

B.TECH. DEGREE EXAMINATION, MAY 2010

Seventh Semester

Branch : Computer Science and Engineering/Information Technology

OBJECT ORIENTED MODELLING AND DESIGN (R, T)

(Supplementary)

Time : Three Hours

Maximum : 100 Marks

Answer all the questions.

Part A

Each question carries 4 marks.

1. Briefly explain the various kinds of relationship among objects.
2. Briefly explain about the concepts of links and associative.
3. Mention the relationship between object and models.
4. Draw a simple functional model.
5. What do you mean by iterating the analysis?
6. What is meant by handling boundary conditions?
7. What is meant by combining the three models?
8. Define physical packaging.
9. Mention the differences between Booch and Jacobson methodology.
10. List out the applications of UML.

(10 × 4 = 40 marks)

Part B

Each question carries 12 marks.

11. (a) Discuss in detail about the object oriented methodology and theories.

Or

- (b) Write a short note on the following :

- (i) Multiple inheritance.
- (ii) Metadata and constraints.

12. (a) Write a short note on the following :

- (i) Events and states.
- (ii) Nested state diagrams.

Or

- (b) With neat diagrams, explain about functional models and also discuss about the functions of constraints.

Turn over

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Name: _____ Reg. No. _____
(a) Discuss in detail about "Analysis in object modelling".

(b) Explain in detail about breaking system into subsystems and allocating subsystems to processors.

14. (a) Discuss in detail about the overview of object design.

(b) Explain in detail about design of association and documentation design decisions.

15. (a) What is meant by Analysis model and design model? Explain in detail about the above with neat diagrams.

Part A

(b) Write a short note on "UML".

1. Briefly explain the various kinds of relationship among objects.
2. Briefly explain about the concepts of links and associative.
3. Mention the relationship between object and models.
4. Draw a simple functional model.
5. What do you mean by iterating the analysis?
6. What is meant by handling boundary conditions?
7. What is meant by combining the three models?
8. Define physical packaging.
9. Mention the differences between Booch and Jacobson methodology.
10. List out the applications of UML.

(10 x 4 = 40 marks)

Part B

(a) Discuss in detail about the object oriented methodology and theories.

(b) Write a short note on the following:
(i) Multiple inheritance.
(ii) Metadata and constraints.

(a) Write a short note on the following:
(i) Events and states.
(ii) Nested state diagrams.

(b) With neat diagrams, explain about functional models and also discuss about the functions of constraints.

Turn over

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Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, MAY 2010

Seventh Semester

Branch : Computer Science Engineering and I.T.

COMPUTER GRAPHICS (RT)

(Supplementary)

Time : Three Hours

Maximum : 100 Marks

Answer **all** the questions.

Part A

Each question carries 4 marks.

1. Explain the generation of a raster image in detail.
2. Explain the basic concepts of computer graphics.
3. Differentiate 2D graphics from 3D graphics.
4. Explain the principle of line clipping.
5. What are Bezier curves? Explain.
6. Explain the features of 3D transformations.
7. Give an account on 'Gouraud shading'.
8. Explain the principle of 3D Rendering.
9. What are Fractals? Explain in detail.
10. Explain the principle of Morphing in detail.

(10 × 4 = 40 marks)

Part B

Each question carries 12 marks.

11. Explain in detail the application of raster scan graphics.
- Or*
12. Explain in detail about the graphical input and output devices.
 13. Explain in detail the principle of polygon clipping.
- Or*
14. Give an account on 'Bresenham's circle drawing algorithm'.

Turn over

15. Explain the principle of 3D transformation.

Or

16. Explain in detail the various 3D display methods.

17. Discuss in detail the classification of visible surface detection algorithms.

Or

18. Give an account on the following :

- (a) Scan-line method.
- (b) Polygon-rendering methods.

(6 + 6 = 12 marks)

19. Discuss in detail the various classification of fractals.

Or

20. Write a technical note on 'Self-squaring fractals'.

[5 × 12 = 60 marks]

(10 × 4 = 40 marks)

Part B

Each question carries 13 marks.

