

Q.1 Demonstrate how a child class can access a protected member of its parent class within the same package.

Explain with example what happens when the child is in a different package.

Sol: Accessing protecting members in same package:

```
package samepkg;
```

```
class X {
```

```
    protected int num = 10;
```

```
}
```

```
public class C extends X {
```

```
    void dis() {
```

```
        System.out.println("Number: " + num);
```

```
        // accessible
```

```
}
```

```
}
```

Explanation: In same package protected members are directly accessible like default.

Different package:

```
package otherpkg;
```

```
import samepkg.X;
```

```
public class CC extends X {
```

```
void disc() {
```

```
    System.out.println(num);
```

// accessible because
child extends parent

```
}
```

```
}
```

Explanation: Accessible only through inheritance (not by parent object).

1.2 Compare Abstract classes and interface inheritance, in the term of multiple inheritance. When would you prefer to use an abstract class and when an interface?

Sol:

Abstract class	Interface
I) Methods: Abstract + concrete	I) Abstract
II) Single inheritance only	II) multiple inheritance
III) When classes are share state and variable behavior, they are usable.	III) When needs share variable behavior only

When to use?

Abstract class: If classes are closely related and share fields & methods.

Interface: To define common capability that many unrelated classes can implement.

Q1: How does encapsulation ensure data security and integrity? Show with a BankAccount class using private variables and validated methods such as `setAccountNumber(string)`, `setInitialBalance(double)`, that reject null, negative or empty values.

Sol: Encapsulation (Data Security and Integrity)

```
class BankAccount {  
    private string accountNumber;  
    private double balance;
```

```

public void setAccountNumber (String acc) {
    if (acc != null & & !acc.isEmpty ()) {
        this.accountNumber = acc;
    } else {
        System.out.println ("Invalid account");
    }
}

public void setInitialBalance (double bal) {
    if (bal >= 0) this.balance = bal;
    else System.out.println ("Balance can't be negative");
}

public String getAccountNumber () {
    return accountNumber;
}

public double getBalance () {
    return balance;
}

```

How Encapsulation Ensures Security
Confidentiality and Integrity

- ① Data is hidden
- ② Accessible through only valid methods

- Q.1 (ii) Find the k^{th} smallest element in an `ArrayList`.
(iii) Create a `TreeMap` to store the mappings of words to their frequencies in a given texts.
(iii) check if two `LinkedList` are equal.

Sol:

```
import java.util.*;  
public class Kthsmallest {  
    public static void main(String[] args){  
        ArrayList list  
        ArrayList<Integer> list = new ArrayList<>();  
        Collections.addAll(list, 7, 2, 9, 11, 19);  
        int k = 3;  
        System.out.println(k + "th smallest: " +  
            list.get(k-1));  
    }  
}
```

```

(ii) import java.util.*;
public class WordFrequency {
    public static void main(String[] args) {
        String text = "apple banana apple banana";
        String[] words = text.split(" ");
        TreeMap<String, Integer> freqMap
            = new TreeMap<>();
        for (String word : words) {
            freqMap.put(word, freqMap.getOrDefault(
                word, 0) + 1);
        }
        System.out.println(freqMap);
    }
}

(iii) import java.util.*;
public class EqualLinkedList {
    public static void main(String[] args) {
        LinkedList<Integer> list1 = new LinkedList<Integer>();
        LinkedList<Integer> list2 = new LinkedList<Integer>();
    }
}

```

```
list1.add(1); list1.add(2); list1.add(3);
list2.add(1); list2.add(2); list2.add(4);

boolean isEqual = list1.equals(lists);
System.out.println("List equal?" + isEqual);
}
```

3.2 Project: Using multithreading

```
import java.util.*;
// parking request
class RegisterParking {
    private final String carNumber;

    public RegisterParking(String carN) {
        this.carNumber = carN;
    }

    public String getCarNumber() {
        return carNumber;
    }

    // shared parking queue
    class ParkParkingPool {
        private final Queue<RegisterParking> queue = new
            LinkedList<>();
    }
}
```

```
public synchronized void addRequest(RegisterParking  
request) {  
    queue.add(request);  
    System.out.println("Car " + request.getNumber() + " requested");  
    notifyAll();  
}  
  
public synchronized RegisterParking getRequest  
throws InterruptedException {  
    while (queue.isEmpty()) {  
        wait();  
    }  
    return queue.poll();  
}
```

// Parking Agent thread

```
class parkingAgent extends Thread {  
    private final parkingpool pool;  
    private final int agentID;  
  
    public parkingAgent(parkingpool pool, int id)  
    {  
        this.pool = pool;  
        this.agentID = id;  
    }
```

@ override

public void actionPerformed(ActionEvent e) {
 while (true) {
 try {
 RegisterParkingRequest request = pool.getRequest();
 System.out.println("Agent " + agentID + " parked car");
 Thread.sleep(request.getSleepTime());
 } catch (InterruptedException ex) {
 break;
 }
 }
}

// Main simulation

public class Simulation {
 public static void main(String[] args) {
 try {
 parkingPool pool = new parkingPool();
 parkingAgent agent1 = new parkingAgent("Agent 1", 100);
 parkingAgent agent2 = new parkingAgent("Agent 2", 200);
 } catch (InterruptedException ex) {}
 }
}

100 = not available

100 = free to park
200 = in use

4.1

JDBC is an API that allows Java application to interact with relational DB.

