Subject:	Advance Java Programming	Assignment Number:	1
Subject Code:	09CE1504	Unit Covered:	1 & 2
Division	5DC1 & 5DC2	Date of Assign:	17-07-2025
Faculty Name:	Prof. Meet Laheru	Date of Submission:	29-07-2025

Sr. No.	Question	CO	BL
1	Compare and analyze the lifecycle methods of a Java Applet: init(), start(), stop(), destroy() and explain how they interact during execution.	01	04
2	Write a Java Applet program that draws basic shapes like a rectangle, oval, and arc using the Graphics class methods.	01	03
3	Develop a local applet and embed it into an HTML file using the <applet> tag.	01	03
4	Analyze the difference between Applet and Application.	01	04
5	Embed a remote applet in an HTML file and explain how codebase and code attributes work together.	01	03
6	Justify the use of Swing over AWT for a modern desktop application that requires rich UI, flexibility, and customization.	02	05
7	Compare the four layout managers (FlowLayout, GridLayout, BorderLayout, BoxLayout) and explain where each is most suitable.	02	04
8	Construct anatomy of an Application GUI with internal structure.	02	03
9	Examine JFrame Component with example.	02	04
10	Justify the requirements of the Layout Management.	02	05