

# Tutorial 11

These questions refer to the lectures presented in week 11 of Object Oriented Programming with Java. They will be covered during the tutorial during week 12.

## Applet Programming

1. What are applets?
2. Why are they rarely used now?
3. What is the difference between a local applet and a remote applet?
4. What is the sandbox in which applets run?
5. What are the sandbox restrictions?
6. What is AWT?
7. Why do we use the Serializable interface?
8. Describe the applet lifecycle.

## Deploying Applets

9. How do you create a .class file from a .java file?
10. What tag do you use to embed applets in pre-HTML5 documents?
11. What tag do you use to embed applets in HTML5 documents?
12. What are alternatives to applets for producing GUIs on the web?

## Applets GUI

13. What are the two GUIs available for applets? What is the difference between them?
14. What is an event in a GUI?
15. What is an event handler in a GUI?
16. How does a program know that a particular event should be handled by a particular event handler?