Unit IV

8. Explain android architecture with its building blocks and widgets. **14**

Or

9. Explain Java design patterns with creational and structural behaviour. **14**

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(T) Roll No. .....

PAPER ID—11442

B.Tech. EXAMINATION, 2026

(Sixth Semester)

ADVANCE JAVA PROGRAMMING

Time : 3 *Hours* *Maximum Marks :* 70

Before answering the question-paper candidates should ensure that they have been supplied to correct and complete question-paper. No complaint, in this regard, will be entertained after the examination.

Note : Attempt *Five* questions in all, selecting *one* question from each Unit. Q. No. **1** is compulsory. All questions carry equal marks.

(Compulsory Question)

1. (a) Explain CRUD.

   (b) Explain JSTL functions.

   (c) Write about UI tags.

   (d) What are SPEL ?

   (e) Explain XML.

   (f) Write the process of sending mail.

   (g) What are SQLite ? **7×2=14**

Unit I

2. What are Servlets ? Explain life-cycle of servlet with IDE and SSI. **14**

Or

3. Explain MVC in JSP and JSTL. 14

Unit II

4. Explain struts with its features and interceptors, validation methods. **14**

Or

5. Explain sending HTML with forwarding and deleting mail 14

Unit III

6. Write about hibernate with its life-cycle with HB log 4j. **14**

Or

7. What is Spring ? Explain spring with IDE and modules, also write about OXM and security models. **14**