

9. (a) Explain which session object collections are used to control data. 6  
 (b) Write an ASP showing use of cookies. 6
10. (a) Explain :  
 (i) Application\_on End  
 (ii) Application\_onstart. 6  
 (b) What is event ? Explain Application events. 6

OR

11. (a) Explain types of errors. Give suitable example. 6  
 (b) Explain the use of 'global . asa' file with suitable example. 6
12. (a) Write an ASP document to insert a row into an Access table. Assume suitable data. 6  
 (b) Explain :  
 (i) Server object  
 (ii) ASP errors. 6

OR

13. (a) Explain any three methods of server object. 6  
 (b) Explain the properties of ASP Adrotator component. 6

**B.Sc. (Part-III) Semester-VI Examination**  
**COMPUTER APPLICATIONS (VOC.)**  
**(Advanced Java and ASP)**

Time : Three Hours]

[Maximum Marks : 80

- Note :-** (i) Q. No. 1 is compulsory.  
 (ii) Assume suitable data wherever necessary.  
 (iii) Illustrate your answer with the help of neat sketches wherever necessary.

1. (A) Fill in the blanks ( $\frac{1}{2}$  mark each) :
- The Applet class is contained in the \_\_\_\_\_ package.
  - A \_\_\_\_\_ is a small file that the server embeds on the user's computer.
  - The ADO \_\_\_\_\_ object is used to hold a set of records from a database table.
  - The ASP \_\_\_\_\_ component creates an object that displays a different image each time a user enters or refreshes page. 2
- (B) Choose correct alternative :
- \_\_\_\_\_ is used to interpret and execute Java applet class by Html.  
 (a) Applet execute  
 (b) Applet viewer  
 (c) Applet teacher  
 (d) Applet run

(ii) Which one of the following is collection of request object :

- (a) Cookies
- (b) Object
- (c) AdRotator
- (d) Binary Read

(iii) What are the Applet's life cycle methods ?

- (a) init, start, destroy
- (b) init, start, paint
- (c) init, start, paint, stop, destroy
- (d) init, start, stop

(iv) Which of the following is (are) properties of ASPError objects.

- (a) File
  - (b) Line
  - (c) Number
  - (d) All of the above
- 2

(C) Answer in **one** sentence :

- (a) Why do threads block on I/O ?
  - (b) What method is used to specify a container's layout ?
  - (c) What is transient variable ?
  - (d) What are Wrapper classes ?
- 4

2. (a) What is array ? Explain its type with examples. 6
- (b) Write a program in Java to check whether a matrix is identity or not. 6

**OR**

3. (a) Describe any four string operations with example. 6

(b) How class can be added to a package ? Explain with suitable example. 6

4. (a) Explain :

(i) Thread Priorities.

(ii) Synchronization. 6

(b) What is Exception handling ? Explain with suitable example. 6

**OR**

5. (a) Explain :

(i) Threads

(ii) Multiple catch. 6

(b) Describe any four methods/ operations with example for thread class. 6

6. (a) Write an Applet for displaying banner. 6

(b) Explain repaint method and its necessity. 6

**OR**

7. (a) How do you pass parameter to an applet ? Give suitable example. 6

(b) Write an applet to draw concentric circles in the center of the canvas. 6

8. (a) What is meant by cookies ? Describe how cookies can be created and retrieved. 6

(b) What is session object ? Explain its any two properties. 6

**OR**