\test\\PhoneBook.txt".
38. The data base should contain the Customer Name, Phone number and Address. Give the facility to perform add, delete, search and edit procedures on the database.
39. WAP in AWT/SWING to implement an Arithmetic Calculator having following inputs:
  1. Operand1.
  2. Operand2.and following buttons
  1. Add.
  2. Subtract.
  3. Divide.
  4. Multiply.Display appropriate result.
40. WAP using AWT/SWING to read contents of C:\\test\\File1.txt and C:\\test\\File2.txt and concatenate the contents of both the files and store in the file C:\\test\\File3.txt. Display the contents of File3.txt.
41. Explain the concepts related to 4 types of JDBC drivers.
42. Using proper code example explain the use of Class.forName(), DriverManager, Connection and Statement for java dabase connectivity.
43. Explain using a program the concept of type-4 MySQL driver.
44. Explain using a program the concept of ServerSocket and Socket.
45. Explain using a program the concept of RMI.
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