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Question Paper Code : 65046

5 Year M.Sc. DEGREE EXAMINATION, MAY/JUNE 2013.

Sixth Semester

Computer Technology

XCS 364/ 10677 SW 603 – INTERNET PROGRAMMING

(Common to 5 Year M.Sc. Information Technology and 5 Year M.Sc. Software Engineering)

(Regulation 2003/2010)

Time : Three hours | Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What is the use of Java Virtual Machine?

2. How is typecasting done in Java?

3. What are final classes?

4. What are the uses of Wrapper classes?

5. Distinguish between a class and an interface?

6. How are classes hidden while importing packages?

7. How to set priorities for threads?

8. How are exceptions handled in Java?

9. Differentiate applications and applets.

10. How are parameters passed to applets?

PART B — (5 × 16 = 80 marks)

11. (a) (i) Explain various features of Java. (8)

(ii) Explain various operators in Java with suitable examples. (8)

Or

(b) (i) Explain various decision making and looping structures of Java with suitable examples. (10)

(ii) Write a Java program to compute the sum of digits of an integer using for loop. (6)

12. (a) (i) Demonstrate method overriding with suitable example. (8)

(ii) Write a Java program to search a string in a given string array. (8)

Or

(b) (i) Explain the use of arrays in java with suitable examples. (8)

(ii) Write a Java program which accepts and stores a list of five books in a vector and prints them. (8)

13. (a) Explain inheritance and its various types in detail with examples. (16)

Or

(b) (i) How are packages created and imported? Explain with an example. (8)

(ii) What are the various ways of implementing interfaces? Explain. (8)

14. (a) (i) Explain the life cycle of a thread. (8)

(ii) Write a Java program which creates two threads. The first thread should display the first 10 even numbers and the second thread should display the first 10 odd numbers. (8)

Or

(b) (i) Write about various Byte Stream classes in Java. (8)

(ii) Write a Java program to read characters from keyboard and write them to a file. (8)

15. (a) (i) What are the steps involved in designing and executing an applet? (6)

(ii) What are the various stages in a life cycle of an applet? (10)

Or

(b) Develop an applet which accepts two integers from the user and displays the sum of the numbers. Also design a web page using HTML tags and test the applet. (16)
