

Uka Tarsadia University (Diwaliba Polytechnic)
Diploma in Information Technology
Assignment(Advanced Java Programming-020070603)

Assignment 1

1. What is applet?
2. Differentiate applet and java application.
3. Give difference between local applet and remote applet.
4. Explain life cycle of an applet.
5. Explain applet tag with attributes.
6. Enlist advantages of an applet.
7. Enlist disadvantages of an applet.
8. Why applet is used?
9. What is local applet.
10. What is remote applet.
11. Draw class hierarchy of applet class.
12. Explain methods of an applet class.
13. Explain How to create executable applet code.
14. Explain How to add applet to HTML file?
15. Explain How to run the applet?
16. What is use of <APPLET> tag? Give Syntax of Applet tag.
17. What is the use of PARAM tag? Give its syntax.
18. Explain < APPLET > tag and its attributes.
19. What package is used in all applet programs?
20. What is the use of applet viewer utility in Java?
21. Explain How to pass parameter to applet.
22. Describe method of Graphics class which is used to print string in applet.
23. Write a program in JAVA to draw five red circles in the applet.
24. Explain drawRectangle() and drawOval() methods.
25. Write a program to draw rectangle in the applet.

Assignment 2

1. Describe TextField control in AWT.
2. List any four methods of Component class in JAVA.
3. Explain border layout with example.
4. List constructors and methods of canvas class in AWT.
5. Define Frame and state two ways to create a frame.
6. Explain flow layout with an example.
7. Explain grid layout manager.
8. Describe AWT push button control.
9. Explain Canvas class with example.
10. Describe AWT Label control.
11. Describe Card Layout.
12. Explain AWT class hierarchy.
13. Draw AWT class hierarchy.
14. What is AWT?

15. Explain all fundamentals of window.
16. Explain methods of Frame class.
17. What is Frame?
18. Give advantages of Layout Manager.
19. Explain methods of Label class.
20. What is Label class?
21. Explain constructors of Label class.
22. Explain constructors of Frame class.
23. Explain constructors and methods of TextField class.
24. Write a applet program to create Canvas.
25. Write a applet program to create Label control.