

G 2178

(Pages : 2)

Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, APRIL 2010

Sixth Semester

Branch : Computer Science and Engineering

PC AND PC BASED SYSTEMS (R)

(Regular—2007 admissions ; Supplementary—Prior to 2007 admissions)

Time : Three Hours

Maximum : 100 Marks

Answer all the questions.

Part A

1. What is SMPS ? Explain.
2. What is the use of connector ? Explain the different types.
3. Write the technical specifications of Hard disk drive.
4. Give an account on "Ultra DMA".
5. Define and explain constant linear velocity and constant angular velocity.
6. What is the principle of holography ?
7. Explain the features of SRAM and DRAM.
8. What is Cache memory ? Explain.
9. What is USB ? Explain.
10. Explain the application of communication ports.

(10 × 4 = 40 marks)

Part B

11. Explain the operation of SMPS with a neat block diagram. Mention its potential applications.

Or

12. Explain the different types of ports in detail.

13. (a) Explain the logical block addressing in detail.

(6 marks)

- (b) What is Disk Formatting ? Explain.

(6 marks)

Or

14. Describe in detail about standard CHS addressing and extended CHS addressing.

15. Explain the principle of holographic storage with a neat diagram.

Or

16. Give an account on :

(a) CD-RW ; (b) DVD ; (c) Buffers.

(4 + 4 + 4 = 12 marks)

Turn over

17. Explain the Memory management in PC in detail.

Or

18. Discuss in detail the advanced memory technologies.

19. Explain in detail about Hard Disk Interfaces.

Or

20. Write technical notes on :

(a) FIDE.

(4 marks)

(b) Serial and parallel ports.

(4 marks)

(c) PCMCIA.

(4 marks)

[5 × 12 = 60 marks]

G 2187

(Pages : 2)

Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, APRIL 2010

Sixth Semester

Branch : Computer Science and Engineering/Information Technology

SOFTWARE ENGINEERING (R, T)

(Regular—2007 admissions ; Supplementary—Prior to 2007 admissions)

Time : Three Hours

Maximum : 100 Marks

Answer all questions.

Part A

1. What is Software Engineering ? Explain.
2. Explain the process models in Software Engineering.
3. Explain the COCOMO model in detail.
4. What is milestone graph ? Explain.
5. What is cohesion ? Explain.
6. Explain the methods for verifying design.
7. What is unit testing ? Explain.
8. What is meant by code inspection ?
9. Define and explain error removal efficiency.
10. Explain black box and white box testing.

(10 × 4 = 40 marks)

Part B

11. Explain in detail the Software requirement specifications.
Or
12. Discuss in detail the phases in software development.
13. Explain in detail project scheduling.
Or
14. Explain the objectives of software project planning.
15. Explain the top down and bottom up approaches of system design.
Or
16. Explain the structured design methodology in detail.

Turn over

17. Explain the need and applications of coding in Software Engineering.

Or

18. Explain the concept of Information hiding.

19. Explain in detail the testing fundamentals.

Or

20. Write technical notes on :

(a) Structural testing.

(6 marks)

(b) Reliability assessment.

(6 marks)

[5 × 12 = 60 marks]

G 2196

Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, APRIL 2010

Sixth Semester

Branch : Computer Science and Engineering

PROJECT MANAGEMENT AND QUALITY ASSURANCE (R)

(Regular—2007 admissions ; Supplementary—Prior to 2007 admissions)

Time : Three Hours

Maximum : 100 Marks

Part A

All questions carry equal marks.

Part A is compulsory.

Write short notes on the following :—

1. Project Development Cycle.
2. Cost-Benefit Analysis.
3. Technical Analysis.
4. Total Quality Management.
5. Cluster Sampling.

(5 × 4 = 20 marks)

Part B

1. (a) Discuss the phases and forms of Project Management.

Or

- (b) Critically examine the different methods of investment appraisal decision.

2. (a) Explain Social Cost Benefits.

Or

- (b) Define Economic feasibility of a project. Elucidate NPV and IRR methods.

3. (a) Discuss the various steps involved in controlling and monitoring of projects.

Or

- (b) Critically examine the performance evaluation methods of controlling projects.

4. (a) State and explain the differences between ISO 9000 and 14000. Suggests ways to integrate ISO 14000 with ISO 9000 in relation to safety and health of workers.

Or

- (b) Discuss the steps involved in the preparation of QFD structure.

(4 × 20 = 80 marks)

G 2213

(Pages : 2)

Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, APRIL 2010

Sixth Semester

Branch : Computer Science and Engineering/Information Technology

NETWORK COMPUTING (R, T)

(Regular—2007 admissions ; Supplementary—Prior to 2007 admissions)

Time : Three Hours

Maximum : 100 Marks

Answer all the questions.

Part A

Each question carries 4 marks.

1. Briefly explain about Image maps.
2. What do you mean by "Class Attribute" ?
3. Explain the usage of control statements.
4. Discuss the uses of Active and Control.
5. List out the featuers of Java.
6. What do you mean by Inner classes ? Explain it briefly.
7. Briefly explain about life cycle of applets.
8. Write a short note on "Data gram".
9. Explain the terms "GET, PUT and HEAD".
10. Write a short note on "POP" protocol.

(10 × 4 = 40 marks)

Part B

Each question carries 12 marks.

11. With an example, explain how to create a HTML Codes of a basic table structure.

Or

12. Explain style sheets.
13. Discuss in detail about event handling and document object model.

Or

14. Explain in detail about dynamic updating of pages with Java script.
15. With some suitable examples, explain about creating and using classes in Java.

