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## P.E.S. College of Engineering, Mandya - 571 401

(An Autonomous Institution affiliated to VTU, Belgaum)
Sixth Semester, B.E. - Computer Science and Engineering
Semester End Examination; June - 2016
Java and J2EE

Time: 3 hrs Max. Marks: 100

Note: Answer FIVE full questions, selecting ONE full question from each unit.

## UNIT - I

1 a.	Discuss the three OOP principles in Java.	6
b.	Illustrate overloaded constructor in Java.	6
c.	Explain the concept of type wrapper and auto boxing in Java.	8
2 a.	Discuss the characteristics of Java.	8
b.	Illustrate multiple exceptions handling in Java.	6
c.	Explain the use of Marker annotations.	6
	UNIT - II	
3 a.	Write a program in Java to demonstrate inter-thread communication.	8
b.	b. Discuss how InetAddress class is used to handle IPV4 and IPV6 in java.	
c.	Enumerate the restrictions in using generics.	6
4 a.	Discuss how threads can be implemented in Java. Distinguish between the two methods.	10
b.	Write a note on TCP/IP server sockets.	5
c.	Can generics improve type safety? Justify your answer.	5
	UNIT - III	
5 a.	With an example illustrate how a collection is accessed using an Iterator?	8
b.	Discuss how parameters are passed to an Applet.	6
c.	Explain the delegation event model mechanism for handling events.	6
6 a.	Explain audio clip interface and show document( ) method.	6
b.	Write a Java program to demonstrate key event class.	8
c.	With example program illustrate inner class.	6
	UNIT - IV	
7 a.	Describe the working of JDBC. List and briefly explain different types of JDBC drivers.	10
b.	Illustrate the basic steps involved in building and testing a simple Servlet.	10
8 a.	Enumerate and explain various interfaces and classes that commonly used in a	. 10
	javax.servlet.http package.	10
b.	List the types of statement objects and explain in detail.	10

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## UNIT - V

9 a.	Discuss the concept of RMI in Java.	10
b.	Discuss the concept of entity java bean with the help of skeleton code.	10
10 a.	With a neat diagram, explain the relationships in JEB environment.	10
b.	Explain the process of RMI with respect to server side and client side.	10

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