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B.TECH. DEGREE EXAMINATION, APRIL 2011

Seventh Semester

Branch—Computer Science and Engineering/Information Technology OBJECT ORIENTED MODELLING AND DESIGN (RT)

(Improvement/Supplementary)

Time: Three Hours

Maximum: 100 Marks

Part A

Answer all questions.

Each question carries 4 marks.

- 1. Justify why inheritance should be used with caution in OOA.
- 2. Explain briefly the various kinds of relationship among objects.
- 3. Discuss the relationship of object and dynamic model.
- 4. Explain the terms event, states and concurrency.
- 5. What is meant by handling boundary condition?
- 6. Write notes on managing of data stores.
- 7. Explain about design optimization.
- 8. Explain about adjustment of inheritance.
- 9. What are the major advantages of UML?
- 10. Write short note on sequence diagram and activity diagram.

 $(10 \times 4 = 40 \text{ marks})$

Part B

Answer all questions.
Each question carries 12 marks.

11. (a) Discuss the concepts in advanced object modelling with example.

Or

(b) Write notes on:

(i) Metadata and constraints.

(6 marks)

(ii) Multiple inheritance.

(6 marks)

12. (a) Write short notes on:

(i) Data flow diagram.

(6 marks)

(ii) Nested state diagram.

(6 marks)

Or

(b) Discuss the process of analysis with respect to object model, dynamic and functional model.

13. (a) Write a short note on the following: (i) Breaking system into subsystem. (6 marks) (ii) Allocating subsystems to processors and tasks. (6 marks) O_r (b) Describe dynamic modelling with respect to any application. 14. (a) Discuss in detail about design of association. (i) (6 marks) Compare different object design methodologies. (ii) (6 marks) (b) Discuss in detail about designing algorithms. 15. (a) Discuss in detail about Jacobson methodology with example. (b) List out the difference between implementation model and test model. (i) (6 marks) With an example, show how sequencing in time is represented in UML. (ii) (6 marks) The state of the Explain about adjustment of admiritance What are the major advantages of UML. Virte abort note on sequence diagram and notivity diagram. (urmm Ob = k k UI)

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Theorem the process of analysis with respect to object medal, dynamic and bundlened model

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B.TECH. DEGREE EXAMINATION, APRIL 2011

Seventh Semester

Branch: Information Technology

MODERN COMMUNICATION SYSTEMS (T)

(Improvement/Supplementary)

Time: Three Hours

Maximum: 100 Marks

Answer all questions.

Part A

Each question carries 4 marks.

- 1. List the features of Avalanche Photo diode.
- 2. Distinguish between Single mode and Multimode Optical fibers.
- 3. What are the reasons for losses in microwave communication?
- 4. List the advantages of Microwave Communication.
- 5. What is the height of the geosynchronous orbit? Prove the same.
- 6. Distinguish between active and passive satellites.
- 7. Distinguish between soft and hard hand-off in cellular communication.
- 8. What is the difference between GSM and CDMA schemes in cellular communication?
- 9. How is B-ISDN different from ISDN?
- 10. Explain any two types of LAN topology.

 $(10 \times 4 = 40 \text{ marks})$

Part B

Each question carries 12 marks.

11. (a) Explain the advantages and limitations of fiber optic communication systems.

(4 marks)

(b) Explain any two types of detectors used in Optical Communication.

(8 marks)

Or

12. (a) Explain the different types of dispersion in optical fibers.

(6 marks)

(b) Sketch the block diagram of a fiber optic communication system and explain.

(6 marks)

13	. With a block d	iagram, explain a	frequency modulated microwave rad	lio system.	20
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	EXOS	MON, APRIL	TOR. DECREE FOAMINAT	La.	·
14	. With the help of	of a suitable block	diagram, explain the working of a m	icrowave repeater station	l.
	44		Branch : Information T	(12 mark	
15	With an exam transmission.	iple explain frequ	nency allocation schemes for sate	llite uplink and downlin	ık
000		15mmm	middaspisimaardad)	(12 mark	<i>(</i> a)
MIN DI	H : membeM		Or	cural swiff rentl	o)
16.	Sketch the bloc	k diagram of a sat	ellite transponder and explain.	(6 mark	e)
17.			Cellular Communication Schemes.	(6 mark	•
			the transceiver of any <i>one</i> type of cell	o marks	<i>ار</i> د
	and explain	n.	ntidle otadi palgralmst has	equation and each of	п
				ded dimension (12 marks	g)
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18.	(a) Explain the	significance of sig	gnal to interference ratio in Cellular	Communication.	
		mature wife even	out of the sector discusses after 11 of	6 marks	(3)
	(b) What is the	need of cell Splitt	ing? How is it done?	ded dakeness III (6 marks	
19.	Explain WAP in	detail.	offer of the hand break bee stee steen	(12 marks	
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20.	Write short note	es on :	different from ISDN 7		
	(i) ATM.	6	c Lypna of LAN supulnty.		١.
mar Gi	(ii) TCP/IP	•	Thursday, committee and the		
	,		E mas	(6 marks)	
		milwan Wi		$[5 \times 12 = 60 \text{ marks}]$	1
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B.Tech. DEGREE EXAMINATION, APRIL 2011

Seventh Semester

Branch: Information Technology

MULTIMEDIA TECHNIQUES (T)

(Improvement/Supplementary)

Time: Three Hours

Maximum: 100 Marks

Answer all questions.

Part A

Each question carries 4 marks.

- 1. Discuss the common storage media for multimedia.
- 2. What are the applications of multimedia?
- 3. Compare Lossy compression and Lossless compression.
- 4. What is hypermedia? Explain.
- 5. Describe Quicktime.
- 6. Explain what is CD-I.
- 7. What is the purpose of format class in multimedia programming?
- 8. Explain what is synchronisation. Discuss the issues.
- 9. What is full motion video? Explain.
- 10. Write notes on multimedia networks.

