

CS506 CURRENT SOLVED SUBJECTIVE MID PAPERS BY SARIM

Web Design and Development

Provided by Sarim

Q1) Write code to show "hello" in applets

Answer:

```
import java.applet.*;
import java.awt.*;

public class HelloWorldApplet extends Applet {
    public void paint(Graphics g) {
        g.drawString("Hello", 20, 20);
    }
}
```

Q2) Downcasting and updating syntax cases both for teacher employee and int double.

Answer:

```
// Downcasting from Employee to Teacher
Employee emp = new Teacher(); // Upcasting
Teacher teacher = (Teacher) emp; // Downcasting

// Updating syntax example for int to double
int num = 10;
double decimalNum = (double) num;
```

Q3) Write 5 Mouse events

Answer:

1. mouseClicked()

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2. mousePressed()
3. mouseReleased()
4. mouseEntered()
5. mouseExited()

Q4) Write down the structure of JRE and briefly explain the JRE

Answer:

JRE (Java Runtime Environment) consists of

- Java Virtual Machine (JVM)
- Core libraries and files required to run Java applications

Explanation:

JRE provides the runtime environment for executing Java programs. It includes the JVM, which interprets Java bytecode and executes it on the underlying operating system.

Q5) Which tool is used to convert java source code into byte code and convert byte code into machine code. write its code statement to convert for both cases.

Answer:

Tool for converting Java source code to bytecode and bytecode to machine code is Java Compiler.

Code statements

- To convert Java source code to bytecode: `javac YourFileName.java`
- To convert bytecode to machine code: `java YourFileName`

Q6) Diff b/w awt package and awt.event* package

Answer:

Difference between awt package and awt.event* package

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- AWT (Abstract Window Toolkit) package: Provides classes for building graphical user interface elements.
- AWT event* package: Contains classes related to event handling in AWT, such as ActionListener, MouseListener, etc.

Q7) Write class Person and Inherit student, write constructors, objects of them

Answer:

```
class Person {
    String name;
    Person(String name) {
        this.name = name;
    }
}

class Student extends Person {
    String rollNo;
    Student(String name, String rollNo) {
        super(name);
        this.rollNo = rollNo;
    }
}
```

Q8) Write all 7 methods of windows listener.

Answer:

All seven methods of WindowListener

1. windowOpened()
2. windowClosing()
3. windowClosed()

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4. windowIconified()
5. windowDeiconified()
6. windowActivated()
7. windowDeactivated()

Q9) Adapter classes

Answer:

Adapter classes are used in event handling to provide default implementations for interface methods.

Example: WindowAdapter, KeyAdapter, MouseAdapter.

Q10) Code for teacher class

Answer:

```
public class Teacher {  
    private int id;  
    private String name;  
    public Teacher(int id, String name) {  
        this.id = id;  
        this.name = name;  
    }  
}
```

Q11) Event handlers or event generators

Answer:

Event handlers process events generated by event sources.

Event generators are components that generate events.

Example:

Button generating ActionEvent and ActionListener handling it.

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Q11) We can divide stream into two types of classes based on data. You are required to mention names of those stream type based on following cases.

Answer:

Based on the cases

1. Classes with "stream" in their name:

InputStream, OutputStream

2. Classes with "reader/writer" in their name:

BufferedReader, BufferedWriter

Q12) Class which contains the word stream in their name.

Answer:

Class with the word "stream" in its name InputStream, OutputStream, PrintStream, etc.

Q13) Class which contains the word reader/writer.

Answer:

Class with the word "reader/writer" in its name:

BufferedReader, BufferedWriter, FileReader, FileWriter, etc.

