

2017

Time : 3 hours

Full Marks : 80

Answer all questions

All questions carry equal marks

(COMPUTER GRAPHICS AND MULTIMEDIA)

1. (a) Explain the coordination system in computer graphics.
- (b) Distinguish between composite and inverse transformations.

Or

- (c) Explain the terms morphing, projection and clipping.
- (d) How lines and curves are represented in graphics ?

(Turn Over)

2. (a) What are the components of multi-media ? How are they represented ?
- (b) What is sampling ? How is sound represented ?

Or

- (c) Explain the working of some commonly used audio tools.
- (d) What is computer animation ? Discuss some animation techniques.

3. (a) What are the hardware and software requirements for using Internet ? Write the role of ISP.

- (b) Briefly, explain the use of the protocols : HTTP, FTP, and TCP/IP.

Or

- (c) What is a webpage ? Write HTML code to develop the home page of a college.

(d) Explain the following :

(i) IP address

(ii) URL

(iii) Web browser.

4. (a) Discuss the features of Adobe Photoshop for creating good quality pictures.

Or

(b) Explain the following in connection with adobe Photoshop :

(i) Filtering

(ii) Painting

(iii) Retouching.

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(SOFTWARE ENGINEERING AND UML)

1. (a) Explain the major steps the classical Waterfall model.
- (b) Which software development model is suitable for an office automation System ? Justify your answer.

Or

- (c) Explain, how software development takes place following the spiral model.
- (d) Write the merits and demerits of evolutionary model.

(Turn Over)

2. (a) Discuss the major activities in software project management.

(b) What is COCOMO? How is it used for project cost estimation?

Or

(c) What is Software Configuration Management? Why is it necessary?

(d) What are the risk involved in a software development project? Explain different risk mitigation techniques.

3. (a) What is Requirement analysis? How is it carried out?

(b) Distinguish between function-oriented and object-oriented design.

Or

(c) Explain the use of USE CASE diagram. Draw a USE CASE diagram for a banking system.

(3)

(d) Explain the significance of Cohesion and Coupling in software design ?

4. (a) What are the important design considerations while designing a user-friendly interface ?

(b) What is meant by software reliability ? Mention some of the important reliability parameters.

Or

(c) Differentiate between black-box testing and white-box testing.

(d) What is meant by software quality ? Discuss some of the important quality aspects of a software system.

object-oriented design

Or

(c) Explain the use of USE CASE diagram. Draw a USE CASE diagram for a banking system.

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**(DATA COMMUNICATION AND
COMPUTER NETWORK)**

1. (a) Explain data communication in a point-to-point network ?

(b) What is Carrier Sensed system ? How does it work ?

Or

(c) Differentiate between TDMA and TDM.

(d) What is a asynchronous communication ? How is it different from synchronous communication ?

(Turn Over)

(2)

2. (a) Explain the role of each layer of the OSI model.

Or

(b) Explain the following :

(i) HDLC frame format

(ii) Pooling/Selection protocol

(iii) Goal of layered protocol

(iv) Binary synchronous control.

3. (a) Explain the IEEE LAN standard with its important features.

(b) Explain the following :

(i) Token Ring

(ii) Packet Routing.

Or

(c) Distinguish between message switching and packet switching.

(a) What is meant by LAN topology? Discuss the working of some standard LAN topologies.

4. (a) Discuss the major features of TCP.

(b) What is a route discovery protocol? Explain its working.

Or

(c) What is UDP? How does it work?

(d) Explain the file transfer mechanism in local area networks.

(b) Explain the following:

(i) Token Ring

(ii) Packet Routing

Or

(c) Distinguish between message switching and packet switching.