

f) Explain following event listener interface :

i) ActionListener

ii) ItemListener

h) What are the different Color methods used in Java?

[15]

Q. 4 Attempt any three.

a) What do you mean by method overriding? Illustrate with example.

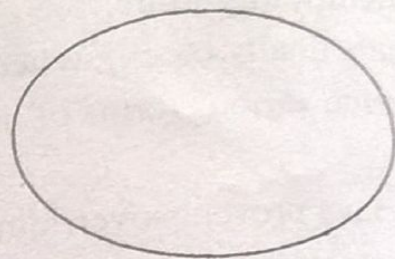
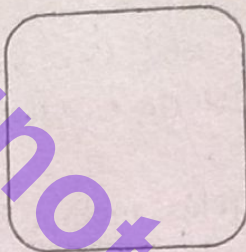
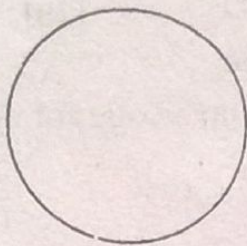
b) Explain constructor overloading with proper example.

c) Explain public, private, protected, friendly, private protected access used in Java.

d) Create a try block that is likely to generate three types of exception and then incorporate necessary catch blocks to catch and handle them appropriately.

e) What is the difference between an applet and application?

f) Write an applet code to draw the following shapes:



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