

in only mouse drag events, then you could simply extend MouseMotionAdapter and implement mouseDragged() .

56. **What is meant by controls and what are different types of controls in AWT?**- Controls are components that allow a user to interact with your application and the AWT supports the following types of controls: Labels, Push Buttons, Check Boxes, Choice Lists, Lists, Scrollbars, Text Components. These controls are subclasses of Component.
57. **What is the difference between choice and list?**- A Choice is displayed in a compact form that requires you to pull it down to see the list of available choices and only one item may be selected from a choice. A List may be displayed in such a way that several list items are visible and it supports the selection of one or more list items.
58. **What is the difference between scrollbar and scrollpane?**- A Scrollbar is a Component, but not a Container whereas Scrollpane is a Container and handles its own events and perform its own scrolling.
59. **What is a layout manager and what are different types of layout managers available in java AWT?**- A layout manager is an object that is used to organize components in a container. The different layouts are available are FlowLayout, BorderLayout, CardLayout, GridLayout and GridBagLayout.
60. **How are the elements of different layouts organized?**- FlowLayout: The elements of a FlowLayout are organized in a top to bottom, left to right fashion. BorderLayout: The elements of a BorderLayout are organized at the borders (North, South, East and West) and the center of a container. CardLayout: The elements of a CardLayout are stacked, on top of the other, like a deck of cards. GridLayout: The elements of a GridLayout are of equal size and are laid out using the square of a grid. GridBagLayout: The elements of a GridBagLayout are organized according to a grid. However, the elements are of different size and may occupy more than one row or column of the grid. In addition, the rows and columns may have different sizes.
61. **Which containers use a Border layout as the default layout?**- Window, Frame and Dialog classes use a BorderLayout as their layout.
62. **Which containers use a Flow layout as their default layout?**- Panel and Applet classes use the FlowLayout as their default layout.
63. **What are wrapper classes?** Wrapper classes are classes that allow primitive types to be accessed as objects.
64. **What are Vector, Hashtable, LinkedList and Enumeration?**- Vector : The Vector class provides the capability to implement a growable array of objects. Hashtable : The Hashtable class implements a Hashtable data structure. A Hashtable indexes and stores objects in a dictionary using hash codes as the object's keys. Hash codes are integer values that identify objects. LinkedList: Removing or inserting elements in the middle of an array can be done using LinkedList. A LinkedList stores each object in a separate link whereas an array stores object references in consecutive locations. Enumeration: An object that implements the Enumeration interface generates a series of elements, one at a time. It has two methods, namely hasMoreElements() and nextElement(). HasMoreElements() tests if this enumeration has more elements and nextElement method returns successive elements of the series.
65. **What is the difference between set and list?**- Set stores elements in an unordered way but does not contain duplicate elements, whereas list stores elements in an ordered way but may contain duplicate elements.
66. **What is a stream and what are the types of Streams and classes of the Streams?**- A Stream is an abstraction that either produces or consumes information. There are two types of Streams and they are: Byte Streams: Provide a convenient means for handling input and output of bytes. Character Streams: Provide a convenient means for handling input & output of characters. Byte Streams classes: Are defined by using two abstract classes, namely InputStream and OutputStream. Character Streams classes: Are defined by using two abstract classes, namely Reader and Writer.
67. **What is the difference between Reader/Writer and InputStream/OutputStream?**- The Reader/Writer class is character-oriented and the InputStream/OutputStream class is byte-oriented.