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Drive - II Classes and objects, class declaration, creation of objects, methods, constructors and overloading constructors, garbage collector, importance of static keyword, final keyword, abstract class overwriting. Interfaces, creating packages, using packages, importance of CLASSPATH and java.lang package. Exception manipulation, importance to try, catch, throw throws and finally block, user-defined exceptions, claims. Drive – IV Multithreading: introduction, thread lifecycle, threading, thread priorities, thread synchronization, communication between threads. Read data from files and write data to files, random Access File Unit – Class V Applet, applet structure, applet lifecycle, sample applet programs. Event handling: event delegation model, event sources, event listeners, adapter classes, internal Unit-VI AWT classes: introduction, components and containers, button, label, check box, switches, list boxes, selection fields, container classes, internal Unit-VI AWT classes: introduction, components and containers, button, label, check box, switches, list boxes, selection fields, containers, button, label, check box, switches, list boxes, selection fields, containers, button, label, check box, switches, list boxes, selection fields, containers, button, label, check box, switches, list boxes, selection fields, containers, button, label, check box, switches, list boxes, selection fields, containers, button, label, check box, switches, list boxes, selection fields, containers, button, label, check box, switches, list boxes, selection fields, containers, button, label, check box, switches, list boxes, selection fields, containers, button, label, check box, switches, list boxes, selection fields, containers, button, label, check box, switches, list boxes, selection fields, containers, button, label, check box, switches, label, Most students think what to do to stand out in the end-of-minute exam. At any time during the preparation of the Book, it allows you to win half the battle. We will help you overcome this situation by introducing some reference books that you can use to prepare effectively for the exam. Follow java programming books designed by experts and score max. Complete Reference Java, 8. Programming in JAVA, Sachin Malhotra, Saurabh Choudary, Oxford. Introduction to Java Programming, 7. Swing: Introduction, JFrame, JApplet, JPanel, Swinging Components, Swing Layout Managers, JList and JScrollPane, Split Pane, JTabbedPane, JTabbedPane, JTabbedPane, JTabbedPane, JTabbedPane, JTabbedPane, JTabbedPane, JTabbedPane, JPanel, Swinging Components, Swing Layout Managers, JList and JScrollPane, Split Pane, JTabbedPane, we've compiled some Java Review questions for B.Tech students preparing for their exams. Read them thoroughly without any problems and benefit from the final exam. What are the procedures? How do object-oriented languages overcome the problems and benefit from the final exam. What are the problems of procedures? How do object-oriented languages overcome the problems of procedural languages? Make a brief note on Java Virtual Machine. How do I share data between features using a static keyword? Give an example. Provides Java naming conventions. Type an example of a program to display a called sequence of designers. How do I create packages and use them in java? What happens when PrintWriter gets a string type argument? Type a Java program to display all odd numbered text file files. Briefly explain the life cycle of the applet. Discuss one modern mechanism for managing events. Write a Java program that calculates the factorial of a number when entering that illustrates how to create and display a label that contains both an icon and a string. 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Inner classes: Use of inner classes, local inner classes, anonymous inner classes, static inner classes, examples. Packages: Define, create, and access the packages. Exceptions, checked exceptions and uncontrolled exceptions, use of trial, catch, throwing, throws and finally, squandering exceptions, specification of exceptions, built-in exceptions, built-in exceptions, built-in exceptions, thread states, thread synchronization, thread java frame overview, generics, commonly used collection classes - field list, vector, hash table, stack, enumeration, iterator, tokenizer chain, random access file operations, file management using the File class. Connecting to a database: JDBC drivers types 1 through 4, connecting to a database, querying a database, and processing results, updating data by using a JDBC driver. 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Platform Independent: Unlike many other programming languages, including C and C++, when Java is compiled, it is not compiled into a platform-specific computer, rather into an independent platform byte code. Simple: Java is designed to be easy to learn. Safe: With a secure feature, Java allows you to develop systems without tampering with viruses. Portable: Being neutral architecture and without implementing dependent aspects of the specification makes Java portable. Multi-all: Java's multi-task feature can be used to write programs that can perform many tasks at the same time. Interpreted: Java byte code is translated to native machine instructions and are not stored anywhere. Dynamic: Java is considered more dynamic than C or C++ because it's designed to adapt to an evolving environment. Notes on Informatics Date: URL: by Abhishek Sharma Sharma

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