

# CSM53 Web Programming

646

REG. NO

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Time: Three hours

Maximum Marks: 75

- Note:
1. Answer ALL the questions in PART-A (1 mark each)
  2. Answer any ONE question from each unit in PART-B (3 marks each)
  3. Answer any ONE question from each unit in PART-C (10 marks each)
  4. The question paper contains TWO Pages

## PART-A (1x10=10)

1. List then types of connection.
2. Explain about <pre> tag.
3. Write the use of <link> tag.
4. Write the types of style sheets.
5. Write the use of continue statement.
6. Explain about live connect.
7. List the disadvantage of JSP.
8. Define comments.
9. What is the use of url attribute?
10. Expand the term ODBC.

## PART-B (3x5=15)

### UNIT-I

11. Explain about web browser.
12. Explain <canvas> tag.

### UNIT-II

13. Define style sheet. Explain about multiple style sheet.
14. Explain about frames and frameset.

### UNIT-III

15. Explain about while loop.
16. Explain javascript to java communication.

### UNIT-IV

17. Explain the steps involved in installing tom-cat server.
18. Explain about taglib directives.

### UNIT-V

19. Write a simple JSP program to add two numbers.
20. Explain about update command.

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PART-C (10x5=50)

UNIT-I

21. Explain about ISDN and ADSL connection.
22. Explain the new elements in HTML.

UNIT-II

23. Define list and explain its types.
24. What is CSS3? Explain about animation and multiple columns in CSS3

UNIT-III

25. Explain the types of boxes.
26. Explain about event handlers.

UNIT-IV

27. Explain about directives
28. Explain scripting elements and scriptlets.

UNIT-V

29. Write a jsp program to find odd and even numbers.
30. Develop a mini project using HTML5, CSS, JSP to manipulate data in MySQL database.

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