**BON SECOURS ARTS & SCIENCE COLLEGE FOR WOMEN**

**MANNARGUDI**

**Department of Computer Application**

**Question Bank**

**SEMESTER-I**

**Programming in C**

**Unit I**

**2 Marks:**

1. What is ANSIC standard?
2. What are the functions of an interpreter and compiler?
3. What is the C-Language called middle level language?
4. What is the user defined function?
5. What are the different data types?
6. Define data.
7. What is meant by identifiers?
8. What are the relational operators?
9. Define types conversion.
10. Define Token.
11. Write the rules for Variables.
12. What is Expression?
13. What are the types of operators?
14. What is initialization?
15. Define ASCII code.
16. What is Constant?
17. What is meant by Mixed mode Arithmetic Operator
18. Define Variable.

**5 Marks:**

1. Explain about structure of a C- Program.
2. Briefly explain about different section of C-program.
3. Explain about different types of constant in C.
4. Explain about variables.
5. Explain about increment and decrement operators.
6. What is the use of type conversion in C .
7. Explain about the priority operator using Arithmetic Expression.
8. Explain about the Short hand Assignment Operator.
9. Explain about the different types of operator.
10. Explain about the enumerated data types and user defined data types.

**10 Marks:**

1. Explain in detail about different data types in C.
2. Explain in detail about Operators.
3. How to evaluated arithmetic expression? Explain it
4. Explain about the constant in C.
5. Explain about the Declaration of Variables in C.

**Unit II**

**2 Marks:**

1. Define terminals.
2. What is the Loop?
3. What are the formatted and unformatted function?
4. Define Function.
5. Define Escape sequences.
6. Explain about purpose of scanf() & printf().
7. Define go to statement.
8. What is the nested for loop?
9. What is do –while loop?
10. What is the purpose of comma operator?
11. What are the values of Null and not Null?
12. What is the difference between these two operators= and ==?
13. Write the Syntax of Switch Case Statement.
14. What are difference between do while and while do?
15. Define iteration.
16. Write the syntax of the for loop.
17. Define Continue Statement.
18. Define Break statement.
19. Define PUT,GET Statement.
20. Define PUTW,GETW statement.

**5 Marks:**

1. Explain Formatted Function.
2. Explain Unformatted Function.
3. Explain Library function.
4. Explain in detail about control statement in C.
5. Discuses about conditional Expression.
6. Explain different types of loop statement.
7. Explain about the String Function in C.
8. Explain about the switch case statements.
9. Explain about the If Statement.
10. Explain about the For Loop Statement.
11. Explain about the While Do Statement.
12. Explain about the Do While Statement.

**10 Marks:**

1. Explain in detail about Input/Output Function.
2. Explain in i)Loop Control Statement ii)Decision Statement.
3. Explain about the Continue statement, Goto Statement, Break Statement.
4. Explain about the Conditional and Unconditional Branching Statement.
5. Explain about the for loop and switch case statements.

**Unit III**

**2 Marks:**

1. What is Array?
2. Define Array initialization.
3. What is a character Array?
4. What is a Multidimensional Array?
5. What is a Data structure?
6. What is Terminals?
7. Define String. How are they declared?
8. What is the difference between Call by Value and Call by Reference?
9. What is Recursion?
10. What are the Void Function?
11. What is prototyping?
12. Define scan () & sprint ().
13. Define function.
14. Write the syntax of the Function.
15. Define string Function.
16. Write the syntax of string copy, string length, string concatenation.

**5 Marks:**

1. Explain the feature of array.
2. Explain the Pre-defined Streams.
3. Explain Multidimensional Array.
4. Explain about five String standards Function.
5. Explain scope of Variable.
6. Explain about the call by value and call by reference.

 **10 Marks:**

1. Explain the different types of Arrays.
2. Give brief note on String Handling Function.
3. List out their Category of Function.

**Unit IV**

**2 Marks:**

1. What is a Structure in C?
2. What is the Array of Structure?
3. What is Union?
4. Define bit field.
5. Define Pointers.
6. What is meant by address pointer?
7. Write about pointer initialized?
8. What is the base address?
9. What is meant by pointer to pointer?
10. Define declaring Variable.
11. What is File?
12. Define Commands Line Arguments.
13. What is EOF?
14. Define read() and fwrite().?
15. What is meant by int f\*() and int (f\*()).
16. What are the difference between structure and Union?
17. Define Arrary of Pointer.
18. Define pointer to the function.
19. Define Template.