Q14) Class person is base Class and students is child class. You are required to implement inheritance by writing Java code for following

Answer:

```
// Base class Person
class Person {
    String name;
    int age;
```

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```
}  
// Child class Student inheriting from Person  
class Student extends Person {  
    String studentID;  
}
```

Q15) Create person class (name and age attributes)

Answer:

```
class Person {  
    String name;  
    int age;  
}
```

Q16) Inherit person class from student class

Answer:

```
// Inherit person class from student class  
class Student extends Person {  
    // Additional attributes and methods specific to Student  
}
```

Q17) Streams two types

Answer:

The two types of streams are

- a) Byte Streams
- b) Character Streams

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Q18) Java ma multiple inheritance ne hote to alternative batana thaa multiple inheritance kay liye

Answer:

For multiple inheritance in Java, interfaces provide an alternative solution.

Q19) DSN, "studentDSN" say related code likhna thaa jis ma Ali ke jaga name ko Ahmed kr kay update krna tha

Answer:

```
String studentDSN = "Ali";  
studentDSN = studentDSN.replaceAll("Ali", "Ahmed");
```

Q20) Up casting or down casting

Answer:

Upcasting and downcasting are related to object-oriented programming. Upcasting involves converting a subclass reference to a superclass reference, while downcasting involves converting a superclass reference to a subclass reference.

Q21) Types of error

Answer:

Types of errors in Java include syntax errors, runtime errors, and logical errors.

Q22) Write any three method of successful connected data base

Answer:

Three methods for successful database connection:

1. getConnection()
2. createStatement()
3. executeQuery()

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Q23) Parent class is employee and child class is teacher write the code and explain

Answer:

```
// Parent class Employee
class Employee {
    // Attributes and methods of Employee
}
// Child class Teacher inheriting from Employee
class Teacher extends Employee {
    // Additional attributes and methods specific to Teacher
}
```

Q24) Define GUI Tasks

Answer:

GUI tasks involve creating buttons, establishing connections, setting frame size, making components visible, and calling GUI methods in a class.

Q25) Database sa related tha ..database ka connection ki command, close ki command 2 example this data enter karna ki person ki

Answer:

```
// Establishing database connection
Connection conn = DriverManager.getConnection(url, username, password);
// Closing database connection
conn.close();
```

Q26) Create person class

Answer:

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```
public class Person {
    private String name;
    public Person(String name) {
        this.name = name;
    }
    public String getName() {
        return name;
    }
    public void setName(String name) {
        this.name = name;
    }
    public void introduce() {
        System.out.println("Hello, my name is " + name + ".");
    }
}
```

Q27) In Java program these methods (paintBorder, paintChildren, paintComponent) are called. Write the correct order of method called if these methods are called.

Answer:

The correct order of method calls is: paintBorder, paintComponent, paintChildren.

Q28) Socket or server socket difference and syntax

Answer:

Socket is for communication between client and server, while ServerSocket listens for incoming connections.

Syntax:

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- Socket: `Socket socket = new Socket("hostname", port);`
- ServerSocket: `ServerSocket serverSocket = new ServerSocket(port);`

Q29) What are the mouse listener interface write name.

Answer:

MouseListener interface names

- mouseClicked
- mousePressed
- mouseReleased
- mouseEntered
- mouseExited

Q30) Write the java code to add a button

Answer:

```
Button button = new Button("Click me");
```

Q31) What is servlet and servlet server n hoe add them in java

Answer:

Servlet is a Java program running on a web server, while a servlet container or servlet server is a runtime environment that hosts servlets.

To use them in Java, you import relevant servlet libraries and configure them in a web application.

Q32) Write three types of errors.

Answer:

1. Syntax error
2. Logic error

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3. Run Time error

Q33) How many ports in FTP, HTTP, and TELNET.

Answer:

FTP 21 ports

HTTP 80 ports

TELNET 23 ports

Q34) Applet life cycle explain with sequence

Answer:

Applet lifecycle sequence:

init(), start(), stop(), destroy().

Q35) Java code to count the number of variables in rs

Answer:

```
ResultSet rs;
```

```
int count = rs.getMetaData().getColumnCount();
```

Q36) Java code if the user press button from keyboard displays the result in the same window

Answer:

```
// Assuming 'result' is a JLabel to display the result
```

```
button.addActionListener(new ActionListener() {
```

```
    public void actionPerformed(ActionEvent e) {
```

```
        result.setText("Button pressed");
```

```
    }
```

```
});
```

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Q37) Java code employee and test variable. Employee has employ has id and name

Answer:

```
class Employee {  
    int id;  
    String name;  
}  
class Test {  
    public static void main(String[] args) {  
        Employee emp = new Employee();  
        emp.id = 1;  
        emp.name = "John";  
    }  
}
```

Q38) Filter stream

Answer:

Filter stream: Code context-dependent, requires specific usage details.

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