Questions for 5 Marks:

1. Describe RMI architecture with suitable block diagram.
2. How to access database in JSP? Explain with suitable example.
3. Describe JDBC driver types in Java with suitable example.
4. What is Java Beans? Explain their advantages.
5. Describe life cycle of servlet with suitable example.
6. Describe mouse event handling with suitable Java program.
7. Why do we need top level container like JFrame to write Java programs with GUI? How can we display 2D objects in Java?
8. Explain JTextField and JTextArea components of Java swing library.
9. How do you execute SQL Statements using JDBC? Explain with example.
10. Compare result set with row set. Explain prepared statement with example.
11. How do you set and get Cookie in Servlet? Explain using suitable Java program.
12. Explain different scripting elements of JSP with example.
13. Write short notes on Java web framework, CORBA, and Bean bound property.
14. Discuss AWT components TextField, TextArea, Label, CheckBox, and CheckBoxGroup briefly.
15. Differentiate between Choice class and List class in AWT with suitable description and example.
16. Explain gridbag layout manager with suitable constructors and also demonstrate gridbag constraints briefly.
17. Write a program to prepare one small form containing fields; employee id, name and salary with buttons view, insert, and delete. And perform the operations as indicated by button names.
18. Define Bean property. What are its different types? Explain each property briefly.
19. What do you mean by action command? How it can be used? Explain with example and mention its advantages.
20. What is key event? How it is handled in Java? Explain with suitable Java source code.
21. How modal dialog boxes are different from modeless dialog boxes? Explain creation of dialog boxes by using example.
22. How can we create open and save file dialog boxes? Explain with suitable example.
23. What is the use of multiple results set? How it can be used? Explain with suitable Java code.
24. Explain the concept behind SQL escape, connection pooling and LOB's with brief description.
25. What is bean writing process? Explain the steps used in writing a bean with example.
26. What is action event? How it is handled in Java? Explain with suitable Java source code.
27. Prepare a program with three text boxes. First number, second number and result and four buttons add, subtract, multiply and divide. Handle the events to perform the required operations and display result.
28. Write a program to create a form to enter employee data like employee id, name, DOB, salary, gender, country, remarks and two buttons add and cancel by using frame, panels and appropriate components.
29. Explain creation of menu bar, menu and menu items with suitable Java code segments.
30. Define row set and cached row set. Explain both of them with suitable example.

31. What is transaction? How can it be used with JDBC? Explain with suitable Java program.
32. What is BDK and Bean Box? Explain the process of using Bean Box.
33. What are different paces for putting event handling code? Explain with suitable Java code.
34. What is inner class? Explain its importance in event handling with example of your interest.
35. Differentiate between frames and panels. Explain different SWT components briefly.
36. Explain grid layout manager with suitable constructors and demonstrate it through sample code.
37. What is prepared statement? When it is useful? Explain its use with suitable Java code.
38. Define result set. What are its variations? Explain each variation with suitable example.
39. What are the advantages of using Java Beans? How is it different from Java classes? Explain.
40. Define adapter class. Explain advantages of adapter class over listener interfaces with suitable example.
41. How can we use GenericServlet and HTTPServlet class in writing servlets? Explain with example.
42. How can we create GUI by using AWT frames? Explain the techniques with suitable examples.
43. Explain border layout manager with constructors and demonstrate it by using suitable program.
44. What are different steps used in JDBC? Write down a small program showing all its steps.
45. How can we use different DDL and DML statements with Java? Explain each with sample example.
46. What is Java Bean? Explain key features of Java Bean with brief description.
47. What are Listeners and Event sources? Explain at least five Listener interfaces and Event Sources briefly.
48. What are the APIs used in creating servlet programs? How can Servlet interface be used in crating servlets? Explain with example.
49. Differentiate between components and containers. Explain different AWT containers briefly.
50. Explain flow layout manager with suitable constructors and demonstrate it by using suitable Java code.
51. What is jar file? Which jar file is required to connect to MySQL? How it can be used? Explain.
52. What are different form of execute statement? Explain each form with suitable syntax and example.
53. Explain the process of reading and updating jar file with suitable example of each.
54. What steps are required to handle event by using Delegation Model? Explain event objects.
55. Explain the steps used in writing servlets with suitable source code and brief description of each step.
56. What is Abstract Window Toolkit? Present AWT class hierarchy showing all major components and containers.