 $(10 \times 4 = 40 \text{ marks})$

Part B

Each question carries 12 marks.

11. What is Computer Animation? Discuss its potential as a powerful multimedia element.

Or

- 12. Discuss multimedia authority tools.
- 13. Discuss image capturing and rendering methods.

Or

- 14. What is MIDI? What are its benefits and drawbacks?
- 15. Discuss DVI in detail.

16. Explain the encoding method used in audio CD. How does it help fight read errors?

"17." What is meant by synchronisation? What are the hurdles in proper synchronisation? How are they tackled LIRIL 2013 APRIL 2013 balls are the hurdles in proper synchronisation?

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- Branch: Information 1 section of the section of the
- 19. What is virtual reality? How is it realized? What are the applications?

Or

20. Explain some of the video capturing methods in detail.

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Answer all questions.

Part A

Each question carries 4 marks.

- 1. Discuss the common storage media for multimedia.
 - 2. What are the applications of multimedia?
- 3. Compare Lossy compression and Lossless compression.
 - 4. What is hypermedia? Explain.
 - 5. Describe Quicktime.
 - 6. Explain what is CD-I.
- 7. What is the purpose of format class in multimedia programming?
 - 8. Explain what daugnebecatestion Discuss the issues.
 - 9. What is left sathing video? Explain

10. Write notes on multimedia networks.

 $(10 \times 4 = 40 \text{ marks})$

Part B

Each question carries 12 marks.

What is Computer Animation? Discuss its potential as a powerful multimedia slowert.

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18. Discuss image ouptuides and rendering matheds

14. What is MON? What are its benefits and drawbacks?

15. Discuss BVI in dutail.

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B.TECH. DEGREE EXAMINATION, APRIL 2011

Seventh Semester

Branch: Computer Science and Engineering/IT

WEB TECHNOLOGIES (RT)

(Improvement/Supplementary)

Time: Three Hours

Maximum: 100 Marks

Part A

Answer all the questions. Each question carries 4 marks.

- 1. Write the features of XML.
- 2. Explain JSP.
- 3. Write the principle of designing Java Beans.
- 4. Disucss the Attribute types.
- 5. Write a note on Serialized beans.
- 6. What are entity beans?
- 7. Explain about the views of an XML document.
- 8. What are the types of beans?
- 9. Write about bean info clauses.
- 10. Write the applications of XML.

 $(10 \times 4 = 40 \text{ marks})$

Part B

Answer all questions.

Each question carries 12 marks.

11. Explain the features of SGML. Explain how XML forms a subset of SGML.

(12 marks)

Or

12. (a) Discuss about Entity References.

(8 marks)

(b) Write a brief note on CDATA section.

(4 marks)

13. Explain the principle of displaying XML data in HTML browser as HTML tables.

(12 marks)

Or

- 14. Write a brief note on:
 - (a) Attribute defaults.
 - (b) Attribute type declaration and element type declaration.

(6 + 6 = 12 marks)

(6 marks) Discuss the features of Java Beans. 15. (a) Discuss about (i) bound and constrained properties of Java Beans; (ii) creating properties of Java Beans. (3 + 3 = 6 marks)16. Explain about: (6 marks) (a) Creating and using Bean info clauses. (6 marks) Customisation. (b) 17. Explain the loops and execution handling in JSP with scriplets. (12 marks) 18. Explain about: (6 marks) (a) Using Java Beans in JSP. (6 marks) (b) Reading properties of Java Beans. 19. Explain the steps involved in the development of Session Beans. (12 marks)

Or

20. Explain the features of Entity Beans in detail.

(12 marks)

 $[5 \times 12 = 60 \text{ marks}]$

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B.TECH. DEGREE EXAMINATION, APRIL 2011

Seventh Semester

Branch—Computer Science and Engineering/IT

MOBILE COMPUTING (RT) (Elective I)

(Improvement/Supplementary)

Time: Three Hours

Maximum: 100 Marks

Answer all questions.

Part A

Each question carries 4 marks.

- 1. What are cellular systems?
- 2. Write the applications of Bluetooth.
- 3. What is Handover?
- 4. Explain GEO satellite system.
- 5. What is WAP?
- 6. What are the requirements of Mobile IP?
- 7. What is WML?
- 8. Discuss briefly about APCP.
- 9. What is Mobile computing?
- 10. Discuss about Multimedia Object Transfer Protocol.

 $(10 \times 4 = 40 \text{ marks})$

Part B

Each question carries 12 marks.

- 11. Write briefly about:
 - (a) Multicarrier Modulation.

(6 marks)

(b) Advantages of Mobile computing.

(6 marks)

Or

12. Explain Mobile Telephone system in detail.

(12 marks)

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13.	Explain the system architecture of a DECT system.	(12 marks)
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14.	Describe the different satellite systems LEO, GEO and MEO in detail.	(12 marks)
1 5 .	Explain the architecture of Bluetooth.	(12 marks)
	II mentanti (THI OPITTU IMOD BLIROM	
16.	Discuss:	
	(a) the services of wireless ATM.	(4 marks)
	(b) Reference model of ATM.	(4 marks)
	(c) Handover scenarios of ATM.	(4 marks)
17.	Explain DSDV, DSR and Hierarchial algorithms.	(12 marks)
	Or	
18.	Explain the steps involved in the pocket delivery process from end to a mobile node.	(12 marks)
19.	(a) Explain the features of WML.	(6 marks)
	(b) Explain the concept of WAP using its architecture.	(6 marks)
•	Or Or	
20.	(a) What is HTTP?	(3 marks)
	(b) Explain www system architecture.	(9 marks)
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