

Y 3031

M.C.A. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2006.

Fourth Semester

CA 241 — INTERNET PROGRAMMING AND TOOLS

(Regulation 2002)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What is the functionality of a DNS?
2. What is the difference between local and remote login?
3. What commands are used to load an image at a location on the web page and to define a hyperlink?
4. What is a portal? Explain its functionalities.
5. Justify the need for client side scripting.
6. Write a java script to print the multiples of 2 for first ten numbers.
7. What is an ActiveX control?
8. Why should the main method be static in a java program?
9. What is the difference between multicast and broadcast?
10. Name any two web servers that can be used for server side scripting and highlight their features.

PART B — (5 × 16 = 80 marks)

11. (a) (i) Describe the features of TCP. (8)
- (ii) List out the generic domain names. (4)
- (iii) What is news group? (4)

Or

- (b) (i) Explain the email architecture and its components. (8)
- (ii) Discuss the FTP connection mechanism between the client and the server. (8)
12. (a) (i) List out the HTTP commands sent from a web client to the server for a web page and highlight their meanings. (8)
- (ii) Summarize some of the more common HTML tags and describe them. (8)

Or

- (b) (i) What are search engines? Highlight the features of a search engine. (6)
- (ii) What is MIME? Explain its features. (4)
- (iii) What are the functionalities of browser software? (6)
13. (a) (i) Highlight the features of the following objects in java script :
- (1) Window object. (4)
- (2) History object (4)
- (3) Navigator object. (4)
- (ii) What is a cookie? Explain its use. (4)

Or

- (b) (i) What is a style sheet? How is it used in java script? Explain with an example. (8)
- (ii) List the event handlers supported by the button object. (4)
- (iii) What are the events associated with text object. (4)
14. (a) (i) What is interface? Why is it used in java? (6)
- (ii) Explain the life cycle of a thread. (4)
- (iii) Explain the different layout managers provided in AWT and highlight their features. (6)

Or

- (b) (i) What are the event types supported in AWT Event? Explain. (8)
- (ii) Highlight the features of low-level stream classes. (8)