57. What is meant by layout managers? Explain the importance of layout management and discuss the method used in setting layout managers briefly.
58. What is JDBC? Explain JDBC architecture and components with suitable and brief description.
59. What are the different types of drivers used in JDBC? Which is the most used driver? Explain.
60. What is jar file? Explain the process of creating jar file with example.
61. What is event handling? Explain two ways of handling events briefly with suitable example.
62. What is Servlet? Explain the position of servlets in web applications with suitable diagram.
63. Explain JSP access model with suitable diagram.
64. What are implicit objects? Explain different implicit objects provided by JSP briefly.
65. How does Swing differ from AWT? Draw Swing class hierarchy diagram showing containers and components.
66. Write down steps for writing CORBA programs with suitable example.
67. What is XML? How it is different from HTML? Explain the structure of XML documents and its components.
68. What is web application? Explain the structure of web application with suitable diagram.
69. Discuss Swing and MVC Design Pattern.
70. Write short notes on Java Web Framework and Servlets.

Questions for 10 Marks:

1. How swing differ from AWT? Write a program in swing to take any two numbers in two different text fields then find their sum by pressing add button and display sum to third text field.
2. How do you track session in Servlets? Explain.
3. Write a GUI application to find sum and difference of two integer numbers. Use two text fields for input and third text field for output. Your program should display sum if the user presses the mouse and difference if the user releases the mouse.
4. What is Bean design pattern? Explain simple, Boolean and indexed property design pattern with suitable example in detail.
5. Define RMI. What is stub and parameter marshalling? Write a client/server application using RMI to find the product of two numbers.
6. Create a servlet that displays two text boxes in web browser, reads number entered in first text box, and calculates factorial and displays it in second text box.
7. What is CORBA? Compare it with RMI. Discuss the steps used in creating CORBA programs.
8. How dialog boxes can be created in Java by using JDialog class? Explain with Java code.
9. Write server and client program by using RMI such that the program finds factorial of n.
10. What do you mean by tooltip text and accelerator keys? Explain their application with proper Java code.

11. How JSP is different from Servlets? Explain advantages of JSP over other server-side scripting languages.
12. Create an application where an HTML file displays a form containing field like company name, city and established date and a save button and when we click on save button it must save records in database.
13. Explain the steps involved in creating RMI applications with suitable Java code.
14. What is toolbar? Explain the way of creating toolbar using Swing with suitable example.
15. Define cookie. How can you store and read cookies by using servlet? Explain with example.
16. Discuss RMI architecture with suitable diagram and discuss each layer in the architecture briefly.
17. How can you create menus by using Swing? Explain different classes used in designing menus with example.
18. What is session? What are different ways of tracking sessions? Write down suitable servlet for tracking session.
19. What is RMI? Discuss stub and skeleton. Explain its role in creating distributed applications.
20. What are different types of borders used in Swing? Explain all the borders with suitable example.
21. How exceptions can be handled in JSP scripts? Explain with suitable JSP script.
22. What is Java Bean? How can it be used in JSP scripts? Explain with suitable example.
23. How can JSP be used for enabling and disabling session? Explain with suitable JSP script.
24. Write a program to display a login form containing user id, password, account type and a "OK" button. Account type must be admin or user. Use layout managers properly.
25. Write a JSP script that demonstrates use of select and insert operations with suitable example.
26. What are two key features of Swing? Explain how GUI can be developed by using JFrame.
27. Explain CORBA architecture briefly. What is IDL? Explain its structure briefly.

Note:

You are required to complete the aforementioned questions in handwritten form on A4-sized white paper, using only one side of each sheet. The assignment must consist of a minimum of fifty (50) questions, encompassing both sections. It is highly recommended that you complete all the questions for your own benefit.