**S.E. (Comp), Semester IV, Jan – June 2020**

**COMP 4.6**

**Java Programming**

**Tutorial #13**

1. What is AWT?
2. What is a Graphics object?
3. Differentiate between the Component and Container class?
4. What is Layout manager? What is the default layout of an applet, frame and panel?
5. What are the various feature of menu?
6. Fill in the blanks so that this program displays a Frame:
   1. import java.awt.\*;
   2. public class microGUI
   3. {
   4. public static void main ( String[] args )
   5. {
   6. Frame frm = new \_\_\_\_\_\_\_\_\_\_\_();
   7. frm.\_\_\_\_\_\_\_\_\_\_\_( 150, 100 );
   8. frm.\_\_\_\_\_\_\_\_\_\_\_( true );
   9. }
   10. }
7. Fill in the blanks so that the following draws a Frame containing "Hello".
8. import java.awt.\*;
9. class helloFrame \_\_\_\_\_\_\_\_\_\_\_ Frame
10. {
11. public void \_\_\_\_\_\_\_\_\_\_\_( Graphics g )
12. {
13. g.\_\_\_\_\_\_\_\_\_\_\_("Hello", 10, 50 );
14. }
15. }
16. public class Tester
17. {
18. public static void main ( String[] args )
19. {
20. helloFrame frm = new helloFrame();
21. frm.setSize( 150, 100 );

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