

MCA 314 : Internet & Java Programming
[Part I: Short Answer Type Questions]

UNIT I

- 1.** What is Internet . Explain type of Internet connections
- 2.** What is E-mail . Explain advantages of E-mail
- 3.** Discuss the Utility of Netscape navigator Browser of Internet.
- 4.** What do you mean by Video conferencing. Explain type and benefits of Video conferencing.
- 5.** Why are fibre optics better than media? Explain briefly FDDI, LAN.
- 6.** Write short notes on ISDN & FTP
- 7.** What are the hardware & Software requirements of video conferencing
- 8.** Explain purpose of following
 - a) XML
 - b) HTTP
 - c) DNS
 - d) ISP
- 9.** Why Java is called Machine Independent? Explain functionality of JVM.
- 10.** What are the three OOPs principles and define them?
- 11.** Why java is considered as best language for internet applications

UNIT II

1. What do you mean by classes and objects? Explain with suitable example and how objects and classes are created in Java?
2. What are the kinds of variables in Java? What are their uses?
3. What are methods and how are they defined?
4. What is the difference between a constructor and a method?
5. What is the difference between an Interface and an Abstract class?
6. State the significance of public, private, protected, default modifiers both singly and in combination and state the effect of package relationships on declared items qualified by these modifiers.
7. Explain different way of using thread?
8. What are checked & unchecked exceptions?
9. What is the difference between error and an exception?
10. What are the different ways to handle exceptions?
11. How are this() and super() used with constructors?
12. What is Overriding?
13. What are Checked and UnChecked Exception?
14. Explain the usage of the keyword transient?
15. What are string buffer? How does it differ from a string? Give the three ways of creating a string object.
16. What's the difference between the methods sleep() and wait()?
17. Explain the usage of Java packages.
18. Does it matter in what order catch statements for FileNotFoundException and IOException are written and why?
19. What is difference between importing "java.applet.Applet" and "java.applet.*;" ?
20. What is interface? What is use of interface?

UNIT III

1. Difference between Swing and Awt?
2. What is difference between interface and an abstract class
3. What is the difference between 'throw' and 'throws' ?And it's application?
4. What is the difference between 'Exception' and 'error' in java?
5. What is the 'finally' block?
6. What are the ways to create the thread?
7. What are all the methods available in the Thread class?
8. What are all the four states associated in the thread?
9. What is the difference between superclass & subclass? Which keyword is used to inherit a class?
10. What are the advantages of inheritance?
11. Which method can be used to obtain the length of the String? How do you concatenate Strings?
12. Which method can be used to compare two strings for equality? Which method can be used to perform a comparison between strings that ignores case differences?
13. What is meant by Stream and what are the types of Streams and classes of the Streams?
14. What is the difference between the Reader/Writer class hierarchy and the InputStream/OutputStream class hierarchy?
15. How do I select a URL from my Applet and send the browser to that page?
16. What interface is extended by AWT event listeners?
17. What is the main difference between an application and applet? What are the advantages of Java swings over Java applets?

UNIT IV

1. What is a Java Bean? Discuss the advantages of Java Bean
2. Describe an utility that enables to configure a set of Beans, connect them together, and produce a working application.
3. What do you mean by JAR filters? Discuss
4. What do you mean by state of bean state of Bean. In this reference describe indexed properties of a class with the help of suitable example.
5. What is RMI? What is the difference between Naming. bind and Naming. rebind method? Write a short code to invoke a remote method using java RMI.
6. What do you mean by Introspection?

