

NOTE : MAKE SURE THAT YOU ARE NOT FULLY DEPENDENT TO THESE QUESTIONS ONLY. COVER WHOLE SYLLABUS TO SCORE GOOD MARKS.

Chapter 1

1. What is Client-Server software model? Explain the strengths and weaknesses of Java Programming as a network programming language.
2. Explain about Network Programming Features and Scope.
3. What is a Client/Server Application?
4. Explain Common Network Programming Languages?
5. Explain about
 - a) Connection-oriented Networking
 - b) Connectionless Networking

Chapter 2

- a) What is the use of InetAddress Class? Explain the basic features of InetAddress Class?
- b) What is the use of Inet4Address Class? Explain with suitable example?
- c) What is the use of Inet6Address Class? Explain with suitable example?
- d) Write the features of NetworkInterface Class.
- e) How do you perform testing reachability?

Chapter 3

1. Differentiate between URL and URI classes with example.
2. Explain about URL and Relative URLs.
3. Briefly describe about the URI class. Write a program constructing URI.
4. What is the use of URL Class. Write a program constructing URL.
5. Write a program to demonstrate,
 - a) ProxyClass
 - b) ProxySelector Class

Chapter 4

1. Write a program to print the HTTP header.
2. Briefly describe about the HTTP protocol
3. List all the HTTP methods. Explain any three with suitable example.
4. What is cookie. Explain about CookieHandler, CookieManager, CookiePolicy, CookieStore and HttpCookie classes

Chapter 5

- 1) What is URL Connection? Explain the basic steps to use the URL Connection Class and write a suitable program sample.
- 2) How do you read data from a server? Explain with an example.
- 3) How can we retrieve Arbitrary Header Fields?
- 4) Mention the method to retrieve specific MIME Header fields.

Chapter 6 and 7

1. What is Socket? How do you read from Server with Sockets?
2. Explain with appropriate example for writing to Server with Sockets.
3. List and explain the basic constructors of Socket Class.
4. Explain in detail about the Socket Options.
5. How can we get information about a Socket? List its methods and explain.

Chapter 8

1. What is JSSE? Explain in context with secure communication?
2. What is session Management ? How can we get information about the session in JSEE?
3. What are the steps for creating secure server socket. Write with an example.
4. What should we consider for configuring SSL Server Socket? Explain.

Chapter 9

- a) Write the difference between blocking and non blocking I/O.
- b) What are the fundamental components of Java NIO?
- c) Define selector and its methods.
- d) Describe the channels in Java Non blocking I/O.
- e) Describe the buffer in Java Non blocking I/O.

Chapter 10

- a) A) Write down the features of UDP.
- b) B) Explain UDP Socket Options
- c) C) Explain about DatagramPacket and DatagramSocket classes.

Chapter 11

- a) A) What is Multicast? Explain with examples.

- b) B) Describe the working methodology of Multicast.
- c) C) Explain the features of IP Multicast.
- d) D) Write about Multicast Address and Multicast Group.

Chapter 12

- a) 1. Explain the RMI Architecture.
- b) 2. Explain the Stub and Skeleton role in RMI.
- c) 3. What the different types of classes that are used in RMI.
- d) 4. What is the method that is used by the RMI client to connect to remote RMI Server?

Write a program related questions.

- 1) Write a program to retrieve IP and MAC address.
- 2) Write a program to show the parts of the URL (splitting URL).
- 3) Write a program to show the parts of the URI (Splitting URI).
- 4) Write a program to retrieve cookie information stored in the system.
- 5) Write a program to join a computer system in a multicast group.
- 6) Write multithreaded TCP client and server program for daytime service.
- 7) Write a program to display the socket information [address, port, local address, local port]
- 8) Write a program to perform two way basic communication between client and server.
- 9) Write a program to perform create RMI client and RMI server.