

JAYPEE UNIVERSITY OF INFORMATION TECHNOLOGY, WAKNAGHAT.

T1 EXAMINATION, 2016

B.TECH – 7th Semester

COURSE NAME: Advanced Java

MAX.MARKS:15

COURSE CODE: 12B1WCI733

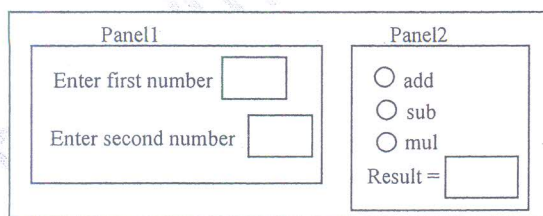
MAX.TIME: 1 HRS

Note: Carrying of mobile phones during examinations will be treated as a case of unfair means. Make our own assumptions, if required.

1. Four different images given as below represent different states of an actor. The combination of run1.gif and run2.gif images represents its running state; whereas the images exercise1.gif and exercise2.gif represent the exercise state of the actor. Design an applet to animate the given images of an actor in the following sequence. [5 marks]
- The actor runs in from the left side of the applet screen.
 - Exercises in the middle of the screen, 50 times.
 - Stops and runs off to the right side of the applet screen.



2. Design a GUI in awt or swing, which consists of two panels, as shown in the following figure. One panel is a collection of two text fields to enter the numbers through keyboard. The second panel is a collection of three radio buttons (labelled as add, multiply and subtract) and a text field to display the result. [3 marks]



3. Design an applet that consists of two buttons as *show window* and *hide window*. When user clicks on the *show window* button, a window appears with a menubar and a *File* menu on it. The *File* menu is a collection of two menuitems labelled as *item1* and *item2*. Both these menuitems are separated by a separator. When the user clicks on the *item1*, its name is displayed on the window. On clicking the *item2*, a dialog box appears with two buttons as *Ok* and *Cancel*. The dialog box disappears after clicking on to the *Ok* or *Cancel* button. [4 marks]
4. What is the cause of flickering in an animated applet? What are the three methods to reduce or remove the flickering? Explain any two of them. [3 marks]