It uses -

(i) Driver Manager

(ii) Connection establishment

(iii) prepared statement / statements

(iv) ResultSet

codes:

```
import java.sql.*;
```

```
public class JDBCExample {
```

```
    public static void main(String[] args) {
```

```
        String url = "jdbc:mysql://localhost:3306/testDB";
```

```
        String user = "root";
```

```
        String pass = "3135";
```

```
        Connection con = null;
```

```
        PreparedStatement stmt = null;
```

```
        ResultSet rs = null;
```

try {
 Statement stmt = JMX.getStatement("SELECT * FROM users");
 Connection con = DriverManager.getConnection("jdbc:mysql://localhost:3306/test", "root", "password");
 String sql = "SELECT * FROM users WHERE id = ? ORDER BY id ASC";
 PreparedStatement ps = con.prepareStatement(sql);
 ps.setInt(1, 1);
 ResultSet rs = ps.executeQuery();
 while (rs.next()) {
 System.out.println(rs.getString("id") + " " + rs.getString("name"));
 }
 } catch (Exception e) {
 e.printStackTrace();
 } finally {
 try {
 if (stmt != null)
 stmt.close();
 } catch (SQLException e) {
 e.printStackTrace();
 }
 }
}

4.2 How does Java handle XML data using DOM and SAX parsers? compare both approaches with respect to memory usage/processing speed and use cases.

Speed and use cases, provide a scenario where SAX would be prefer over DOM.

SAX = Simple API for XML = fast

Sol: DOM, Document Object Model ~~XAA~~

How they work?

DOM: Builds a full in memory tree of the entire XML document, allowing random access (and modification) to nodes.

SAX: Event-driven, reads the XML sequentially and triggers callback without storing the whole document.

(*) don't do thing, e.g. comparison:

Aspect	DOM	SAX
Parsing model	Tree in memory	Event-driven streaming
memory	High	Low
speed on large files	slower	faster
Access pattern	Random access, easy navigation	forward only,

<u>Modification</u>	Supports read/write and node edits	Read only during parse
<u>Best for</u>	Small/medium docs	Large/streamed doc.

5.1 How does Servlets and JSP work together in a Web application following the MVC architecture? Provide a brief use case showing the servlet as a controller, JSP as a view and a Java class as the model.

Sol: Servlets + JSP in MVC: How they work together

- ① In classic JavaWebMVC, the servlet is the controller, JSP is the view, and plain Java classes hold the Model/business/data logic.
- ② The controller receives http request, invokes model code to get or

update data, store result in request scope
and forwards to a JSP for rendering.

- III The JSP reads attributes set by the controller and renders HTML; it
- IV The model is independent Java code that encapsulates data and business rules.

Request flow (simple)

- I client sends HTTP request to a URL mapped to a servlet (controller)
- II servlet handle input, calls model service classes to perform the work and obtain data
- III servlet stores request result in request attributes and forward to a JSP .

⑤ JSP reads attributes and generates
in the HTML response sent back to
the client when the form

is hit.

brief usage case: Controller = Servlet,
View = JSP, Model = Java
class

• Model:

① Product class has no name
set to last part of price, for ex.
Subitem cost was 22000. Then
Product service was created
that best was the cheapest

• controller: (Servlet) for 22000

① ProductService Mapped
has id with value of id
② Reads request parameter id
calls productService.getById(id)
gives product into request
puts the
best product then forward to
JSP.

view(JSP) bno 2 student to 2b03 92C (V)

it → product.jsp reads request attribute product and renders its fields in HTML.

• JSP focuses on presentation only.
HTML = read = write

(20s)

: 12b0M *

5.2nd Explain the life cycle of a Java servlet. What are the roles of the init(), service() and destroy methods?

Discuss how servlets handle concurrent requests and how thread safety issues may arise.

b03M favoritabong ①

Sol: Java servlet Life Cycle and Concurrency b03 ②

(b) b03M favoritabong 27/10/2020

Life cycle of a servlet favoritabong 27/10/2020

The servlet container load the class, creates one instance

calls `init()` & then expands many requests via `service()` until finally calls `destroy()` before unloading. . . (continued)

- For HTTP services, `service()` dispatches to `doGet/doPost/etc.`, based on HTTP.

2 types of temporary files

Roles of Lifecycle Methods:

- `init():` called once after instantiation for performing one-time set up (initializations)
- `service():` called for every request

~~not~~ `destroy()` called once when the servlet is taken out of service or when its resources are released

- To ensure consistency and safety to concurrency model:
- Containers are multi-threaded participants
 - for each incoming request, the element no. = 1

controller does not create or request / response to new objects and it invokes other () services () . () KOTWEB

ensuring thread safety (and communication right) is of

thread safety

• ~~TTT no need of thread~~ Instance fields are shared across

all request threads

• Safe practices: Avoid mutable

variables sharing state in prefers local variable

→ use thread safe structure

(concurrentHashMap)

• frequent writes not reads : (division)

~~Q3~~ 5.3 Describe how the MVC pattern separates concerns in a Java web application.

Explain the structure advantages of its structures in terms of maintainability and scalability.

using a student registration system as an example.

Sol: -MVC in a Java Web app: clear separation of concerns

① Model ② View ③ Controller

Advantages of maintainability and scalability:

① Clear roles reduce coupling

② Easy to test

③ Reusable and consistent

④ Team productivity:

⑤ Scalability and performance

⑥ Easier evolution

Example with student registration

• Models

① student { id, name, email }

② RegistrationService

③ student repository (DAO)

④ controller (servlet) ⑤ View (SSP)