

## 1998 Paper 3 Question 3

### Programming in Java

Describe briefly the facilities provided in Java for describing classes and inheritance. How is an object instantiated, initialised and finalised? [8 marks]

What are abstract classes and interfaces? How and why are they used? [4 marks]

Explain how modifiers are used to control the visibility of identifiers. [4 marks]

Illustrate your answer with examples drawn from the various schemes for handling graphical input in different versions of the Abstract Windowing Toolkit. [4 marks]