**5 Marks:**

1. What are the difference between union and structure?
2. Write a note on Enumerated Dada types.
3. Describe about i)Bit fields ii)The size of iii) Union operators.
4. Write a short note on Random Acess To File.
5. Explain about comparison of Two Operators.
6. Explain salient features of typedef.
7. Explain about the Array of pointer and pointer to the function.
8. Explain about the basic structure of the pointer.
9. Explain about the declaration of the structure.
10. Explain about the File operation.

**10 Marks:**

1. Explain in the following: i)Template ii)Nested Structure iii) Typedef keyword iv) Struct Keyword v)Tag Name.
2. Explain in Input/output operation on File.
3. Explain in Detail about Pointers.
4. Explain in Structure and Union.
5. Explain about the pointer to the Function.

**Unit V**

**2 Marks:**

1. Define Linked- list.
2. What is Dynamic Memory allocation?
3. Define Stack and Queues operations.
4. What is sequential access?
5. What is Preprocessor?
6. What are the types of file directory?
7. Define Testing and Debugging.
8. What is Algorithms?
9. Define Coding.
10. Define free() Function.
11. What is Program Efficiency?
12. Define Macros.
13. Define Random Access.
14. List out the types of Errors.
15. Define Guide line of the program.
16. Define Syntax Error.
17. Define doubly linked list.
18. Define Circular linked list.
19. List out the stack operation.

**5 Marks:**

1. Give short notes Macro and Preprocessor.
2. List out the Common Programming Error.
3. Explain in program Coding.
4. Explain the various aspect of Program Design.
5. Explain about the dynamic memory management.

**10 Marks:**

1. Explain the Different types of Linked-List.
2. Write the various Function used for Memory Allocation.
3. Explain in Program Testing and Debugging.
4. Explain in the Function and preprocessor Directives.

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**SEMESTER-II**

**Programming in C++**

**Unit I**

**2 Marks**

1. State the characteristics of procedure oriented programming.
2. What are the features of Object Oriented Programming?
3. Distinguish between Procedure Oriented Programming and Object Oriented
4. Define Object Oriented Programming (OOP).
5. List out the basic concepts of Object Oriented Programming.
6. Define Object.
7. Define Class.
8. Define Encapsulation and Data Hiding.
9. Define Data Abstraction.
10. Define data members and member functions.
11. State Inheritance.
12. State Polymorphism.
13. List out the two types of Polymorphism.
14. State Dynamic Binding.
15. Define Message Passing.
16. List out some of the benefits of OOP.
17. Define Object Based Programming language.
18. List out the applications of OOP.
19. Define C++.
20. What are the input and output operators used in C++?
21. What is the return type of main ()?
22. List out the four basic sections in a typical C++ program.
23. Define token. What are the tokens used in C++?
24. Define identifier. What are the rules to be followed for identifiers?
25. State the use of void in C++.
26. Define an enumeration data type.
27. Define constant pointer and pointer to a constant.
28. What are the two ways for creating symbolic constants?
29. Define reference variable. Give its syntax.
30. List out the new operators introduced in C++.
31. What is the use of scope resolution operator?
32. List out the limitations of function overloading.
33. Why do we use default arguments?
34. List out the advantages of new operator over malloc ().
35. Define manipulators. What are the manipulators used in C++?
36. What are the three types of special assignment expressions?
37. Define implicit conversion.
38. Define integral widening conversion.
39. What is the control structures used in C++?
40. Define Function Prototyping.
41. What is call by reference?
42. What are inline functions?
43. List out the conditions where inline expansion doesn’t work.

**5 Marks**

1. What are the basic concepts of Object oriented programming? Explain any five.
2. What are tokens in C++? Explain briefly.
3. Explain the different types of parameter passing techniques.
4. List the various features and benefits of OOP.
5. Explain the operators used in C++ with example.
6. Write a note on Expressions.
7. Describe Scope resolution operator.
8. Give a note on Inline functions.
9. What is the difference between call by value and call by reference?

**10 Marks**

1. Explain the basic concepts of Object oriented programming.
2. Explain the use of constant pointers and pointers to constant with an example.
3. a. State the differences between class and structure and also illustrate with an example.
 b. What are the difference between pointers to constants and constant to pointers?
4. a. Write a C++ program using inline function.
 b. Write a C++ program to illustrate the static function.
5. Explain briefly about function overloading with a suitable example.
6. Discuss about function prototyping.
7. Explain about call by reference and return by reference with program.
8. Explain Nested classes and local classes with an example.

