1. Create an applet based application which has several controls such as text boxes, buttons, choices and other important controls. Make sure that the application illustrates the event handling mechanism and also layout design. The application must be unique and meet all the above requirements.

2. Write a Java program to activate the standard file dialog box.

3. What are anonymous inner classes? Explain with a swing program defining anonymous inner class to handle some events.

4. Write a Swing applet to create 3 radio buttons save, load and start and a label which displays the operation selected when 1 of the radio buttons is clicked.

5. Design an applet as follows using AWT controls. When compute button is clicked it should display the reverse of a number entered in Result textbox.

|  |
| --- |
| Enter a number:    Result:    compute |

6. Explain the panel and the frame classes in detail.

7. Explain the following Layouts in detail:

a) Flow Layout b) Grid Layout c) Border Layout

8. What is a tabbed pane? Explain with a short program.

9. Write an applet program to have two textfields and a checkboxgroup with three options namely palindrome check, reverse and change case. User enters a string in textfield 1 and presses one of the options. Depending on the options pressed, appropriate result(true is displayed if entered string is palindrome, string is reversed for second option, cases of characters in input is reversed for option 3) in displayed in textfiled2.

10. Create a hierarchical tree structure using JTree for the following. India is the root node. India has two sub nodes Karnataka and maharashtra. Karnataka has two more nodes namely Bangalore and Mangalore. Maharashtra has one sub node Mumbai.

11. Write the steps with commands to make connection to database from java and execute the queries.

12. With example programs demonstrate the working of following controls in AWT.

(i) list (ii) choice (iii) check box