

- 1 a) Draw the Exception Hierarchy.
- 2 b) Give the syntax for a try and catch clauses. Write a simple program that uses a try/catch .
- 3 a) How to perform file input & output using character streams?
- 4 b) Write a java program to read a file content and list all the words using string Tokenizer class
- 5 a) Write about catching exception subclasses.
- 6 b) Write a Java program that illustrates how try blocks can be nested?
- 7 a) How to manually throw an exception in JAVA.
- 8 b) Write a program for rethrowing an exception.
- 9 Explain the following terms in detail with respect to exception handling: Try, catch, and throw, finally. Write a program using try, catch, and throw, finally statement
- 10 a) What is the use of **throws** keyword in Java.
- 11 b) Write about Java's built-in Exceptions.
- 12 How to create our own exceptions. Give example programs.
- 13 Explain classification of stream classes. Explain various types of byte stream classes & character stream classes in detail.
- 14 a) Write a java program to read data from a file
- 15 b) Write a java program to write data to a file
- 16 a) Discuss 'throw' and 'throws' keywords for exception handling.
- 17 b) Explain nested try statements with example program.
- 18 What is thread? Explain in detail about life cycle of thread with diagram. Explain resuming & stopping threads.
- 19 a) Write a notes on Thread Priorities
- 20 b) Write about 'main' thread.
- 21 a) How are synchronized methods implemented?
- 22 b) What is inter thread communication? What methods are employed?
- 23 How to create threads by using Runnable interface. Explain by using a program
- 24 a) How multiple threads can be created in Java
- 25 b) Give the general forms of isAlive() and join() methods, Give the reasons why join() is better than isAlive()
- 26 a) What is synchronization? Why is thread synchronization important for multithreaded programs?
- 27 b) What is multitasking? Give an example
- 28 Discuss about InterThreadCommunication?
- 29 Write the program for correct implementation of "Producer and Consumer problem".
- 30 Explain both the old and modern way of suspending, stopping and resuming threads.
- 31 Write java program to create a super class called Figure that receives the dimensions of two dimensional objects. It also defines a method called area that computes the area of an object. The program derives two subclasses from Figure. The first is Rectangle and second is Triangle. Each of the sub class overridden area() so that it returns the area of a rectangle and a triangle respectively.
- 32 Write about the following:
 - (a) Inet address.
 - (b) URL.
 - (c) URL connection.
- 33 a) Write about applet skeleton
- 34 b) Explain Applet Initialization and Termination.
- 35 What is an applet? Explain in detail about applet life cycle with suitable diagram. Write a program to draw circle & rectangle filled with red color. .
- 36 Write a Java program for Simple Banner Applet.
- 37 a) How to display message on a status window of an applet.
- 38 b) Give the syntax of HTML APPLET tag.
- 39 How to pass parameters to an applet. Illustrate with an example program.
- 40 Explain the following terms in detail with examples:
 - (i) Component. (ii) Container. (iii) Layout managers.
- 41 Discuss delegation event model for event handling in Java. Explain with a simple program.
- 42 Design a scientific calculator using AWT?
- 43 Write about datagrams with an Example.