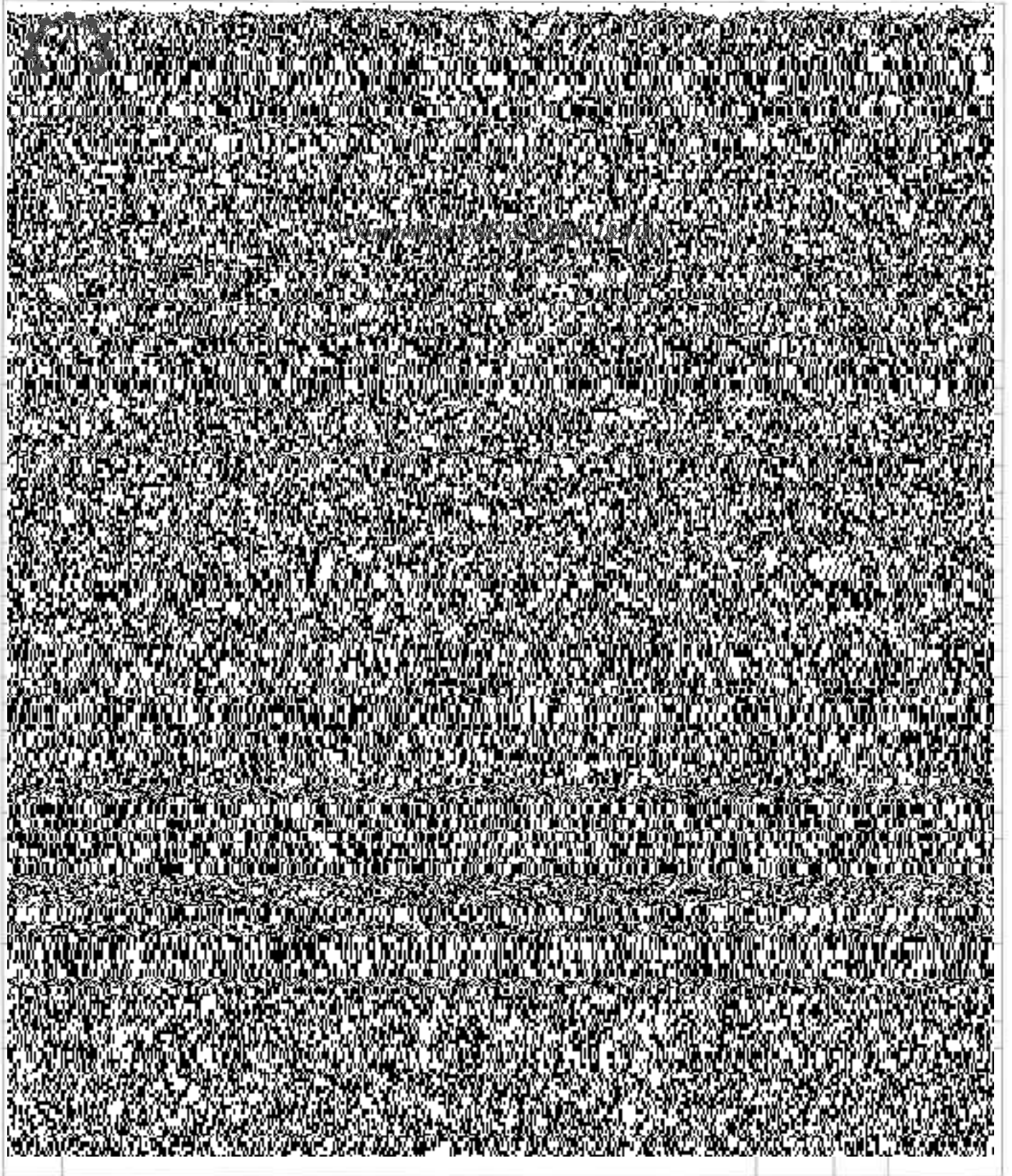




6	Discuss the usage of try, catch, throw, throws, and finally blocks, and explain the need for multiple catch clauses.	10M	3	L4
	OR			
7	a) What is synchronization in Java multi-threading, and why is it necessary? Discuss with an example involving shared resources b) Explain the methods involved in inter thread communication.	5M 5M	3	L2
8	a) Explain the Collection interface, its commonly used methods with examples b) Describe the role of the Iterator interface in Java. Provide an example of how it can be used to iterate through elements in a collection	5M 5M	4	L4
	OR			
9	a) Compare the Arrays class and the Collection framework in Java. b) What is StringTokenizer? Write an example.	5M 5M	4	L2
10	a) Write a program to design a calculator using AWT. b) What is Grid Layout? Write a code snippet to implement Grid Layout	5M 5M	5	L3
	OR			
11	a) Illustrate the role of event listeners in event handling? List the Java event listeners b) Write a simple Java program to demonstrate handling mouse events using MouseListener.	5M 5M	5	L2