



	OR			
18	a) What is an Iterator? Explain the purpose of it. b) List and explain any two Collection classes	5M 5M	4	L2
19	a) What is Adapter class? Explain the advantages of using Adapter classes. b) List and explain the limitations of AWT.	5M 5M	5	L2
	OR			
20	Write a Java program using AWT to create a simple graphical user interface (GUI) with a window containing a button labeled "Click Me". When the button is clicked, a message dialog should display the text "Button Clicked".	10M	5	L2