11. Explain in detail the application of raster scan graphics.

Or

12. Explain in detail about the graphical input and output devices.

13. Explain in detail the principle of polygon clipping.

Or

14. Give an account on Bresenham's circle drawing algorithm.

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Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, MAY 2010

Seventh Semester

Branch : Information Technology

MODERN COMMUNICATION SYSTEMS (T)

(Supplementary)

Time : Three Hours

Maximum : 100 Marks

Answer all the questions.

Part A

Each question carries 4 marks.

1. Explain the advantages and disadvantages of optical fiber communication.
2. Define and explain : (a) Fiber bend loss ; (b) Core and cladding loss.
3. Explain the advantages of Microwave Communication Systems.
4. What is fading? Explain the types of fading.
5. What is an orbit? What are the types of orbit? Explain them.
6. Explain the basic idea of GPS with a neat diagram.
7. Explain the concept of cellular telephone.
8. What is cell splitting? Explain it in detail.
9. Explain the advantages and applications of Bluetooth technology.
10. Explain the architecture of WAP.

(10 × 4 = 40 marks)

Part B

Each question carries 12 marks.

11. Explain the various optical fiber configurations with neat diagrams.
Or
12. Draw a neat block diagram of Analog and digital fiber optic link. Explain them in detail.
13. Compare the features of Analog Microwave system with digital Microwave system.
Or
14. Draw a neat block diagram of Microwave terminal station and explain it in detail.

Turn over

15. Discuss in detail the classifications of satellite.

Or

16. Draw a neat schematic diagram of CDMA scheme and explain it in detail.

17. Define and explain :

- (a) Frequency reuse.
- (b) Segmentation.
- (c) Call system layout.
- (d) Handoff.

Or

18. Explain the operating principle of a typical pcss Mobile telephone system with a neat schematic diagram.

19. Describe in detail the concept of Wireless LAN.

Or

20. Write technical notes on :

- (a) B-ISDN
- (b) www-Architecture.

(5 × 12 = 60 marks)

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Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, MAY 2010

Seventh Semester

Branch : Information Technology

MULTIMEDIA TECHNIQUES (T)

(Supplementary)

Time : Three Hours

Maximum :100 Marks

Answer all the questions.

Each question carries 4 marks.

Part A

1. Explain in detail the media types.
2. Explain the hardware and software applications in multimedia.
3. Explain the principle of Image compression in detail.
4. Give an account on "MPEG".
5. Explain in detail about multimedia PC.
6. Explain the features of quick time.
7. Explain in detail the overview of frame work.
8. Explain the principle of synchronization in detail.
9. Explain the principle of full motion digital video in detail.
10. Give an account on "Future multimedia".

(10 × 4 = 40 marks)

Part B

Each question carries 12 marks.

11. Explain the memory storage in multimedia techniques in detail.

Or

12. Explain in detail the principle of digital audio and animation in detail.
13. Explain in detail the sound cards.

Or

14. Describe in detail the Image file types.

Turn over

15. Explain in detail about microsoft multimedia extensions.

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16. Explain in detail the principle of Digital Video Interactive technique in detail.

17. Discuss in detail the problems related to multimedia programming.

MULTIMEDIA TECHNIQUES (T)

18. Explain in detail the format classes and component classes in multimedia programming.

19. Explain the Video Capture techniques in detail with neat diagrams.

Time : Three Hours

Answer all the questions.

Each question carries 4 marks.

20. Explain in detail the principle of Desktop Video Conferencing.

Part A

(5 x 12 = 60 marks)

1. Explain in detail the media types.
2. Explain the hardware and software applications in multimedia.
3. Explain the principle of image compression in detail.
4. Give an account on "MPEG".
5. Explain in detail about multimedia PC.
6. Explain the features of quick time.
7. Explain in detail the overview of frame work.
8. Explain the principle of synchronization in detail.
9. Explain the principle of full motion digital video in detail.
10. Give an account on "Future multimedia".

(10 x 4 = 40 marks)

Part B

Each question carries 12 marks.

