Assignment II

1. How does java’s multithreading capability enable you to write more efficient programs?
2. What is the difference between process- based multitasking and thread-based multitasking?
3. Show how to use join() to wait for a thread object called by MyThread to end.
4. What is the effect of adding the synchronized keyword to a method?
5. Differentiate between sleep(), join() and wait() methods.
6. Explain the use of wait() and notify() with an example program.
7. How Generics works in Java ? Explain with an example program.
8. In generics, how do you limit types that can be passed to a type parameter? Explain with an example program.
9. What are Bounded and Unbounded wildcards? Give examples.
10. Explain the following w.r.t Generics.
11. Restrictions that we need to keep in mind when using generics.
12. Erasure
13. What are applets? Explain its architecture with an example program.
14. How are parameters passed to an applet? Give an example
15. Write an applet program to display a banner which scrolls a message horizontally.
16. How are swings better than AWT?
17. Write a swing application program to display a message in a frame.
18. Write a Swing-Applet program that handles the events generated by a Swing push button. Applet contains two buttons Alpha and Beta. On pressing a button ( Alpha or Beta ) , a label should be set with a message as shown below.

