

B.E. DEGREE EXAMINATIONS: MAY/JUNE 2013

Sixth Semester

COMPUTER SCIENCE AND ENGINEERING

ITY108: Advanced Java Programming

Time: Three Hours

Maximum Marks: 100

Answer all the Questions:-

PART A (10 x 1 = 10 Marks)

1. IFC Means,
 - a) Intranet Foundation Classes
 - b) Internet Foundation Classes
 - c) Intranet Framework Classes
 - d) Internet Framework Classes
2. Swing has the potential of finally fulfilling the promise of Sun's _____ slogan.
 - a) Write Once Run Once
 - b) Write Once Run Specific place
 - c) Write Once Run Anywhere
 - d) Write Once Run nowhere
3. How Java supports multiple inheritance?
 - a) Using interface
 - b) Using methods
 - c) Using constructor
 - d) Using pakages
4. In SDK, the isPopupTrigger method works correctly only in the _____ method
 - a) mousePressed
 - b) mouseClicked
 - c) mouseDoubleClicked
 - d) mouseReleased
5. Data is transmitted across the Internet in packets of finite size called_____.
 - a) Frames
 - b) Frameset
 - c) Datagrams
 - d) Dataset
6. TCP is designed for _____transmission of data. The User Datagram Protocol (UDP) is an alternative protocol for sending data over IP that is very quick, but _____.
 - a) Reliable, Not Reliable
 - b) Not Reliable, Reliable
 - c) Slow, Fast
 - d) Fast, Slow
7. Which attribute contains the uniform resource locator (URL) of the server program to which the browser should send the user's input?
 - a) Method
 - b) Get
 - c) Action
 - d) Post
8. HTTP is a _____ protocol
 - a) Hyper Text Transfer
 - b) Stateless
 - c) Statefull
 - d) File transfer

9. SMTP Means,
- a) Simple Mail Transparent Protocol
 - b) Simple Message Transparent Protocol
 - c) Simple Message Transfer Protocol
 - d) Simple Mail Transfer Protocol
10. Queue — Used for communicating in p2p systems, a Queue instance is a _____ for the queue stored in the messaging server.
- a) Local proxy
 - b) Global proxy
 - c) Local pool
 - d) Global pool

PART B (10 x 2 = 20 Marks)

- 11. Mention the reasons to choose a swing environment.
- 12. Define Frame.
- 13. What are the three characteristics of each component like button, text filed and a check box etc?
- 14. What is a modal dialog box?
- 15. Mention the basic operations of a socket:
- 16. What is the whois protocol?
- 17. What is a Cookie?
- 18. State the design considerations for an applet/servlet that is used in a web page.
- 19. What is publish and subscribe messaging model.
- 20. Define Atomicity.

PART C (5 x 14 = 70 Marks)

21. a) Explain event handling mechanism in swing environment with example programs.
- (OR)**
- b) Explain the semantic and low level event handling in swings.
22. a) Explain the Model-View-Controller Design Pattern.
- (OR)**
- b) Describe about the various layout management in detail.
23. a) Briefly explain about the socket class available in java.
- (OR)**
- b) Explain the structure of a User Datagram Packet in detail.
24. a) Explain the Servlet structure and life cycle methods with a login servlet program.

(OR)

b) Explain JSP Scripting Elements and Directives.

25. a) (i) Write Short notes about java mail components. (5)
(ii) Explain about java messaging service. (9)

(OR)

b) Explain the three types of EJB that have been specified in J2EE.
