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# Question Paper Code : 31161

B.E./B.Tech. DEGREE EXAMINATION, MAY/JUNE 2013.

Seventh Semester

Computer Science and Engineering

*1.6.13- AN*

080230044 – INTERNET PROGRAMMING

(Regulation 2008)

Time : Three hours                                    Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1.   Mention the main difference between unordered list and ordered list.

2.   What is frame? Give an example.

3.   Define transition.

4.   What is exception handling? Give an example.

5.   Mention the use of data binding in java script.

6.   What is array? Give an example.

7.   What is servlet?

8.   How do you redirect HTTP get requests and HTTP post request?

9.   What is E-mail client?

10.  Mention the use of content handler.

PART B — (5 × 16 = 80 marks)

11. (a) Create an HTML document containing ordered list Nokia, Samsung and Sony. Each ordered list should contain a nested, unordered list of your favorite mobile models. Provide a minimum of five mobile models in each in each unordered list. (16)

Or

(b) Discuss about design and formatting a webpage using style sheets in detail. (16)

12. (a) Create a class called employee which contains name, emp_no, age and salary. Write a Java program to read the values from keyboard and assign values to the individual members in each employee object and also display the individual members of each employee object on screen. (16)

Or

(b) Discuss any three control statement in java with their syntax. (16)

13. (a) Explain about multimedia and ActiveX control in detail. (16)

Or

(b) (i) Write a Java script to generate fibonacci series of a given number. (8)

(ii) Discuss about arrays and objects in java script with their syntax. (8)

14. (a) Discuss about the architecture and life cycle of java servlet with neat diagram. (16)

Or

(b) Explain the architecture, application and characteristics of JDBC with a neat diagram. (16)

15. (a) (i) Discuss about SMTP and POP3 with a simple example program.(10)

(ii) Explain the security issues in internet programming. (6)

Or

(b) Write a Java socket program to send a message from client to server. (16)

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