

PART A

(10 x 2=20)

Answer any **TEN** questions.

1. What is called Socket?
2. Write the Socket constructor to create an object for E-mail.
3. Which method is used to find the host name for a given IP address?
4. What is called Servlet?
5. What are the parameters involved in Request method?
6. What is called Marshalling?
7. What is called Annotation?
8. List the different types of *JDBC* drivers.
9. How will you register the driver to connect with the database?
10. List any two methods in *JTable* component.
11. Write the command for executing *JAR* file.
12. What is the use of Java Bean *Persistence*?

PART B

(2 x 5=10)

Answer any **TWO** questions

13. Explain the methods available in Java Socket class.
14. Explain the methods used to retrieve data from URL connection.
15. Discuss about how *GET* and *POST* methods used to communicate with the server.
16. Explain how you will retrieve the user's information through cookies with an example.
17. Discuss how the client can call the method in remote machine.
18. Explain how the *JDBC* is designed to communicate between Java application and the database.
19. Explain about *JList* component and their methods
20. Explain the methods available in *Constrained* Properties

PART C

(2x10=20)

Answer any **TWO** questions

21. Write a Java program to client and server program to send a greeting message to each other.
22. Explain the life cycle of a Servlet with a neat diagram.
23. Discuss in detail about the *RMI* Programming Model.
24. Write a Java program to connect with a Student Database to perform grading.
25. Discuss in detail about how you will build an application through Bean.
