Advanced Programming

Homework 2 Deadline:

There are two exercises in this homework, each 15 points.
For this homework assignment and for all the upcoming homework assignments, follow the commenting and coding convention, unless otherwise specified explicitly. Name your files as specified in each of the exercises below. Put all your java and the compiled class files into a zip file named Homework-2_RollNumber.zip and submit it on SLATE.

Section 1 Describe answer of following questions:

Q1) Define DatabaseMetaData. Write an example code
Q2) What are types of JDBC statements available and write their class hierarchy with benefits of using one statement object over other?
Q3) Is prepared statement object is faster than statement object if yes then explain the reasons?
Q4) Which layout manager gives the minimum size to a component?
Q5) What are the default layout managers for containers?
Q6) A panel has its default layout set to flow layout. Write piece of code by which you can change its layout to grid?
Q7) write steps for event handling.
Q8) why we need event adaptors?
Q9) what is difference between rmi and cobra?
Q10) what is the function or role of skeleton in RMI?
Q11) why we use rmi when we have socket? Explain difference between them
Q12) what is a remote object? Why should we extend UnicastRemoteObject?
Q13) How to make server response of the calls that it receives?
Q14) Explain three way handshake with a diagram and which protocol is preferred for its connection?
Q15) which protocol makes economical use of network bandwidth. Can you use tcp for multicasting and broadcasting if yes explain why?

Section 2 write programs of following problems and submit code:

Question 1) part a: Write a program for prepared statement that inserts and updates records. Database Record should contain your name roll number and AP section.
Part b: Write a program for callable statement with stored procedure that takes your name as input and return your roll number as OUT parameter.

Good programming practices

The good programming practices given in (GoodProgrammingPractices.pdf) need to be followed in all homeworks and assignments.

Penalty Late Submission:

For each passing day after deadline, 20% of the marks will be deducted. Three days after the deadline, no submission will be accepted.