CONTINUOUS ASSESSMENT - III

Name - Tanmay Sarkar

University Roll No - 15600117004 (04)

University Registration No - 171560110032

Stream - CSE

Semester - 7th

Subject - Internet Technology

Subject code - CS 705A

Date - 20.02.2021

Group - A

1. A Header in CGI document can represent

— c) both (A) & (B)

2. Parent class of an Java class is — b) java. lang. Object.

3. Exceptions of type error in JAVA are handled by

— b) Java run time environment

4. The addressing especially used by Transport Layer

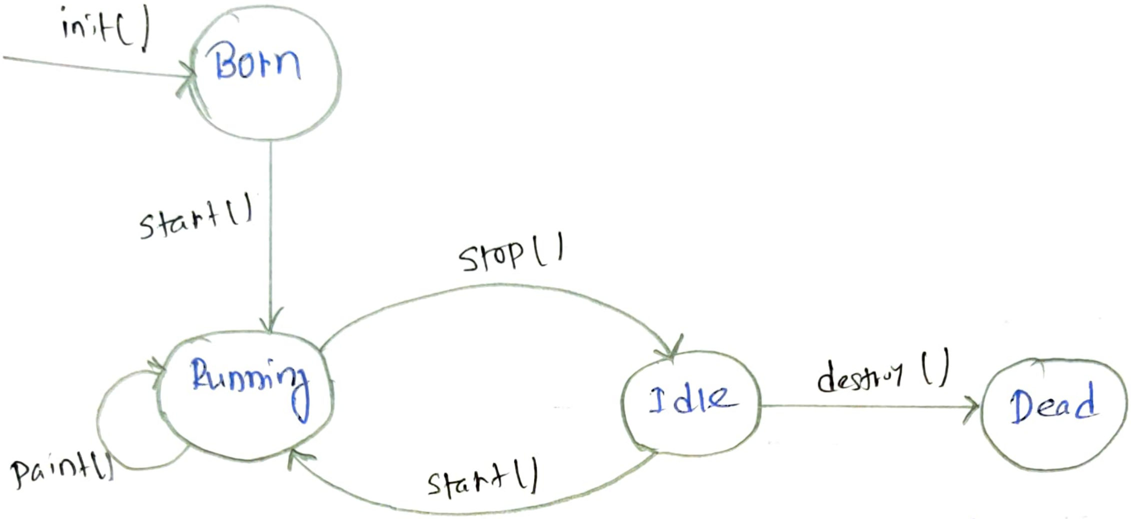
is — A) Station address

5. Which one of the following is an error reporting

protocol ? — b) ICMP

Group - B

6. Life cycle of Applet with neat diagram :-



As shown in the above diagram, the life cycle of an applet starts with init() method and ends with destroy() method. Other life cycle methods are start(), stop() and paint(). The methods to execute only once in the applet life cycle are init() and destroy(). Other methods execute multiple times.

- init() :- The init() method is the first method to execute when the applet is executed. Variable declaration and initialization operations are performed in this method.

- start() :- The start() method contains the actual code of the applet that should run. The start() method executes immediately after ~~the~~ the init() method. It also executes whenever the applet is restored, maximized or moving from one tab to another tab in ~~the~~ the browser.

- Stop():- The stop() method stops the execution of the applet. The stop() method executes when the applet is minimized or when moving from one tab to another in the browser.

- destroy():- The destroy() method executes when the applet window is closed or when the tab containing the webpage is closed. stop() method executes just before when destroy() method is invoked. The destroy() method removes the applet object from memory.

- Paint():- The paint() method is used to redraw the output on the applet display area. The paint() method executes after the execution of start() method and whenever the applet or browser is resized.

The method execution sequence when an applet is executed is:

- init()
- start()
- paint()

The method execution sequence when an applet is closed is:

- stop()
- destroy()

7.

IPv4	IPv6
1. IPv4 has 32-bit address length.	1. IPv6 has 128-bit address length.
2. It supports Manual and DHCP address configuration.	2. It supports Auto and renumbering address configuration.
3. In IPv4 end to end connection integrity is Unachievable.	3. In IPv6 end to end connection integrity is Achievable.
4. It can generate 4.29×10^9 address space.	4. Address space of IPv6 is quite large, it can produce 3.4×10^{38} address space.
5. Security feature is dependent on application.	5. IPSEC is inbuilt security feature in the IPv6 protocol.
6. Address representation of IPv4 is in decimal.	6. Address Representation of IPv6 is in hexadecimal.
7. Fragmentation is performed by sender and forwarding routers.	7. In IPv6 fragmentation performed only by sender.
8. IPv4 has header of 20-60 bytes.	8. IPv6 has header of 40 bytes fixed.
9. It has broadcast Message Transmission Scheme.	9. In IPv6 multicast and any cast message transmission scheme is avaliable.

Group - C

8)

i) " Javascript is refferred to as object based Programming language " —

Javascript is an Object Oriented Programming (oop) language. A Programming language can be called Object-Oriented if it provides four basic capabilites to developers —

- Encapsulation - the capability to store related information, whether data or methods, together in an object.

- Aggregation - the capability to store one object inside another object.

- Inheritance - the capability of a class to rely upon another class for some of its properties and methods.

- Polymorphism - the capability to write one function or method that works in a variety of different ways.

Objects are composed of attributes. If an attribute contains a function, it is considered to be a method of the object, otherwise the attribute is considered a property.

- Object properties :-

Object properties can be any of the three primitive data types, or any of the abstract data types, such as another object. Object properties are usualy variables that are used internaly in the object's methods, but can also be globaly visible variables that are used throughout the page.

The syntax for adding a property to an object is –

ObjectName . objectProperty = PropertyValue ;

For example :- The following code gets the document title using the " title " property of the document object.

var str = document . title ;

8) ii) Basic and nested tables created using HTML –

A table is a set of data that is distributed across rows and cells. Most cells host tabular data, and the rest contain headers for rows and columms that describle the content.

To create a table in an HTML document, use the < table > tag, which is the container that contains the the entire contents of the table.

creating a table always starts with the rows that are defined using the <tr> tag, and each row in turn comsists of cells. The <tr> tag can contain only tags for creating cells.

In HTML there are two different tags for creating cells, the first of them is <td>, it creates regular cells with data. By default, the contents of the <td> tags are aligned to the left. The second tag for creating cells is a <th> tag, it allows you to define cells that contain headers for columns or rows, the contents of such cells are displayed in bold text and aligned in the centre.

```
<table>
    <tr> <th> </th> <th> </th>  </tr>
    <tr>> <td> </td> <td> </td>  </tr>
</table>
```

- Nested tables:

In HTML, you can create nested tables, that is, tables that are located inside another tables. To make a nested table, you need to put the code of the table that you want to nest inside any <td> tag.

~~For example, table tables others~~

```
<table>
    <td>
        <table>
            <tr> <th> </th> </tr>
        </table>
    </td>
</table>
```