Or

16. Write a short technical note on "Multithreaded programs and thread synchronization".

Turn over

17. Write a note on "TCP/IP Programming with Java".

Or

18. Discuss in detail about RMI structure and working with simple programme.

19. Write a note on server side scripting.

Or

20. Briefly explain the working of a CGI supported web-server.

(5 × 12 = 60 marks)

G 2204

(Pages : 2)

Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, APRIL 2010

Sixth Semester

Branch : Computer Science and Engineering/Information Technology

COMPUTER NETWORKS (R, T)

(Regular—2007 admissions ; Supplementary—Prior to 2007 admissions)

Time : Three Hours

Maximum : 100 Marks

Answer all questions.

Part A

Each question carries 4 marks.

1. Briefly explain network hardwares.
2. What is ISDN ? Explain.
3. What is framing ? Why framing is necessary ?
4. What is ALOHA ? Explain.
5. Explain distance vector routing.
6. What is traffic shaping ?
7. What are multiple access protocols ?
8. Explain ATM.
9. Describe service primitives.
10. Explain the term Piconet and Scatternet.

(10 × 4 = 40 marks)

Part B

Each question carries 12 marks.

11. Compare OST and TCP/IP reference model on from their merits and demerits.
Or
12. Explain different types of satellites.
13. Explain the sliding window protocol and compare its performance against the simple stop and wait protocol.
Or
14. Explain leaky bucket algorithm and flow specifications.
15. Explain static and dynamic channel allocation in LAN and WAN's.
Or
16. Write notes on (i) Link state routing ; (ii) Choke packets.

(6 + 6 = 12 marks)

Turn over

- 17. Explain the transport service access point and various schemes used by transport layer to find the TSAP at a server.

Or

- 18. (a) Explain in detail the function of ATM network. (6 marks)
- (b) Draw the UDP header and explain its field. (6 marks)
- 19. Explain the DNS in terms of name space resource record and name server.

Or

- 20. Explain different network topology in mobile network.

Time : Three Hours
[5 × 12 = 60 marks]

Part A

Each question carries 4 marks.

- 1. Briefly explain network hardware.
- 2. What is ISDN ? Explain.
- 3. What is framing ? Why framing is necessary ?
- 4. What is ALOHA ? Explain.
- 5. Explain distance vector routing.
- 6. What is traffic shaping ?
- 7. What are multiple access protocols ?
- 8. Explain ATM.
- 9. Describe service primitives.
- 10. Explain the term Piconet and Scatternet.

(10 × 4 = 40 marks)

Part B

Each question carries 12 marks.

- 11. Compare OST and TCP/IP reference model on from their merits and demerits.

Or

- 12. Explain different types of satellites.
- 13. Explain the sliding window protocol and compare its performance against the simple stop and wait protocol.

Or

- 14. Explain leaky bucket algorithm and flow specifications.
- 15. Explain static and dynamic channel allocation in LAN and WAN's.

Or

- 16. Write notes on (i) Link state routing ; (ii) Choke packets.

(6 + 6 = 12 marks)

Turn over

G 2222

(Pages : 2)

Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, APRIL 2010

Sixth Semester

Branch : Computer Science and Engineering

ALGORITHM ANALYSIS AND DESIGN (R)

(Regular—2007 admissions ; Supplementary—Prior to 2007 admissions)

Time : Three Hours

Maximum : 100 Marks

Answer all questions.

Part A

Each question carries 4 marks.

1. What is an algorithm ? List the properties of it.
2. What is non-deterministic algorithm ? How it is different from deterministic algorithm ?
3. How many key comparisons are done by merge sort, if the keys are already in order when the sort begins ? Justify your answer.
4. Find the time complexity of binary search algorithm.
5. Describe control abstraction for greedy strategy.
6. Briefly explain about "minimum cost spanning trees".
7. Describe the principle of optimality.
8. Explain briefly about the functions of adversary arguments.
9. Explain the technical term "Knapsack problem".
10. Briefly explain the concepts of back tracking.

(10 × 4 = 40 marks)

Part B

Each question carries 12 marks.

11. Explain in detail about computational procedure and program.
Or
12. Discuss in detail about recursive algorithms and space and time complexity.
13. Explain in detail about binary search with an example.
Or
14. Write a short note on "Merge Sort and Quick Sort".
15. Explain knapsack problem. Also devise a greedy method to solve the problem.
Or
16. Describe Prim's algorithm. Find the time complexity for the algorithm.

Turn over

17. Explain travelling salesman problem. Suggest a solution for problem using dynamic programming.

Or

18. Explain the comparison trees for searching and sorting with suitable examples.

19. Discuss the sum of subsets problem and find a solution for it using back tracking method.

Or

20. Describe how 15 puzzle problem is solved.

(5 × 12 = 60 marks)

Maximum : 100 Marks

Answer all questions.

Part A

Each question carries 4 marks.

1. What is an algorithm? List the properties of it.
2. What is non-deterministic algorithm? How is it different from deterministic algorithm?
3. How many key comparisons are done by merge sort, if the keys are already in order when the sort begins? Justify your answer.
4. Find the time complexity of binary search algorithm.
5. Describe control abstraction for greedy strategy.
6. Briefly explain about "minimum cost spanning trees".
7. Describe the principle of optimality.
8. Explain briefly about the functions of adversary arguments.
9. Explain the technical term "Knapsack problem".
10. Briefly explain the concepts of back tracking.

(10 × 4 = 40 marks)

Part B

Each question carries 12 marks.

11. Explain in detail about computational procedure and program.
12. Discuss in detail about recursive algorithms and space and time complexity.
13. Explain in detail about binary search with an example.
14. Write a short note on "Merge Sort and Quick Sort".
15. Explain knapsack problem. Also devise a greedy method to solve the problem.
16. Describe Prim's algorithm. Find the time complexity for the algorithm.

Turn over