

CHAPTER :1 JAVA APPLET

1. Explain parameter passing in Applet with an example
 2. Write a Short note on Applet life cycle.
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CHAPTER: 2 JAVA AWT

1. Explain MouseEvent and MouseListner class in detail
 2. Explain Canvas class in detail.
 3. Explain event handling and It's delegation model in JAVA
 4. Describe java AWT class hierarchy.
 5. List the names of layout managers in Java and explain Layout manager with example.
 6. Explain Swing component with example.
 7. Explain methods of Graphics class.
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CHAPTER: 3 JDBC

1. Give Advantage and limitations of JDBC
 2. List all JDBC Drivers and explain in details.
 3. Write a note on JDBC architecture.
 4. Write a step to access database from Java Application using JDBC.
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CHAPTER : 4 SERVLET

1. Explain servlet life cycle.
 2. Explain Session Tracking with example.
 3. Explain advantages and features of Servlet
 4. Describe HTTPSERVLET class with its methods with syntax.
 5. Explain JAVA servlet development kit steps for install JSDK.
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CHAPTER : 5 JSP

1. Explain advantages of JSP?
2. Explain JSP scripting elements.
3. Explain JSP Expressions.
4. Explain JSP declaration tag with example.
5. Explain JSP life cycle methods with program.

IMPORTANT DIFFERENCE

1. Give difference between servlet & applet.
2. Give difference between servlet & JSP
3. State two difference between GET Request and POST Request
4. State two difference between SWING and AWT.
5. Compare Label and JLabel controls.
6. Compare AWT Button Control and JButton control with an example
7. Give difference between Local and Remote Applets
8. Give difference between Application & Applet.
9. Explain the difference between doGet() and doPost() method of Servlet with an example.
10. Differentiate checkbox and radio button.
11. Differentiate Textarea & Textfield.
12. Difference between component and container class in java.
13. Differentiate border layout and flow layout

IMP PROGRAMS

1. Write an applet that contains a check box group with three check boxes labelled “Red”, “Green” and “Blue” .There is also a 30 x 30 pixel canvas. The selections of the check boxes determine the color of the canvas.
2. Write a Servlet code to print “Hello”.
3. Write an applet program to draw square inside circle
4. Write a JAVA program to delete a record and insert record in database. (Assume suitable database)
5. Write an applet to draw a filled circle with red color using fillOval() method of Graphics class.
6. Write an Applet that reads three numeric values from the keyboard and display even numbers on the screen amongst the three entered values
7. Write an Applet to display Your name and Your City name using passing the parameters to the Applet
8. Write an applet that receives one string and display in reverse fashion (e.g. “india” should be display “aidni”)
9. Write an applet that contains a check box group with three check boxes labeled “Red”, “Green” and “Blue”. There is also a 30 x 30 pixel canvas. The selections of the check boxes determine the color of the canvas.