

## ADIT/BIT PROGRAMME

Term-End Examination

June, 2010

00179

## CST-301 : INTERNET TECHNOLOGIES

Time : 2 hours

Maximum Marks : 50

*Note : All questions from Section A are compulsory. All objective type questions carry one mark each. Answer any two questions from Section B.*

## SECTION-A

In question 1, if you feel that none of the choices offered is correct, then mark "0" as your answer.

1. A Java method can return values of type : 1
  - (a) boolean
  - (b) long
  - (c) user defined object
  - (d) All the above
  
2. Which of the following is true for parameter passing ? 1
  - (a) Primitive data types are passed by value; objects are passed by reference
  - (b) Primitive data types are passed by reference; objects are passed by value
  - (c) Both are passed by value
  - (d) Both are passed by reference

3. A try block must have : **1**
- (a) A finally clause
  - (b) At least one catch clause
  - (c) Both a finally and at least one catch clause
  - (d) At least one catch or a finally clause
4. Deadlock errors can be difficult to detect because : **1**
- (a) the code involved is complex
  - (b) the condition may occur only rarely
  - (c) the condition depends on native methods
  - (d) At least 4 threads have to be involved for it to occur
5. An interface : **1**
- (a) must have at least one method
  - (b) must not have any data variables
  - (c) must implement at least one method
  - (d) none of the above
6. The exec() method allows us to : **1**
- (a) Invoke a executable program from within a method
  - (b) Terminate a running thread
  - (c) Start a new thread
  - (d) All of the above

7. To change a string object one must first copy it to : **1**
- (a) Another string object
  - (b) A string Buffer object
  - (c) An Array object
  - (d) A Char object
8. The files of any package must be defined in : **1**
- (a) Must all be defined in one file
  - (b) Can be defined in any number of files
  - (c) Can be defined in up to 4 files
  - (d) Depends on java implementation
9. Parentheses are used in expressions to : **1**
- (a) Change operator precedence
  - (b) Speed up your program
  - (c) Slow down your program
  - (d) Improve security by making your program more difficult to understand
10. Where two scopes are nested ? **1**
- (a) Objects in both are visible to each other
  - (b) Objects in the outer scope are visible to the inner
  - (c) Objects in the inner scope are visible to the outer
  - (d) Objects in either are **not** visible to the other scope

**11. Write HTML code to make a simple wedding website. 10**

**website.**

**(a) Have a homepage that shows a video clip**

**(b) Make a simple navigation scheme**

**(c) Give information on various events/  
ceremonies**

**(d) Give information on the couple**

**Note : Make and state any needed  
assumptions.**

## SECTION - B

Answer any two questions from this section.

12. (a) Write a Java program to input two numbers. 8  
Find their Arithmetic, Geometric and Harmonic means and arrange them in descending order.
- (b) Write HTML code to place three images of 7  
size  $100 \times 100$  pixels on the screen horizontally irrespective of the size of the browser window. Below the images place an unordered list of 3 items in small italicised blue font. The first image or first item in the list both take you to page 1 of the site, and likewise for image 2 and item 2 as well as image 3 and item 3 that take you to pages 2 and 3 respectively.
13. Distinguish between the following with an appropriate example : 5x3=15
- (a) Anonymous and inner classes
  - (b) Byte streams and character streams
  - (c) paint() and repaint() methods of an applet
  - (d) is infinite() and is NaN() methods
  - (e) ? operator and if statement

14. (a) Write HTML code to create a form with just one field where the value must be between 1 and 4. Take the user to a different screen depending on the value entered. 5
- (b) Write an applet that counts the number of characters typed at the keyboard. When a period(.) is entered, it displays the count and then again starts counting characters. 5
- (c) Write a Java program to sort n numbers in ascending order using recursion. 5

**Hint :** First find the minimum of the numbers.

---