

Department of Information Technology

Question Bank- Odd Semester 2015-2016

IT6503 WEB PROGRAMMING

Handled By,

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Unit-I

SCRIPTING

Part-A

1. What is HTML? Write the format of HTML program.
2. Differentiate HTML and XHTML.
3. Write HTML code to display an image.
4. How will you create a password field in a HTML form?
5. Differentiate client side scripting and server side scripting.
6. How scripting language differs from HTML?
7. Define JavaScript. List the advantages of JavaScript.
8. Mention the various JavaScript object models.
9. List the various dialog boxes in JavaScript.
10. What is a JavaScript statement? Give an example.
11. Create a JavaScript to create current date and time.
12. Define function in JavaScript.
13. Explain array creation in JavaScript with example.
14. What is browser object model?

15. List the features of HTML5. How it differs from other versions of HTML.
16. Mention the need for cascading style sheets (CSS).
17. Give example for inline style sheet.
18. List the features of CSS3.
19. What is the use of HTML5 <canvas>?
20. Mention some of the tools for creating website.

Part-B

1. Discuss the various HTML tags in detail.
2. Write short notes on the following
 - i. IMG tag
 - ii. TABLE tag
 - iii. FRAME tag
3. Write an HTML program for user registration form.
4. Design a homepage for your college website using HTML and CSS (separate webpage has to be created for each department).
5. (i) State and explain the types of statements in JavaScript.
(ii) Explain how functions can be written in JavaScript with an example.
6. (i) Write JavaScript to find sum of first 'n' even number and display the result. Get the value of n from user.
(ii) Write JavaScript to find factorial of a given number.
7. (i) Explain the JavaScript array handling and array methods.
(ii) Explain the following JavaScript objects (1) RegExp (2) Math
8. Describe how do you use JavaScript for form validation? Develop a complete application that would include function to validate the user data.
9. Discuss about JavaScript objects in detail with suitable examples.
10. Discuss the features of HTML5 and CSS3 in detail.

Unit-II

JAVA

Part-A

1. What is a StringBuffer class and how does it differs from string class?
2. Define thread.
3. How to define an Interface?
4. What is polymorphism?
5. What is meant by Dynamic binding?
6. What is the need for BufferedReader and BufferedInputStream class?
7. What is a stream and which class allows you to read objects directly from a stream
8. What is the difference between an interface and an abstract class?
9. Define the Inheritance principle.
10. Define Packages & Strings
11. What is meant by Binding and static binding?
12. What is the importance of == and equals() method with respect to String object?
13. Does Java support multiple inheritances? Justify your answer.
14. List the methods in InputStream, OutputStream, Reader class and Writer class.
15. Define class hierarchy
16. What is meant by abstract classes.
17. Difference between the super and this keyword.
18. What do you mean by exception handling?
19. What is mean by finally keyword?
20. Draw the table of visibility or member access in inheritance.

Part-B

1. What is Inheritance, Explain different types of inheritance supported by Java with an example
2. Explain Abstract classes and Dynamic binding with an example program.
3. What is meant by stream? What are the types of streams and classes? Explain in detail.
4. Write about the properties of Java interface with an example code
5. Explain the InputStream, OutputStream class hierarchy with an example program.
6. Explain the Reader, Writer stream class hierarchy with an example program
7. Discuss on the visibility of base class members in privately and publicly inherited classes
8. What are abstract classes? Give an example (with the program) to illustrate the use of abstract classes
9. Does Java support multiple inheritances? Justify your answer with an example
10. Explain multi threading in Java

Unit-III

JDBC

Part-A

1. What is JDBC?
2. What is JDBC driver?
3. Mention the different JDBC driver types.
4. Explain the Type 1 JDBC driver with neat sketch.

5. Write down the syntax for JDBC.
6. Write down the steps to establish a JDBC connection.
7. What are the different types of JDBC statements?
8. Define the concept of Java networking and mention its advantages.
9. Define socket. What are the classes used for socket programming?
10. Define Java URL class. What are the commonly used methods of Java URL class?
11. Define Java InetAddress class.
12. What are the commonly used methods of Java InetAddress class?
13. Define TCP sockets.
14. Define UDP sockets.
15. Define RMI.
16. What do you mean by stub and skeleton in RMI?
17. What are the steps to write a RMI program?
18. Define JavaBean and the necessity to use JavaBean.
19. Define Registry objects
20. What do you mean by listen() method.

Part-B

1. Explain the JDBC database access in detail.
2. Implement a simple client-server program using RMI in java that displays a message.
3. Explain in detail the creation, instantiation and usage of java beans objects.
4. Explain the steps involved to create JDBC connectivity. List the advantages of JDBC.
5. Write a JAVA program using JDBC connection.
6. Explain in detail about TCP sockets with a program
7. Explain in detail about UDP sockets with a program
8. Explain in detail about Servlet Database Connectivity with an example of Student database.

9. Explain URL Rewriting and classes
10. Explain InetAddress class in detail

Unit-IV

APPLETS

Part-A

1. Define Java Applet.
2. What are the advantages and drawbacks of an applet?
3. Explain the life cycle of an applet. What are the methods associated with life cycle of an applet?
4. Mention some of the methods used for graphics in applet.
5. How will you load and display (play) image & sound?
6. What is the method used to get parameter in an applet?
7. Define Java AWT.
8. Draw the Java AWT hierarchy.
9. What is the purpose of controls, layout manager and menus?
10. List the different types of controls supported by AWT.
11. What is servlet?
12. State the servlet life cycle. Explain the Servlet API life cycle methods in brief.
13. How is session tracking achieved by URL rewriting?
14. State the use of ServletContext object.
15. Give the advantages of using JSP for server side programming.
16. Define Servlet Cookies.
17. Explain in brief about Java Scriptlet.
18. Write two basic differences between JSP and servlet.
19. Explain in brief about HttpRequest and HttpResponse.
20. Write a simple code in JSP to display multiplication of two numbers.

Part-B

1. Explain Java Applets with an example
2. Explain life cycle of an Applet.
3. Write a program to display images using Applet
4. Write an Applet Program for passing values using parameters.
5. Explain in detail about Event Handling with an example
6. Explain the following in detail
 - a. Graphics and update method
 - b. Primitive Drawing functions with sample input arguments
7. Explain in detail about the AWT and Layout Managers
8. Explain Servlet programming with an example.
9. Explain HTTP Request and Response in detail
10. Explain cookies with an example

Unit-V

XML AND WEB SERVICES

Part-A

1. What is meant by a XML namespace?
2. What is meant by WSDL?
3. What is the purpose of XML schema?
4. Define the need for SOAP.
5. What is UDDI?
6. What is the purpose of XSLT?
7. Give some uses of WSDL.
8. List some examples of web services.
9. List the advantages of XPATH.
10. What is the purpose of namespace?
11. Mention some of the disadvantages of web services.
12. Why do you want to describe a web service?
13. Give an example of a web services registry and its function.
14. List some of the differences between XML and HTML.
15. List the features and advantages of XML.

16. List some of the XML related technologies.
17. What are XML DTD and its purpose?
18. What is a valid XML document?
19. What are the basic rules to write XML document?
20. Is XML meant to be a replacement of HTML?

Part-B

1. Give an XML program for storing book details
2. Explain in detail about Form Navigation with an example.
3. Explain in detail to display XML data on browser
4. Explain in detail about various XSL tags with an example
5. Explain briefly XSLT with a program
6. Explain in detail about the web services with a clear illustration
7. Write a client program to access a web service
8. Explain the following in detail
 - a. UDDI
 - b. WSDL
9. Explain Java Web Services with an example
10. Discuss about web resources