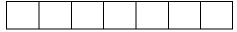
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MCA- Internal Assessment –III (June 2024) Academic Year 2023-2024(Even) / Second Semester 23CAT606 – Java Programming

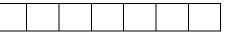
Time: $1^{1/2}$ Hours

Maximum Marks: 50 Answer All Questions PART - A (5 x 2 = 10 Marks)

Outline the objective of Java's Remote Method Invocation

•	(RM	00.	cna	
2	State	CO4	Ana	
3	"Look and Feel" in Swing. How does it affect the appearance of GUI components?			App
4	Com	CO5	Eva	
5	State	e is the purpose of @PathVariable annotation in Spring C.	CO5	Und
6	(a)	PART - B (2 x 13 = 26, 1x14=14Marks) Inference the idea behind Java's Remote Method Invocation (RMI). Using an example, go over the RMI's architecture, operation, and practical applications. (Or)	CO4	App
	(b)	Implement a JavaBean class for managing a real-world entity of your choice (e.g., Student, Car, Employee). Ensure your implementation adheres to JavaBean conventions, including proper encapsulation and event handling mechanisms.	CO4	App
7	(a)	Demonstrate the fundamental ideas behind the Spring MVC framework. Talk about how it makes developing Java web applications easier. (Or)	CO5	Ana
	(b)	Design Spring application that performs CRUD operations on a real-world entity (e.g., Employee, Product) using DAO.	CO5	Ana
8	(a)	An IT corporation hires you as a developer. In order to assess your technical proficiency, the lead requested that you use Java Swing to create an inventory management system for a small retail store.	CO4	App

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MCA- Internal Assessment –III (June 2024) Academic Year 2023-2024(Even) / Second Semester 23CAT606 – Java Programming

Time: 1^{1/2} Hours Maximum Marks: 50
Answer All Questions
PART - A (5 x 2 = 10 Marks

$PART - A (5 \times 2 = 10 \text{ Marks})$									
			CO	BL					
1	Ou (RI	CO4	Und						
2		te getter and setter method in Java Bean	CO4	Ana					
3	"Le app	CO4	App						
4	Co	CO5	Eva						
5	CO5	Und							
MVC. PART - B (2 x 13 = 26, 1x14=14 Marks)									
6	(a)	Inference the idea behind Java's Remote Method Invocation (RMI). Using an example, go over the RMI's architecture, operation, and practical applications. (Or)	CO4	App					
	(b)	Implement a JavaBean class for managing a real-world entity of your choice (e.g., Student, Car, Employee). Ensure your implementation adheres to JavaBean conventions, including proper encapsulation and event handling mechanisms.	CO4	App					
7	(a)	Demonstrate the fundamental ideas behind the Spring MVC framework. Talk about how it makes developing Java web applications easier. (Or)	CO5	Ana					
	(b)	Design Spring application that performs CRUD operations on a real-world entity (e.g., Employee, Product) using DAO.	CO5	Ana					
8	(a)	An IT corporation hires you as a developer. In order to assess your technical proficiency, the lead requested that	CO4	App					

you use Java Swing to create an inventory management

system for a small retail store.

How you approach this, what parts and arrangement you would utilize, and a summarize of the procedures involved in implementation.

(Or)

CO2

App

E-Commerce Product Development: Using the Spring MVC framework, you are creating an online shopping application. Administrators should be able to add, update, and remove items as well as control product data through the application. A product's name, description, cost, and quantity should all be listed. Explain the Spring MVC design and implementation process you would use for this capability.

How you approach this, what parts and arrangement you would utilize, and a summarize of the procedures involved in implementation.

(Or)

(b) E-Commerce Product Development: Using the Spring CO2 MVC framework, you are creating an online shopping application. Administrators should be able to add, update, and remove items as well as control product data through the application. A product's name, description, cost, and quantity should all be listed. Explain the Spring MVC design and implementation process you would use for this capability.

App