

# PRACTICE PAPER SET 3

**Web Computing (Paper Code: 48892)**

**T.E. Computer Engineering & AI-DS, Semester V**

**Duration: 3 Hours | Total Marks: 80**

**By: Nitin Gupta**

## **Instructions to Candidates:**

1. Question No. 1 is compulsory
2. Attempt any three questions from remaining five questions
3. Assume suitable data if necessary and justify the assumptions
4. Figures to the right indicate full marks

## **Q1. Answer the following questions: [20 Marks]**

### **A. [5 Marks]**

Explain the role of XML and JSON in web communication. Describe a scenario where XML would be preferred over JSON.

### **B. [5 Marks]**

Write a JavaScript code to display a digital clock on a web page that updates every second. Include hours, minutes, and seconds.

### **C. [5 Marks]**

What is a single page application (SPA)? Explain its advantages and how React facilitates building SPAs.

### **D. [5 Marks]**

Write a JavaScript code to set a cookie on the user's computer with name "username", value "student123", and expiry of 7 days.

## **Q2. [20 Marks]**

### **A. [10 Marks]**

What is React.js? Discuss different features and advantages of React.js. Explain the concept of Virtual DOM and how it improves performance. Why is React popular for modern web development?

### **B. [10 Marks]**

Explain different types of Node.js modules. What are the core modules that provide essential functionality? Write a Node.js program that uses the 'path', 'os', and 'url' core modules to display system information.

## **Q3. [20 Marks]**

### **A. [10 Marks]**

Describe how to manage state in a React application using Redux. Include an example with:

1. Actions
2. Reducers
3. Store configuration
4. Connecting components to Redux store

Explain the complete data flow in Redux architecture.

### **B. [10 Marks]**

Write a stepwise process to create an application using ReactJS. Create a "Hello World" app that:

1. Displays "Hello World" message
2. Has a button to change the message
3. Uses functional components
4. Implements state management with useState

Provide complete code with explanations for each step.

## **Q4. [20 Marks]**

### **A. [10 Marks]**

Compare and contrast the use of classes and inheritance in JavaScript with functional programming paradigms. Provide examples demonstrating:

1. Class-based approach
2. Functional approach with closures

3. Prototypal inheritance
4. When to use each approach

### **B. [10 Marks]**

Write code to process an online Alumni registration form for your college. The form should include:

- Name (required, alphabets only)
- Date of Birth (required, calculate age  $\geq 22$  years)
- Email ID (required, must contain @ and .)
- Phone (10 digits)
- Hobbies (checkboxes: Reading, Sports, Music, Coding)
- Branch (radio buttons: Computer, IT, Electronics, Mechanical)

Implement complete JavaScript validation with appropriate error messages. The form should not submit if validation fails.

### **Q5. [20 Marks]**

#### **A. [10 Marks]**

Explain the architecture of Node.js with a neat diagram. Describe:

1. Event-driven programming model
2. Non-blocking I/O operations
3. Single-threaded event loop
4. Thread pool
5. How Node.js handles concurrent requests

Explain why Node.js is suitable for I/O intensive applications.

#### **B. [10 Marks]**

What is ExpressJS? Explain the features of ExpressJS. Write an Express application that:

1. Uses middleware for logging requests
2. Serves static files from a 'public' directory
3. Implements cookie-parser middleware
4. Has routes for: GET /, POST /login, GET /profile/:id
5. Includes error handling middleware

## **Q6. [20 Marks]**

### **A. [10 Marks]**

Describe the Event Loop in Node.js. Explain different phases:

1. Timers
2. Pending callbacks
3. Idle, prepare
4. Poll
5. Check
6. Close callbacks

Provide an example demonstrating the order of execution in event loop with `setTimeout`, `setImmediate`, and `process.nextTick()`.

### **B. [10 Marks]**

Create a web page using HTML and JavaScript that demonstrates:

1. An image that moves across the screen from left to right continuously
2. Buttons to control animation: Start, Stop, Reset
3. Input field to control animation speed
4. Display current position of the image

Provide complete HTML and JavaScript code with detailed explanation of the implementation.

**END OF PAPER**

**Best of luck!**

**Compiled by: Nitin Gupta**