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Question Paper Code : 27313

5 Year M.Sc. DEGREE EXAMINATION, MAY/JUNE 2016

Sixth Semester

Software Engineering

ESE 063 – INTERNET PROGRAMMING

(Regulations 2010)

Time : Three Hours

Maximum : 100 Marks

Answer ALL questions.

PART – A (10 × 2 = 20 Marks)

1. What are the features of J2SE.50 ?
2. Identify the error in the following code:

```
class Example
{
    public static void main(String args[ ])
    {
        intm=10;
        {
            int m=20;
        }
    }
}
```

3. When we declare a method "final".

4. Bring the necessity of wrapper classes.
5. How multiple inheritance is implemented in Java ?
6. Give the Java syntax for accessing a package.
7. Define concurrency.
8. What Java interface must be implemented by all threads ?
9. Write the code segment for the applet tag ?
10. Differentiate between remote applet and local applet.

PART – B (5 × 16 = 80 Marks)

11. (a) (i) Draw the structure of a Java program. (4)
- (ii) Explore various types of Java tokens. (12)

OR

- (b) Elaborate different types of operators in Java and bring the precedence and associativity of bit-wise operators. (16)

12. (a) (i) Write a program to illustrate default constructor and parameterized Constructor ? (10)
- (ii) Describe Java visibility control mechanism. (6)

OR

- (b) (i) Given are two 1-D arrays 'A' and 'B' which are sorted in ascending order. Write a Java program to merge them into a single sorted array 'C' that contains every items from arrays 'A' and 'B' in ascending order. (8)
- (ii) Write a method *delete(String str, int m)* that returns the input string with the mth element removed ? (8)

13. (a) (i) Create a Java program that integrates the concepts of hierarchical inheritance and interface ? (8)
- (ii) Discuss in detail about various forms of interface implementations. (8)

OR

- (b) Explain in detail about java.awt package. (16)

14. (a) (i) Explain how the "Runnable" interface is used to implement threads ? (8)
- (ii) Describe the complete lifecycle of a thread. (8)

OR

- (b) Explore exception handling concepts in Java. (16)

15. (a) Develop a scientific calculator application using applets. (16)

OR

- (b) (i) Explain the applet lifecycle with neat sketch. (8)
- (ii) With example program to describe parameter passing in applets. (8)