

BCA Fifth Semester Examination, Dec-2017**FIRST PAPER****Computer Graphics**

Paper Code:- 5611

Time Allowed: Three Hours**Maximum Marks.70**

(1) No supplementary answer book will be given to any candidate. Hence the candidates should write the answers precisely in the main answer book only.

(2) All the parts of one question should be answered at one place in the answer book.

(Attempt all six questions.)

Part I (Question No. 1 & 2) is compulsory & Part II (Question No. 3, 4, 5 & 6) has internal choice.

Part-I

1. Answer any 10 questions. Each question carries 1 mark.

10x1= 10

(Words limit up to 20 words each)

- What is GUI?
- What is Plasma Channel?
- Define Clipping.
- What do you understand by Virtual Reality?
- What is Image Processing?
- What do you mean by Shearing ?
- Write name of any two 2D Transformation techniques?
- Explain Viewport.
- Give any two advantages of Flat Panel Display Devices.
- What do you mean by Scan Conversion?
- By which transformation dragging can be achieved in Computer Graphics?
- What do you mean by Mapping?

2. Answer all the questions. Each question carries 5 marks.

4x5 = 20

(Words limit up to 50 words each)

- What is Flat Panel Display? Explain.
- What do you understand by 2D Transformation? Discuss.
- Differentiate between Window and Viewport.
- Discuss any one digital image processing technique in brief.

P.T.O.

Part-II

Unit-I

3. Explain how RGB to CMY conversion is done. Discuss its uses. 10

OR

Differentiate between Random Scan Displays and Raster Scan Displays with suitable examples. 10

Unit-II

4. Implement the DDA Algorithm to draw a line from (0,0) to (6,6). Explain Vector generation of line. 10

OR

Write translation matrix for a triangle (10,2) (20,2) (15,5) with translation vector (-5,3). Also draw translate triangle. 10

Unit-III

5. What is Back Face Removal Algorithm? Discuss. 10

OR

Discuss two approaches used to determine hidden surfaces. Explain any one. 10

Unit-IV

6. How to capture and store a digital image? Discuss any two file formats for storage of a digital image. 10

OR

Discuss various elements and application areas of the digital image processing system. 10

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SECOND PAPER

Dot Net Technology

Paper Code:- 5621

Time Allowed: Three Hours

Maximum Marks.70

(1) No supplementary answer book will be given to any candidate. Hence the candidates should write the answers precisely in the main answer book only.

(2) All the parts of one question should be answered at one place in the answer book.

(Attempt all six questions.)

Part I (Question No. 1 & 2) is compulsory & Part II (Question No. 3, 4, 5 & 6) has internal choice.

Part-I

1. Answer any 10 questions. Each question carries 1 mark.

10x1= 10

(Words limit up to 20 words each)

- a) What do you mean by .NET Platform ?
- b) Write two features of .NET technologies.
- c) What is Array list?
- d) What are Literals?
- e) What is CTS in .NET ?
- f) What is C# ?
- g) What are methods in C# ?
- h) What is Debugging?
- i) What do you mean by Custom Web Controls?
- j) What is Data Adapter ?
- k) Name the components of .NET Frame Work.
- l) What is Meta Data ?

2. Answer all the questions. Each question carries 5 marks.

4x5 = 20

(Words limit up to 50 words each)

- a) Write about page life cycle.
- b) What is the role of Assemble in .NET ?
- c) What do you mean by Request & Response?
- d) Explain data type in C#.

P.T.O.

~~Part-II~~
Unit-I

2. Explain of .NET applications.

OR

Explain Implicit and Explicit Conversion of data types with example.

10

10

Unit-II

4. Explain Web Forms and Web Controls.

OR

Explain creating and developing ASP .NET applications.

10

10

Unit-III

5. Write about data providers in .NET

OR

Explain Web Server Controls.

10

10

Unit-IV

6. Explain ADO.NET in brief.

OR

Write short note on:-

(i) ADO.NET Components

(ii) Data Table

10

5+5

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THIRD PAPER

E-Commerce Application Development

Paper Code:- 5621

Time Allowed: Three Hours

Maximum Marks.70

(1) No supplementary answer book will be given to any candidate. Hence the candidates should write the answers precisely in the main answer book only.