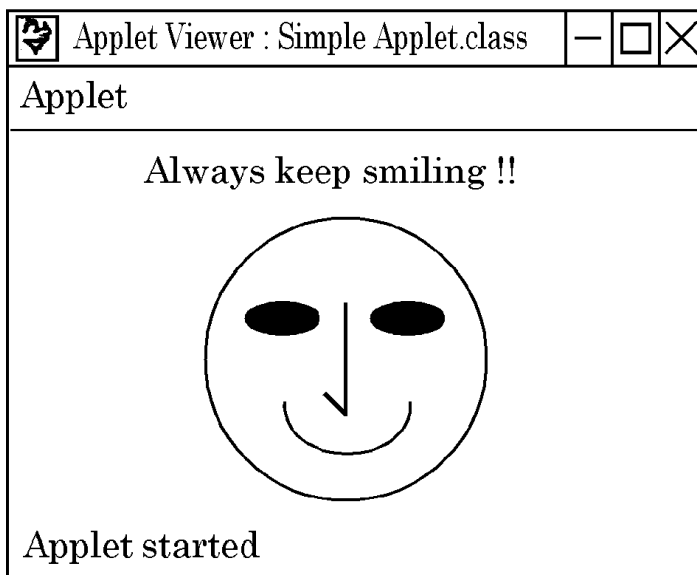
UNIT V

1. Discuss the role of JSP in development of a website.
2. Write short note on thread –safe servlets.
3. What do you mean by HTTP redirects.
4. Define following in brief:
 - i. Servlet Life Cycle
 - ii. Debugging Servlet
5. Define Cookies? How they are used in retrieving information from clients
6. Why do we need inter servlet communication?
7. How HTTP Servlet handles client requests?

[Part II: Long Answer Type Questions]

UNIT II

1. Write Short notes on following:
 - i. Toggle Button
 - ii. Combo Box
 - iii. Tabbed Panes
 - iv. Scroll Pane
2. Explain the life cycle of Thread with suitable diagram.
3. Write an Applet to display following output:



4. Write an Applet code to display the following output

Applet Viewer : Simple Applet.class

Applet

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	

Applet started

- 5.** Write a program in java to demonstrate communication using TCP/IP i.e using socket:-
Write aseperate code for a server and client program. The program should display the current date and time of a server on client
- 6.** What are the main difference between Readers/Writers and Input/Output streams? Give a few subclass of eader and Writer Class.
- 7.** By means of a diagram show the various streams found in the java.io package? Write a program to demonstrate how to use a stream Tokenizer to count the number of words in a file.
- 8.** Explain the life cycle of Applet with suitable diagram.
- 9.** Create an Applet which displays an image "duke.gif" where the mouse is pressed. Use the mosePressed() method of MouseListener class, get the coordinates using getX(), getY(), and draw the image at these coordinates. Use MouseAdapter class to implement the MouseListener interface.
- 10.**Write a code using try and catch block, in which each iteration of loop obtains two random integers. These two integers are divided by each other and the result is used to divide any integer value. The final result is put into a variable a. If either division operation causes a divide by zero, it is caught by the catch block. The value of variable a is set to zero and the program continues.
- 11.**Write code to develop an applet that displays a surver form to a user and updates a database with the data entered by user. Use the interfaces and methods of the java.sql package to get connected to database and to insert the values in the table. Note the table shouls already exist before the data is entered into it.
- 12.**What do you mean by Threads? Wht threads are used in java? Explain different way of using thread?
- 13.**State the significance of public, private, protected, default modifiers both singly and in combination and state the effect of package relationships on declared items qualified by these modifiers.
- 14.**What are different types of inner classes? Explain them
- 15.**What are Wrapper classe ? Why do we need Wrapper classes? Explain.
- 16.**What do you mean by Exception handling? How Exceptionas are handling in Java?
Explain with suitable example.

UNIT III

1. What are the advantages of using JDBC with Java?
2. What are the different types of statements available in JDBC? Where do we use these statements.
4. What are the various characteristics of JDBC? What are the various steps for using JDBC?
5. What are different Statements in JDBC . Explain them
6. What is stored procedure. How do you create stored procedure ? How to call a Stored Procedure from JDBC ?
7. What are the steps for connecting to the database using JDBC ?
8. Write a Program in Java to insert records in a Database usng JDBC.
9. Write a program in java to delete and modify few records of a database using JDBC.

UNIT IV

- 1.** Write a program in java to run a remote method using RMI.
- 2.** What do you mean by Java Beans. Why beans are used in java . Explain the use of jar files in java.
- 3.** Write a program in java to run a remote method using RMI.
- 4.** What do you mean by Java Beans. Why beans are used in java . Explain the use of jar files in java

UNIT V

1. What do you mean by Java Server pages. Write a program in java create a java server page.
2. Servlet is Java class. Then why there is no constructor in Servlet? Can we write the constructor in Servlet
3. What are the types of SessionTracking? Why do you use Session Tracking in HttpServlet
4. We have two applications in that we have two servlets each.How they(servlets) communicate with each other?
5. Why is that we deploy servlets in a webserver.What exactly is a webserver?
 - 1.