No. of Printed Pages : 3

CST-301

ADIT/BIT PROGRAMME

Term-End Examination

December, 2011

CST-301 : INTERNET TECHNOLOGIES

Time : 2 hours

00391

Maximum Marks : 50

Note: All questions from section A are compulsory. Answer any two questions from section B. All True/False question in Section A carry one mark each.

SECTION - A

For each of the following statements, state whether it is *True* or *False* :

- 1. Java use "Java Virtual Machine" (JVM) as an abstract machine to compile its programs.
- 2. The size of long integers in Java is 8 bytes.
- 3. Boolean and Bytes are two different data types in Java and each uses 1 byte size.
- **4.** "&&" operator in Java is used to perform bitwise AND operation.

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P.T.O.

- 5. Because Java uses "Byte code", so "type casting" is not used in it.
- 6. In Java arrays are treated as a special class.
- 7. All elements in an array has the same data type.
- 8. Constructors are used to create interfaces of a class.
- 9. Subclassing is an important feature of Java language.
- 10. The final method in Java cannot be overridden.
- 11. Write HTML code to create four frames in a web 10 page as shown below. Frame 1 on the left most corner is of '250 pixel', include an image on it. Each frame has different colour.



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SECTION - B

- 12. (a) Write a Java program to find the harmonic 8 mean as the numbers in an array.
 - (b) Write HTML code to make 3 webpages. Each page consists of one paragraph. Each page has link to go to the next, previous, first or last page as applicable.

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- 13. Distinguish between the following : (with the help 15 of a suitable example in each)
 - (a) Public and Default classes
 - (b) break and return statement
 - (c) Catch and finally
 - (d) throwable and exception classes
 - (e) equals () method and "= =" operator
- **14.** (a) Write an applet that counts the number of keys pressed on the keyboard.
 - (b) Write HTML code to a welcome image of fixed size of 150×250 pixels. On clicking on this image another page should display the objective, scope and fee details of a programme.
 - (c) Write a program in Java to read two numbers that are the real and imaginary parts of a complex number. Print the modulus of the members.

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