(2) All the parts of one question should be answered at one place in the answer book.

(Attempt all six questions.)

Part I (Question No. 1 & 2) is compulsory & Part II (Question No. 3, 4, 5 & 6) has internal choice.

Part-I

1. Answer any 10 questions. Each question carries 1 mark.

10x1= 10

(Words limit up to 20 words each)

- a) What are the advantages of E-commerce?
- b) What is Supply Chain Management?
- c) Give difference between Credit Card and Debit Card.
- d) What do you mean by B2C? Give an example.
- e) Define Digital Libraries.
- f) What is System Testing?
- g) Define Competitive Advantage.
- h) Give full form of EDIFACT.
- i) What do you understand by Static Web Page?
- j) What do you understand by Functional Testing?
- k) Explain Unit Testing.
- l) Name any four electronic payment systems.

2. Answer all the questions. Each question carries 5 marks.

4x5 = 20

(Words limit up to 50 words each)

- a) What are the advantages and disadvantages of E-commerce?
- b) What is an EDI? Explain format of EDI.
- c) What do you mean by High-Level Design?
- d) Give challenges and opportunities in implementation of planning.

P.T.O.

Part-II

Unit-I

3. What do you understand by E-Commerce? How does E-Commerce differ from traditional Commerce? 10

OR

How Electronic Data Interchange(EDI), Electronic Market (EM), Internet Commerce (IC) helps in e-commerce? Explain in detail 10

Unit-II

4. Explain different types of business models for E-Commerce models. 10

OR

What is E-payment? Explain any four types of electronic payment systems. 10

Unit-III

5. What is Detailed Design? Discuss its aim and explain how one can define sub-system by using detailed design? 10

OR

What is Non-Technical and Technical Design? Deploy all parts of technical design. 10

Unit-IV

6. Write short notes on:- 5-2

(i) Implementation of e-commerce strategy

(ii) Verification & validation

OR

What do you understand by Testing? Explain different types of testing. 10

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FOURTH PAPER

Software Engineering

Paper Code:- 5641

Time Allowed: Three Hours

Maximum Marks.70

(1) No supplementary answer book will be given to any candidate. Hence the candidates should write the answers precisely in the main answer book only.

(2) All the parts of one question should be answered at one place in the answer book.

(Attempt all six questions.)

Part I (Question No. 1 & 2) is compulsory & Part II (Question No. 3, 4, 5 & 6) has internal choice.

Part-I

1. Answer any 10 questions. Each question carries 1 mark.

10x1= 10

(Words limit up to 20 words each)

- a) What are the characteristics of a Software?
- b) Define Software Life Cycle.
- c) What do you mean by "Software doesn't wear out"?
- d) What are the merits and demerits of Waterfall Model?
- e) What are the various categories of software applications?
- f) Define the term Software Sizing.
- g) What is meant by Software Development Process?
- h) Explain the objective of Software Design.
- i) Define the term Product and Process?
- j) Why tests are important with respect to software?
- k) Define Unit Testing.
- l) What does Verification represent?

2. Answer all the questions. Each question carries 5 marks.

4x5 = 20

(Words limit up to 50 words each)

- a) What are the steps present in Waterfall Model?
- b) What is meant by COCOMO Model? Explain.
- c) What is the objective of the Project Planning Process?
- d) What are the approaches of Integrating Testing?

P.T.O

Part-II

Unit-I

3. Explain in detail the Software process Spiral Model with diagram. 10

OR

What is the need for Software Metrics & Measurement? Explain in detail. 10

Unit-II

4. What are the Decomposition Techniques? Explain problem based estimation and process based estimation. 10

OR

Describe in detail the 4 P's of Project Management. 10

Unit-III

5. What are the design principles? Explain in detail the flow of information from analysis model to the design model. 10

OR

(a) Describe the following software design concepts : 5+5

➤ Abstraction

➤ Modularity

(b) Explain the difference between Architectural Design and Procedural Design.

Unit-IV

6. What are the objectives of Testing? Write down the testing principles. 10

OR

Differentiate between the following: 5+5

(i) White Box and Black Box Testing

(ii) Integration Testing and System Testing
