

4. Write short notes on the following :

- i) try and catch iii) finally
- ii) throws iv) I/O streams

[4X4=16]

UNIT-V

- 5. (a) What are the difference between threads and processes? How we can extend the thread class ? explain with Example (code). 6
- (b) What is applet ? Describe the complete life cycle of a applet. 6
- (c) Write a applet program for drawing a human face. 4

Or

- 5. (a) What are the difference between multiprocessing and multithreading? What is to be done to implement these in a program ? 8
- (b) Write a applet program to draw a filled circle with in an oval. 6
- (c) Describe the three ways of drawing polygons. 4