

Differentiate between the following. Clearly write all the differences. Any ambiguous statement will not be accepted.

1. an applet and an application.
2. Byte code & object code
3. final & finally
4. implements & extends
5. this & super
6. byte & short
7. break & continue
8. member variables & class variables
9. AWT & Swing
10. Abstract class & an Interface
11. Primitive Data Types & Object Data Types
12. Default Constructor & detailed constructor