## JSP ASSIGNMENT

- 1. What is JSP in Java?
- **2.** Describe the lifecycle of a JSP page.
- 3. What are the differences between JSP and Servlets?
- 4. How do you create a simple JSP page?
- 5. Explain the use of JSP directives.
- 6. What is a JSP scriptlet?
- 7. How do you include static content in a JSP page?
- 8. What are JSP declarations?
- 9. What is the difference between JSP expressions and scriptlets?
- 10. How do you use JSP comments, and how are they different from HTML comments?
- **11.** What are JSP implicit objects? Name a few of them.
- **12.** Explain the purpose of JSP action tags.
- 13. What is the role of the jsp:include action tag?
- 14. How do you forward a request to another resource using JSP?
- 15. What are custom tags in JSP?
- 16. How do you create and use a custom tag in JSP?
- 17. What is the JavaBeans component model, and how is it used in JSP?
- **18.** Explain the use of the jsp:setProperty and jsp:getProperty tags.
- 19. How do you handle exceptions in JSP?
- 20. What are expression language (EL) in JSP, and how are they used?

## SERVLET ASSIGNMENT

- 1. What is a Servlet in Java?
- 2. Describe the lifecycle of a Servlet.
- 3. What is the difference between a Servlet and a JSP?
- 4. How do you configure a Servlet in a web application?
- 5. What is the web.xml file, and how is it used in configuring Servlets?
- 6. Explain the purpose of the HttpServlet class.
- 7. How do you handle GET and POST requests in a Servlet?
- 8. What is the ServletConfig interface?
- 9. What is the ServletContext interface, and how is it different from ServletConfig?
- 10. How do you initialize a Servlet?
- 11. What are the advantages of using Servlets over CGI?
- **12.** Explain the concept of session management in Servlets.
- 13. What is the difference between doGet() and doPost() methods?
- 14. How do you handle exceptions in Servlets?
- **15.** Describe the process of file uploading using Servlets.
- 16. What are filters in Servlets, and how are they used?
- 17. How do you forward a request from one Servlet to another?
- 18. What is the role of RequestDispatcher?
- **19.** Explain the difference between forwarding a request and redirecting a request in Servlets.
- 20. How do you maintain security in a web application using Servlets?

## SOCKET PROGRAMMING ASSIGNMENT

- 1. What is socket programming?
- **2.** Explain the difference between TCP and UDP protocols. How does it relate to socket programming?
- 3. In Java, what is the purpose of the Socket class?
- 4. What is a server socket in Java? How is it different from a regular socket?
- 5. Explain the role of the ServerSocket class in socket programming.
- 6. What is the purpose of the InputStream and OutputStream in socket programming?
- 7. How does a server in socket programming distinguish different clients?
- 8. What is the significance of the accept() method in the ServerSocket class?
- 9. Explain the terms "blocking" and "non-blocking" in the context of socket programming.
- **10.** How do you handle exceptions in socket programming in Java? Provide examples of common exceptions.
- 11. What is the role of the PrintWriter class in socket programming, and how is it used?
- 12. Explain the concept of a port number in socket programming. Why is it necessary?
- **13.** How can you ensure proper communication between a Java server and client if they are on different machines?
- **14.** Discuss the steps involved in creating a simple client-server application in Java using sockets.
- **15.** What is the purpose of the close() method in socket programming? Why is it important to close sockets properly?
- **16.** Describe the differences between synchronous and asynchronous socket communication.
- 17. How can you handle multiple client connections in a Java server using socket programming?
- **18.** Explain the purpose of the BufferedReader and BufferedWriter classes in socket programming.
- **19.** Discuss the advantages and disadvantages of using sockets for communication in a distributed system.
- **20.** What security considerations should be taken into account when implementing socket programming, and how can you address them?

## SOCKET PROGRAMMING ASSIGNMENT

- 1. What is socket programming?
- **2.** Explain the difference between TCP and UDP protocols. How does it relate to socket programming?
- 3. In Java, what is the purpose of the Socket class?
- 4. What is a server socket in Java? How is it different from a regular socket?
- 5. Explain the role of the ServerSocket class in socket programming.
- 6. What is the purpose of the InputStream and OutputStream in socket programming?
- 7. How does a server in socket programming distinguish different clients?
- 8. What is the significance of the accept() method in the ServerSocket class?
- 9. Explain the terms "blocking" and "non-blocking" in the context of socket programming.
- **10.** How do you handle exceptions in socket programming in Java? Provide examples of common exceptions.
- 11. What is the role of the PrintWriter class in socket programming, and how is it used?
- 12. Explain the concept of a port number in socket programming. Why is it necessary?
- **13.** How can you ensure proper communication between a Java server and client if they are on different machines?
- **14.** Discuss the steps involved in creating a simple client-server application in Java using sockets.
- **15.** What is the purpose of the close() method in socket programming? Why is it important to close sockets properly?
- **16.** Describe the differences between synchronous and asynchronous socket communication.
- 17. How can you handle multiple client connections in a Java server using socket programming?
- **18.** Explain the purpose of the BufferedReader and BufferedWriter classes in socket programming.
- **19.** Discuss the advantages and disadvantages of using sockets for communication in a distributed system.
- **20.** What security considerations should be taken into account when implementing socket programming, and how can you address them?