1. **ONE** mark Questions
   1. What is String constant pool?
   2. Differentiate StringBuffer & StringBuilder.
   3. Differentiate String and StringBuffer?
   4. What is the use of isAlive() method?
   5. What is the difference between extends thread and implements runnable?
   6. How can you stop a thread in java?
   7. What is Thread Synchronization?
   8. Differentaite Synchronised block and Keyword?
   9. Define the methods which are used to improve the efficiency of communication b/w threads.
   10. Why do we need Wrapper classes?
   11. Define boxing and unboxing?
   12. What is an applet & where applets are executed.
   13. Define Event & Event Listener.
   14. What is Event Handling?
2. **SIX** Marks Questions
   1. Explain String class methods with an example program.
   2. Explain StringBuffer class methods with an example program.
   3. Explain about Thread life cycle and Synchronized block with an example program.
   4. Explain about Applet life cycle & passing parameters to an applet with an example program.
   5. Explain about Event delegation model in detail with an example program.
   6. Explain about Event listener interfaces & write an example program for any one listener interface.