

SECTION-B

2. How Object Oriented Paradigm is different from structural programming? Also discuss the benefits and applications of OOP.
3. What is method overloading? How it is different from method overriding? Explain with an example.
4. Write a program to implement Multiple Inheritance using Interfaces. Also explain the process.
5. How Applets differ from applications? Explain Applet life cycle as well.
6. Explain various components of Event handling.
7. Write a program to demonstrate the use of File & data Input/ Output stream.