



**MCA DEGREE EXAMINATIONS: MAY 2015**

(Regulations 2009)

Third Semester

**MASTER OF COMPUTER APPLICATIONS**

MCA514:Internet Programming

**Time: Three Hours**

**Maximum Marks: 100**

**Answer all the Questions:-**

**PART A (10 x 2 = 20 Marks)**

1. What is meant by asynchronous chat?
2. How a spam is identified using filters?
3. List any three emerging technologies in designing webpage.
4. What types of encoding are used in transferring files?
5. Why is main function declared its public and static?
6. How do you implement multiple inheritances in Java?
7. What is byte code? What is the advantage of byte code?
8. Implement a graphics method in Java to draw the string "Welcome to Java" from the coordinates (150,250).
9. What are the components in utility package?
10. Define skeleton and stub.

**PART B (5 x 16 = 80 Marks)**

11. a) (i) What is a domain name? Explain how the domain name system works. (8)
- (ii) What are the ways to prevent and stop spammers? Explain in detail. (8)

**(OR)**

- b) (i) Explain in detail about working of chatting and conferencing on the internet. (8)
- (ii) How do you read news groups? Explain with an example. (8)

12. a) Discuss the procedure involved in creating and maintaining the web sites with a particular theme. Highlight the utilities involved in this scenario.

**(OR)**

- b) (i) Illustrate in detail about how files are transferred using FTP. (8)
- (ii) Analyze the data security issues in static and dynamic web pages. Give few examples. (8)

13. a) (i) Explain in detail about various control structures used in Java with an example. (8)
- (ii) Write a Java program to implement the following in-built exceptions: ArithmeticException and NumberFormatException. (8)

**(OR)**

- b) (i) Discuss about the polymorphism and abstract classes in Java with suitable examples. (8)
- (ii) Develop an Interest interface which contains simpleInterest and compInterest methods and static final field of rate 25%. Write a class to implement those methods. (8)

14. a) (i) Explain the basic life cycle of an applet with a suitable example. (8)
- (ii) Define multithreaded programming. How multithreading is implemented in Java? (8)

**(OR)**

- b) (i) Illustrate the creation of command buttons and action events with a suitable program. (8)
- (ii) What is event handling in Java? List the available event classes and listener interfaces with syntax. (8)

15. a) Implement a simple client -server program using RMI in Java that displays a message.

**(OR)**

- b) (i) What are the types of streams and classes? With a Java program illustrate the use of I/O streams. Give self explanatory comments in your program. (8)
- (ii) Build a simple web application for mark enquiry system in an University using JDBC and Servlets. (8)

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