9. Discuss about expressions and its type.

**Unit II**

**2 Marks**

1. State the difference between structures and class.
2. What are the conditions should a casting operator satisfy?
3. List the access modes used within a class.
4. How can we access the class members?
5. Where can we define member functions?
6. What are the characteristics of member functions?
7. How can an outside function be made inline?
8. What are the properties of a static data member?
9. What are the properties of a static member function?
10. How can objects be used as function arguments?
11. Define friend function?
12. Define Constructor.
13. List some of the special characteristics of constructor.
14. Give the various types of constructors.
15. What are the ways in which a constructor can be called?
16. State dynamic initialization of objects.
17. Define Destructor.
18. Give the general form of an operator function.
19. List some of the rules for operator overloading.
20. What are the types of type conversions?

**5 Marks**

1. Explain the need for friend function.
2. Write about the general form of a class declaration and how to create objects for a class.
3. Write about parameterized constructor.
4. Write about default constructor.
5. What is operator overloading? List out the steps involved in operator overloading.
6. Write a program using friend function to find the average of two numbers.

**10 Marks**

1. Elaborate classes and objects.
2. What is an operator function? Describe the syntax of an operator function.
3. What is constructor? Explain the concept of constructor with suitable example.
4. What is destructor? Explain the concept of constructor with suitable example.
5. What is operator overloading? Write a program to illustrate operator overloading.

**Unit III**

**2 Marks**

1. What are the types of inheritance?
2. Give the syntax for inheritance.
3. Define single inheritance.
4. Define multi-level inheritance.
5. Define multiple inheritance.
6. Define Hierarchical inheritance.
7. Define Hybrid inheritance.
8. What is a virtual base class?
9. What is an abstract class?
10. What are the types of polymorphism?
11. Define ‘this’ pointer.
12. What is a virtual function?
13. What is a pure virtual function?
14. How can a private member be made inheritable?
15. What is polymorphism?
16. What are the rules for virtual function?
17. What is compile time polymorphism?

**5 Marks**

1. What is a virtual function? What are the rules for virtual function?
2. Discuss the different ways by which we can access public member function of an object.
3. Describe ‘this’ pointer with example.
4. Discuss on multiple inheritance.
5. Write a program to illustrate virtual function.
6. What is a pointer? Explain with an example.

**10 Marks**

1. What is Inheritance? Explain.
2. Discuss the different types of inheritances.
3. Illustrate ‘this’ pointer with example.
4. Explain the types of polymorphism

**Unit IV**

**2 Marks**

1. Define Stream
2. What is the use of seekg() function?
3. What are the file stream classes in C++?
4. What are the file manipulation functions in C++?
5. What are the file open modes?
6. What are the error handling function in C++?
7. Define the syntax of set() function.
8. What are input and output streams?
9. Define template.
10. What are the two types of bugs?
11. What are the two kinds of exceptions?

**5 Marks**

1. Describe the stream classes for console operations.
2. What is a file mode? Describe the various file mode options available.
3. Discuss on managing console I/O operators.
4. Write about class templates.
5. Explain the file operations in C++.
6. Write a program to merge one file into another.
7. Discuss on formatted I/O operations.

**10 Marks**

1. Write a c++ program to copy the contents of file into another file.
2. Explain exception handling mechanism in C++ with example.
3. Write about C++ stream classes.
4. Describe Function templates with example.

**Unit V**

**2 Marks**

1. Distinguish between lists and vectors.
2. What do you mean by maintenance of software?
3. What are the key components of STL?
4. Define set.
5. What is map?
6. What are the various types of iterators?
7. List the three types of containers.
8. What is STL?
9. Write down the benefits of using the prototype approach.
10. Define string.

**5 Marks:**

1. Write a program using an iterator and while() construct to display the contents of a string

object.

1. Distinguish between the “water-fall” model and the “fountain-model”.
2. Discuss on String comparison method with example.
3. Describe the various components of STL.
4. Write down the steps in object oriented analysis.
5. Write down the steps in object oriented design.
6. Discuss on comparing and swapping strings.

**10 Marks:**

1. Describe the various components of STL.
2. Explain any ten important functions supported by the string class.
3. Give a short note on procedure oriented development tools.
4. Write about
	1. creating string objects
	2. Manipulating string objects.

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**SEMESTER-III**

**Programming in Java**

**Unit I**

**2 Marks**

1. Define data types in java?
2. What is literal? Write its type?
3. Define variables.
4. How will you declare a variable?
5. What is scope and lifetime of a variable?
6. Define type conversion and its type?
7. What are the conditions in java’s automatic type conversion?
8. What is Automatic conversion?
9. Define casting or explicit casting of narrowing conversion?
10. Define arrays and its types?
11. How will you initialize an array when declare it?
12. Define string?
13. Define class?
14. How to defining a class?
15. Define method.
16. How will you create an object for a class?
17. What is constructor?
18. How Constructors differ from methods?
19. Define garbage collection?
20. Define Finalize() method?
21. What is method overloading?
22. Differentiate overloading and overriding?
23. What is argument passing?
24. What is Recursion?
25. Write about static.
26. Write notes on Access control?
27. Define main() method?
28. What is command line argument?
29. Define identifier.

