Velagapudi Ramakrishna Siddhartha Engineering College: Vijayawada
(Autonomous)

III/IV B. Tech V Sem

VR20

Fifth Semester

Department of Computer Science and Engineering

20CS5302

ADVANCED JAVA PROGRAMMING

Time:3Hrs	**MODEL QUESTION PAPER**	Max Marks:70

Part –A is Compulsory
Answer one (01) question from each unit of Part – B
Answers to any single question or its part shall be written at one place only

Cognitive Levels(K): K1-Remember;K2-Understand; K3-Apply; K4-Analyze; K5-Evaluate; K6-Create

Q. No		Question	Marks	Course Outcome	Cog. Level	POI
Part - A			**10X1=10M**			
1	a	Define socket.	1	CO1	K2	1.7.1
	b	List any four event classes.	1	CO1	K1	1.7.1
	c	Describe JButton class.	1	CO1	K1	2.5.1
	d	Define JDBC.	1	CO2	K2	2.5.2
	e	List the methods of Naming Class.	1	CO2	K2	1.7.1
	f	List the JDBC drivers.	1	CO2	K2	2.5.1
	g	Differentiate Statement and PreparedStatement	1	CO2	K1	1.7.1
	h	List the advantages of RMI.	1	CO3	K1	2.5.1
	I	List the JSP elements.	1	CO3	K3	2.5.1
	j	What is a Microservice Architecture?	1	CO4	K2	2.6.3
Part - B			**4X15 =60M**			
UNIT - I						
2	a	Explain different types of JDBC drivers in detail with neat sketch.	7	CO1	K2	1.7.1
	b	Write a Java program to handle the mouse events.	8	CO1	K3	1.7.1
(OR)						
3	a	Illustrate the steps involved in a JDBC program with an example.	8	CO1	K2	2.5.1
	b	Develop a GUI application that reads student information: First name, Last name and DOB with submit button using Java Swings.	7	CO1	K1	2.5.2
UNIT – II						
4	a	Describe the RMI architecture with a neat sketch in detail.	7	CO2	K2	2.6.3
	b	Using connectionless Java socket API, write suitable client-server code to implement Factorial application. A UDPClient program accepts an integer from keyboard and sends that	8	CO2	K1	2.6.4

		integer to a UDPServer. The UDPServer determines the factorial of the integer sent by the UDPClient and returns appropriate result back to the UDPClient.				
(OR)						
5	a	Discuss the steps involved in Implementing RMI application with a suitable example.	7	CO2	K2	1.7.1
	b	Design a Client/Server chat application where client and server can chat with each other. Write a client / server program using TCP.	8	CO2	K3	3.5.1
UNIT – III						
6	a	Illustrate the phases involved in JSP processing with neat sketch.	8	CO3	K3	2.6.4
	b	Develop Web Application to display a greeting message in the browser by using HttpServlet.	7	CO3	K1	2.6.3
(OR)						
7	a	What is a Cookie? List the types of cookies. Explain the method cookies to handle session tracking in java.	7	CO3	K2	2.5.2
	b	Describe the classes and Interfaces of javax.servelet.http package.	8	CO3	K1	2.5.1
UNIT – IV						
8	a	Design a Web application to read Product information from user and compute the bill amount and discount using JSP.	8	CO4	K2	2.5.1
	b	Explain in brief the Microservice Architecture.	7	CO4	K3	4.6.2
(OR)						
9	a	Develop a JSP program to validate the credentials of the user.	8	CO4	K2	3.5.1
	b	Describe the Spring Boot for Microservices.	7	CO4	K1	4.6.2

Designation	**Name in Capitals**	**Signature with Date**
Course Coordinator		
Program Coordinator		
Head of the Department		