

22. Define applet:-

* An applet is a java pgm that can be embedded into a webpage. It runs inside the webbrowser and works of client side.

* Applets are used to make this website more dynamic and entertaining

23. Write - simple HTML pgm:-

```
<html>
<head>
<title> IT </title>
</head>
<body>
  <h1> Welcome </h1>
  <h2> IT </h2>
</body>
</html>
```

24. What is Filter Streams :-

* A Filter stream data as it is being read filter or written to the stream. Two filter stream for reading stream and filter output stream.

6. What is arrays:-

* An array is used to store a collection of data.

* Which stores a fixed size sequential collection of elements of the same type

```
int a[5];
```

7. Define Data types:-

* a data type defines a set of values and the operation that can be performed on them.

8. write a syntax of variable declaration?

* A variable store values of data types.

Syntax: Datatype $v_1, v_2, v_3;$

eg: int x, y, z

11. What is overloading method?

* The process of defining methods with same name but with different functionalities is termed method overloading.

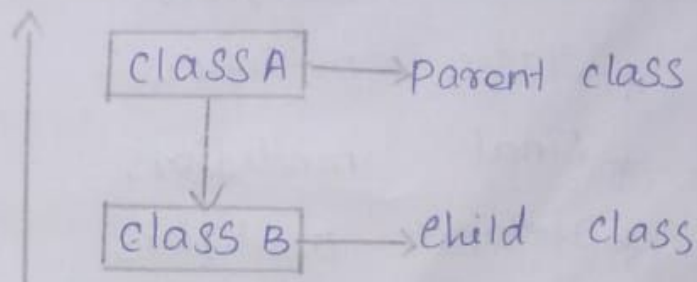
eg:-

* An overloaded draw() method can be used to draw anything from a circle to an image.

12. What is inheritance:

* Inheritance refers to the fact that one class can inherit a part or all of its structure and behaviour from another class.

* The class that inherits the property from another class (parent class) is termed as child class (sub class)



B Define Constructor :-

* Constructor always have the same name as the class.

* a constructor must not have a return type.

* A constructor is used to initialize the state of an object.

14) What is mean by package?

* a java packages is a group of similar types of classes, interfaces and subpackages.

* Packages in java can be categorial in two form, built-in packages and defined package.

eg :-

Java lang, awt, javac

List out any four modifiers:

* Access modifiers

* Static modifiers

* Final modifiers

* abstract modifiers

3. What are the benefits of oops?

- * Code reusability
- * Code modularity
- * Easier maintenance
- * Design stability

4. List out any four Buzz words

- * Simple
- * Secure
- * Robust
- * Dynamic

5. Define objects:-

* An object is a programming entity in oops.

* An object is an instance of a

class

* An object must also have

a unique identify that distinguishes it from all other objects.

9. What is meant by wrapper classes?

* Wrapper classes for integers and floating point numbers are subclasses of the Number class in the Java.lang packages.

* A wrapper class is used to convert a primitive data types into its equivalent class type.

primitive type	wrapper class
int	Integer
float	Float
byte	Byte
short	Short

10. Define Strings:-

* Strings is a sequence of characters. Strings is an immutable object which means it is constant and cannot be changed once it has been created.

eg:

Hello is a string of 5 character

1 Define JDK :

⇒ Java Development kit

⇒ It is a software development environment used for developing java application and applets.

⇒ Java development tools including the compiler, debugger and the java interpreter.

⇒ The JDK also provides debugger tool for debugging programs.

2. difference b/w Java application and applets

Application	Applets
(i) Java application requires a main method () for its execution	i) An applet does not require a main method () for its execution.
ii) These run on standard alone application.	ii) These run in web pages.

16 Define multithreading:-

* multithreading is a powerful programming tool that makes it possible to achieve concurrent execution of multiple units of a program.

17. What are features of exception handling?

* The type of exception - determined by the class of the exception object

* Where the exception - the stack trace

* Context information - the error message and other state information.

18. What is exception:-

* An exception is an event that may cause abnormal termination of the programming during execution.

* Java treats exception as object and all the exception (errors) are arranged in a hierarchy.

19 Why use sleep()

* The sleep() method of Thread class is used to sleep a thread for the specified amount of time.

20 Define Daemon thread:-

* Daemon thread is a low priority thread that runs in background to perform tasks such as garbage collection.

* They cannot prevent the JVM from exiting when all the user threads finish their execution.

21. What is stream?

* A stream is an extended sequence of bytes that has a source (input stream) or a destination (output stream).

* A flow of data is often referred to as a data stream.