Sl. No.

B45-R4 - INTERNET TECHNOLOGY AND WEB SERVICES

NOTE :
1. Answer question 1 and any FOUR from questions 2 to 7.
2. Parts of the same question should be answered together and in the same sequence.

Total Time : 3 Hours   **Total Marks : 100**

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1. (a) What is Multicast ? List and explain all protocols used in Multicast.

(b) What is UDDI ? Explain features of UDDI. Which language is used by UDDI ?

(c) What is HTTP ? Differentiate between persistent and non-persistent types with request-response behaviour of HTTP.

(d) What is VPN? Why it is needed ?

(e) What is a cookie ? Write a servlet program to create cookie.

(f) Draw and explain 3-tier Web architecture.

(g) Describe the difference between the Client-side and Server-side scripting.

(7x4)

2. (a) What is Denial of Service (DoS) attack ? What preventive measures one can take to protect DoS attack ?

(b) Explain JPEG file encoding process.

(c) What is Lamp Server ? What are the reasons for selecting Lamp instead of combination of other software programs, servers and operating system ?

(6+6+6)

3. (a) Explain the structure and elements of WSDL file.

(b) Describe the advantages of JAVA servlets over CGI interface.

(c) Write a short note on TCP/IP protocol stack.

(6+6+6)

4. (a) "SMTP and FTP are examples of two widely used higher-level protocols that are used to communicate over TCP connections" - Justify this statement.

(b) What is IP Addressing? Explain the two forms of IP Address - IPv4 and IPv6 addresses.

(c) Create a JSP Page to illustrate the use of query string for Http Request object.

(6+6+6)

5. (a) Explain the Simple Object Access Protocol (SOAP).

(b) What do you understand by Active Server Pages (ASP) ? Which editor will you use for developing ASP applications ?

(c) Classify and explain components of Java Architecture.

(6+6+6)

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6. (a) What is the difference between RTP and RTCP ?

(b) Explain JSP life cycle in detail.

(c) Describe the characteristics of ActiveX controls.

(6+6+6)

7. (a) Explain Three-Way Handshake Mechanism used by TCP to terminate a Session reliably.

(b) Which feature of Perl provides code reusability ? Give any example of that feature.

(c) Write short notes on the following :

(i) Client Server Architecture.

(ii) Open Source Initiatives.

(6+6+6)

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