

SECTION-C

- 5) What do you mean by applets? Explain its types. How do applets differ from application program? Explain with help of example. 10
- 6) Describe Graphic Programming in detail. What do you mean by Layouts, Frames and Panels? Explain in detail. 10

SECTION-D

- 7) What do you mean by socket programming? Explain various methods associated with TCP and UDP. 10
- 8) Describe the use of java beans in JSP for working with java Mail. 10

SECTION-E

- 9) **Answer briefly :** (2×10=20)
- a) What do you mean by Abstract classes?
 - b) Discuss Method overriding.
 - c) What is Type conversion?
 - d) What is JVM and JVM Programming?
 - e) What are remote objects?
 - f) Describe dynamic dispatch method with example.
 - g) What are the features of swings?
 - h) What are dynamic web pages?
 - i) Write short note on J2EE.
 - j) Discuss RMI Client.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.