

Faculty of Diploma Studies Department of Computer Engineering Assignment

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

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