

PAPER : MCA33 Object Technology – II

Examination Scheme					
Internal		External		Total	
Th. (Marks)	Pr. (Marks)	Th. (Marks)	Pr. (Marks)	Th. (Marks)	Pr. (Marks)
30	20	70	30	100	50

UNIT I

Advanced Java Swing Programming : Introduction of Swing, Swing Components, Look and Feel for Swing Components, Multimedia Programming : 2D and 3D Graphics, Audio and Video, Animations, JavaBeans : The Software Component Assembly Model, The JavaBeans Development Kit, Developing Beans, Database Programming : ODBC and JDBC Drivers, Connecting to Database with the java.sql Package, Using JDBC

UNIT II

Servlets : Introduction to Servlets, Servlet Life Cycle, Servlet based Applications, Servlet and HTML

JSP : Introduction to JSP, JSP implicit objects, JSP based Applications

UNIT III

XML : XML syntax and semantics, XML based applications

RMI : The RMI Architecture, RMI exceptions, Developing Applications with RMI

UNIT IV

J2EE : The J2EE Platform, The J2EE connector Architecture, J2EE Packaging and Deployment

Other Java Technologies : Java Message Service (JMS), Java in small memory space (PDA), Overview of Distributed Computing (J2EE, CORBA, DCOM)

Books:

1. Java 2 Unleashed (Techmedia – SAMS) By Jamie Jaworski
2. Professional Java Server Programming (a Press) By Allamaraju
3. Developing Java Servlets (Techmedia – SAMS) By James Goodwill
4. Using Java 1.2 Special Edition (PHI) By Webber

Question Paper Scheme:**Section – I**

- Q.1 - Objective Type Unit I & II (11) Marks
 Q.2 - Unit-I OR Q.2 Unit-I (12) Marks
 Q.3 - Unit-II OR Q.3 Unit-II (12) Marks

Section – II

- Q.4 - Objective Type Unit III & IV (11)Marks
 Q.5 - Unit-III OR Q.5 Unit-III (12) Marks
 Q.6 - Unit-IV OR Q.6 Unit-IV (12) Marks