* 1. 4 X 1 = 4M

1. What is String constant pool?
2. What is the use of isAlive() method?
3. Differentaite Synchronised block and Keyword?
4. What is an applet & where applets are executed.
5. 1 X 6 = 6 M
   1. Explain about Thread life cycle and Synchronized block with an example program.
   2. 4 X 1 = 4M
6. Differentiate StringBuffer & StringBuilder.
7. What is the difference between extends thread and implements runnable?
8. Define the methods which are used to improve the efficiency of communication b/w threads.
9. Define Event & Event Listener.
10. 1 X 6 = 6M
11. Explain StringBuffer class methods with an example program.
    1. 4 X 1 = 4M
12. Differentiate String and StringBuffer?
13. How can you stop a thread in java?
14. Why do we need Wrapper classes?
15. What is Event Handling?
16. 1 X 6 = 6M
17. Explain about Event delegation model in detail with an example program.

* 1. 4 X 1 = 4M

1. What is the use of isAlive() method?
2. Differentaite Synchronised block and Keyword?
3. Define boxing and unboxing?
4. What is String constant pool?
5. 1 X 6 = 6M
6. Explain about Event listener interfaces & write an example program for any one listener interface.
   1. 4 X 1 = 4M
7. What is the difference between extends thread and implements runnable?
8. Define boxing and unboxing?
9. Define Event & Event Listener.
10. Differentiate String and StringBuffer?
11. 2 X 3 = 6M
12. Explain StringBuffer class methods with an example program.
    1. 4 X 1 = 4M
13. What is the use of isAlive() method?
14. Differentaite Synchronised block and Keyword?
15. Define boxing and unboxing?
16. Define Event & Event Listener.
17. 1 X 6 = 6M
    1. Explain String class methods with an example program.