

Module-4

- 7 a. What is deadlock scenario in multithread communication? Explain with an example. (06 Marks)
b. What is Thread? Explain two ways of creating thread with an example. (05 Marks)
c. List and explain EventListener interface. (05 Marks)

OR

- 8 a. Explain Modern way of suspending, resuming and stopping thread with an example. (06 Marks)
b. What is Interthread communication? Explain with an example. (05 Marks)
c. Explain Anonymous Inner class with example. (05 Marks)

Module-5

- 9 a. What is applet? Explain how to initialize and terminate applet. (06 Marks)
b. Write an applet program to display the message "VTU BELAGAVI". Set the background colour to cyan and foreground colour to red. (06 Marks)
c. Name and explain different types of swing buttons with syntax. (05 Marks)

OR

- 10 a. Explain and demonstrate passing parameters to applet. (05 Marks)
b. Create a swing application having two buttons named "alpha" and "beta". When either of buttons pressed, it should display "Alpha is pressed" and "Beta is pressed" respectively. (06 Marks)
c. Explain components and containers in swing. (05 Marks)
