

SECTION-B

2. What is Object-Oriented Programming? Discuss the benefits of OOP.
3. What are the various data types available in Java? Explain.
4. What is Inheritance? What are the different forms of inheritance in Java? Explain with suitable examples.
5. What is an exception? How is it different from an error? Is it possible to include your own exception in a program? Explain with suitable code for the purpose. Also discuss the use of finally block.
6. What do you mean by a Java applet? How is an applet different from an application? Discuss the life cycle of an applet.
7. Explain with examples the various graphics methods supported by AWT.