

OR

- 6 a. Define a class box with data members : width, height and length and define three overloaded constructions to :
i) Pass values for all 3 members
ii) Initialize all members to – 1
iii) Assign same value to all three. (06 Marks)
- b. Illustrate order of calling the constructors in a multilevel inheritance hierarchy. (04 Marks)
- c. Explain the exception handling keywords in java with example. (06 Marks)

Module-4

- 7 a. With an example explain how to create a new thread using runnable interface. (06 Marks)
- b. Explain how one thread can wait for another thread to finish using is Alive() and join() methods. (04 Marks)
- c. Explain the MouseListener and WindowListener interfaces with methods and their prototype. (06 Marks)

OR

- 8 a. With an example explain how to create a new thread using thread class. (06 Marks)
- b. Write a program for producer – consumer problem using wait(), notify() and notifyall() methods. (06 Marks)
- c. Write a program to handle any three keyboard events. (04 Marks)

Module-5

- 9 a. Explain the methods and their use of the Applet class. (04 Marks)
- b. Write an Applet program to display font name and font size by passing parameters to an Applet. (06 Marks)
- c. Create a swing Applet with two buttons “OK” and “EXIT” and display a message which button is pressed. (06 Marks)

OR

- 10 a. Explain the Applet tags with example. (04 Marks)
- b. Write an Applet program to create a Banner Applet that displays “Java makes the web move!”. (06 Marks)
- c. Explain the usage of JLabel, ImageIcon and JButton swing components. (06 Marks)