11. Explain the memory storage in multimedia techniques in detail.

Or

12. Explain in detail the principle of digital audio and animation in detail.

13. Explain in detail the sound cards.

Or

14. Describe in detail the image file types.

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Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, MAY 2010

Seventh Semester

Branch : Computer Science and Engineering/Information Technology

WEB TECHNOLOGIES (R T)

(Supplementary)

Time : Three Hours

Maximum : 100 Marks

Part A

Answer all the questions.

Each question carries 4 marks.

1. Explain in detail Entity References.
2. Explain in detail the Attribute defaults.
3. Explain the features of XML.
4. Explain the principle of storing XML data in HTML document.
5. Explain the bound and constrained properties of Java beans.
6. Explain the principle of creating Java beans.
7. What is JSP ? Explain.
8. Explain Accessing beans via scriptlets.
9. Explain in detail the basics of EJB.
10. Explain the basics of Entity beans in detail.

(10 × 4 = 40 marks)

Part B

Answer all questions.

Each question carries 12 marks.

11. Explain in detail the views of an XML document.

Or

12. Discuss in detail the attributes of Tags.

Turn over

13. Explain in detail the principle of creating XML DTDs.

Or

14. Explain the principle of Displaying XML Data in HTML browser as HTML tables.

15. Explain in detail the steps to design Java beans.

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16. Give an account on : WEB TECHNOLOGIES (R T)

(a) Reading and setting properties of Java beans,

(b) Bean info clauses.

Maximum : 100 Marks

Time : Three Hours (3 + 6)

17. Explain the principle of creating simple JSP pages.

Or Answer all the questions.

18. Explain the loops and execution handling in JSPs with scriptlets.

19. Describe in detail the types of beans.

Or

20. Discuss in detail the features of entity beans.

1. Explain in detail Entity References.

2. Explain in detail the Attribute details.

3. Explain the features of XML. [5 x 12 = 60 marks]

4. Explain the principle of storing XML data in HTML document.

5. Explain the bound and constrained properties of Java beans.

6. Explain the principle of creating Java beans.

7. What is JSP? Explain.

8. Explain Accessing beans via scriptlets.

9. Explain in detail the basics of EJB.

10. Explain the basics of Entity beans in detail.

(10 x 4 = 40 marks)

Part B

Answer all questions. Each question carries 12 marks.

11. Explain in detail the views of an XML document.

Or

12. Discuss in detail the attributes of Tags.

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Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, MAY 2010

Seventh Semester

Branch—Computer Science and Engineering/Information Technology

WINDOWS PROGRAMMING (Elective I) (RT)

(Supplementary)

Time : Three Hours

Maximum : 100 Marks

Part A

Answer **all** the questions.

Each question carries 4 marks.

1. Describe briefly about the languages that support windows programming.
2. What is the purpose of using message boxes ?
3. Mention the uses of Scroll bars.
4. Explain the terms “menus and interfaces” in VB.
5. Explain briefly about the functions of “Tree view control”.
6. List out the common dialog controls.
7. Mention the applications of graphics and multimedia.
8. Briefly explain about the handling and errors in multimedia.
9. Explain the terms “DAO and RDO”.
10. Explain the function of “Declare Statement”.

(10 × 4 = 40 marks)

Part B

Answer **all** questions.

Each question carries 12 marks.

11. (a) Explain the concepts of windows programming detail with diagrams. Also list out the application of it.

Or

- (b) Discuss in detail about variables, control statements in VB with suitable examples.

12. (a) Write short note on the following :—

(i) List boxes.

(ii) Picture box.

Or

- (b) Write a technical note on “MDI and SDI”.

Turn over

13. (a) Explain about any three Active x Controls functions with an examples.

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(b) Discuss in detail about "Creating Events" Also discuss about properties of Active x controls.

14. (a) With suitable examples, explain about filling figures with colors and patterns.

Or
WINDOWS PROGRAMMING (Elective I) (RT)

(b) Explain about the usage of multimedia control with examples.

