

| | |
|--|--|
| 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. |