UNIT - 5

**EVENT DRIVEN PROGRAMMING**

Question Bank

**PART – A**

**2 – Marks**

1. What is Applet?
2. Draw the life cycle of applet.
3. Give a short note on awt package in java.
4. What is frame in java awt? Give some properties of frames.
5. Give short note on drawOvel method from Graphics class.
6. Write a code that displays hello world in a frame using Label.
7. Define Canvas class in java.
8. What is event driven programming?
9. List some event handler classes in java.
10. What is the use of adapter classes in event handling?
11. List all the methods defined in Mouse Listener interface.
12. Give a short note on swing in java.
13. What is use of BorderLayout?
14. List some swing components with its usage.
15. Give a short note on grouping a radio buttons in swing.
16. Write a program that helps to get input from user using dialog box.

**PART – B**

**13 -Marks**

1. Write a program that draws basic shapes using applet.
2. Write an awt program that draws shapes using Graphics2D classes.
3. Write an awt program to drawlines based on mouse clicks.
4. Write a program to draw a rectangle using canvas and grow the circle when click inside.
5. Write a program that helps to calculate emi details based on interest and tenure.
6. Write a program that shows basic file handling menus [File, Edit, Format, View, Help].