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Question Paper Code : X 20423

B.E./B.Tech. DEGREE EXAMINATIONS, NOVEMBER/DECEMBER 2020
Seventh Semester
Electronics and Communication Engineering
EC 6008 – WEB TECHNOLOGY
(Regulations 2013)

Time : Three Hours

Maximum : 100 Marks

Answer ALL questions

PART – A

(10×2=20 Marks)

1. Mention the advantages of using method overloading.
2. State the lifecycle of an Applet.
3. Why HTTP is called a stateless protocol ? Give reasons.
4. Differentiate TCP and UDP protocol.
5. Define DTD.
6. Write a java script to display date and time.
7. List the types of directives in JSP.
8. List the types of beans in EJB.
9. List any four modules of Spring framework.
10. What are the main phases of JSF life cycle ?

PART – B

(5×13=65 Marks)

11. a) Explain briefly about I/O streams in Java. **(13)**

(OR)

- b) What is multithreading ? Explain the two ways by which threads are created in java with suitable example. **(13)**



12. a) With an example explain how DatagramSocket and DatagramPacket class can be used to send a message from sender to receiver. **(13)**

(OR)

- b) Given the following interface, write a program to implement RMI : **(13)**

```
// interface program
import java.rmi.*;
public interface AddderIntf extends Remote
{
    int fnAdd (int x, int y) throws RemoteException;
}
```

13. a) Briefly discuss about XML Schema and how it differs from DTD. **(13)**

(OR)

- b) Write a DTD for student details including student name (first name and last name), roll number, Date of Birth (month, date and year) and address (city and state). **(13)**

14. a) With an example, explain the steps in connecting a java application to a database. **(13)**

(OR)

- b) Explain the life cycle of servlets. Write a simple program to display the current date and time using servlets. **(13)**

15. a) i) Briefly discuss the components of struts framework. **(7)**

- ii) Briefly discuss the three states of persistent objects in Hibernate. **(6)**

(OR)

- b) Briefly discuss about MVC architecture and its advantages. **(13)**

PART – C

(1×15=15 Marks)

16. a) i) Write a Java program to read an array and reverse it. **(7)**

- ii) Write a Java program to copy a file. **(8)**

(OR)

- b) Explain in detail about layout management in Swing. **(15)**