15. (a) Write a short note on "Creating tables inserting and deleting records" in database.
Maximum : 100 Marks

Or

(b) Discuss in detail about the capturing images from screen and making an "always on top" window.

(5 x 12 = 60 marks)

1. Describe briefly about the languages that support windows programming.
2. What is the purpose of using message boxes ?
3. Mention the uses of Scroll bars.
4. Explain the terms "menus and interfaces" in VB.
5. Explain briefly about the functions of "Tree view control".
6. List out the common dialog controls.
7. Mention the applications of graphics and multimedia.
8. Briefly explain about the handling and errors in multimedia.
9. Explain the terms "DAO and RDO".
10. Explain the function of "Declare Statement".

(10 x 4 = 40 marks)

Part B

Answer all questions.
Each question carries 12 marks.

11. (a) Explain the concepts of windows programming detail with diagrams. Also list out the application of it.

Or

(b) Discuss in detail about variables, control statements in VB with suitable examples.

12. (a) Write short note on the following :—

- (i) List boxes.
- (ii) Picture box.

Or

(b) Write a technical note on "MDI and SDI".

B.TECH. DEGREE EXAMINATION, MAY 2010**Seventh Semester**

Branch : Computer Science and Engineering/Information Technology

MOBILE COMPUTING (Elective I) (RT)

(Supplementary)

Time : Three Hours

Maximum : 100 Marks

*Answer all questions.***Part A***Each question carries 4 marks.*

1. What is Mobile Computing ? Explain with an example.
2. Explain the following terms : —
 - (i) Hand over.
 - (ii) Frequency reusing.
3. Explain GEO with diagram.
4. Short note on "Digital Video Broadcasting".
5. Compare 802.11, a, b, g.
6. What is ACP ? Explain.
7. Write notes on (i) I-TCP (ii) M-TCP (iii) Snooping TCP.
8. Explain Ipv 6, in detail.
9. What are the primary goals of the WAP forum efforts ?
10. What is WML ? Explain.

(10 × 4 = 40 marks)

Part B*Each question carries 12 marks.*

11. Explain Mobile Telephone system with neat diagram.

Or

12. Short notes on :

(i) Multicarrier Modulation.

(6 marks)

(ii) Cellular System.

(6 marks)

Turn over

13. Explain digital Video broadcasting.

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14. Explain the system architecture of GSM system.

15. (i) Explain the reference model of ATM and handover scenarios.

(ii) Compare 802.11 and 802.16.

(9 marks)

(3 marks)

(Supplementary)

Maximum: 100 Marks

Or

Time: Three Hours

16. Explain power management in IEEE 802.11 infrastructure networks and adhoc networks.

17. List the entities of mobile IP and describe IP packet delivery to and from the mobile node.

Each question carries 4 marks.

18. Write short notes on :

(i) DSDV.

(ii) Tunneling and Encapsulation.

(iii) Traditional TCP.

19. (i) What is WML ? Explain.

(ii) Explain the concept of WAP using its Architecture.

20. Explain WWW system architecture.

- 1. What is Mobile Computing? Explain with an example. (4 marks)
- 2. Explain the following terms : — (4 marks)
 - (i) Hand over.
 - (ii) Frequency reusing.
- 3. Explain GEO with diagram. (4 marks)
- 4. Short note on "Digital Video Broadcasting". (4 marks)
- 5. Compare 802.11, a, b, g. (8 marks)
- 6. What is ACP? Explain. (4 marks)
- 7. Write notes on (i) I-TCP (ii) M-TCP (iii) Snooping TCP. (12 marks)
- 8. Explain IPv6, in detail. (8 marks)
- 9. What are the primary goals of the WAP forum efforts? (10 marks)
- 10. What is WML? Explain. (10 marks)

(10 x 4 = 40 marks)

Part B

Each question carries 12 marks.

11. Explain Mobile Telephone system with neat diagram.

Or

12. Short notes on :

(6 marks)

(i) Multicarrier Modulation.

(6 marks)

(ii) Cellular System.

Turn over