**5 Marks**

1. What is Commend Line Arguments? Give example?
2. Define Literals? List out the type of literals and explain it.
3. Define Variable? How to declare a variable and explain it?
4. Explain Type Conversion in Java.
5. Define Constructor and explain it.
6. What is Method overloading? Explain with example.
7. What is Recursion? Write a example program?
8. Write notes on STATIC in Java?
9. Discuss about access control?

**10 Marks** 1. Define Array and explain with an example?

 2. Explain briefly about class in Java?

 3. Explain the Rules of the constructor.

1. Explain Constructors with examples.
2. Explain the Data Types in java.
3. Write about (i) Garbage collection (ii) finalize() method.
4. Explain the concept of automatic type promotion in expressions?

**Unit II**

 **2 Marks**

1. What is operator and list out its types?
2. What are the two forms in increment and decrement?
3. What is assignment operator in Java?
4. What is the shorthand assignment operator?
5. Define Dot operator
6. Define The?: operator?
7. Write the notes on this keyword?
8. What is inheritance?
9. Define about super keyword?
10. Define method overriding?
11. What is dynamic method dispatch?
12. What is an abstract class?
13. What is an abstract method?
14. Difference between final and static?
15. How will you prevent overriding in a program? or Define final method?
16. How will you prevent Inheritance in a program? or Define final class?
17. Define package?
18. What is Class path?
19. How the packages imported in java?
20. What is Interface?
21. Write the uses of extends keyword?
22. Write the uses of implements keyword?
23. Write the uses instance of keyword?
24. Write the uses of native keyword?
25. Write the uses of new keyword?
26. Write the uses of synchronized keyword?
27. Write the uses of throw and throws keyword?

**5 Marks**

1. Write notes on super keyword in Java?
2. Write a short note on Access Control?
3. Define Abstract Class? Write a program to illustrate Abstract Class?
4. Describe the usage of the final keyword in Java?
5. Write notes on extends keyword?
6. Explain try and catch keywords?

**10 Marks**

1. Explain briefly about the various types of Operators in Java?
2. Explain Inheritance with appropriate example?
3. Define Packages and Explain it?
4. What is interface? Briefly explain it.

**Unit III**

**2 Marks**

1. What is math class?
2. List any two methods of InputStream.
3. Comment on file object.
4. Define stream.

**5 Marks**

1. Explain the Java Input classes.
2. Write short notes on serialization with example.
3. Explain date class methods with example.
4. Write a note on java.lang.
5. Write note on input/output classes.
6. What are the features of the string tokenizer class?

**10 Marks**

1. Explain various Stream Classes of Java.
2. Explain the input/output classes and interfaces
3. Discuss the Language classes and interfaces.

**Unit IV**

**2 Marks**

1. What is a panel?
2. Define Socket.
3. What is an applet?
4. Write the syntax of the Applet tag.
5. Expand URL.
6. Expand URI.
7. Write the difference between URI and URL.
8. Expand JVM.
9. Define init() method in applet.
10. Define start() method in applet.
11. Define stop () method in applet.
12. Define destroy() method in applet.
13. Define paint() method in applet.

**5 Marks**

1. Explain how to manipulate URLs.
2. Write down the steps to create applet with a simple program.
3. What is socket? How is it used in networking?
4. Explain networking classes.
5. What is URL? What are its usual constituents?
6. Explain the life cycle of an Applet.

**10 Marks**

1. How can you establish the simple client/server interaction with Datagrams?
2. Explain the method of developing and executing a simple Applet.

**Unit V**

**2 Marks**

1. How mouse event generated?
2. What is meant by event?
3. Expand AWT.
4. What is an Event Multicaster?
5. List down the eight types of mouse events.
6. List out various Event Listeners.

**5 Marks**

1. Write any five event classes.
2. Discuss on working with frame windows.
3. Write a note on AWT Interfaces.
4. Write short notes on window fundamentals.
5. How do you handle window event?
6. Explain the holes played by the menu bar, menu and menu item classes.
7. Discuss any five Event Listener Interfaces

**10 Marks**

1. Give a brief note on various event classes with example.
2. Explain the Abstract Window Toolkit classes and interfaces.

**SEMESTER-IV**

**Database System**

**UNIT-I**

**2 Marks:**

1. Define DBMS
2. List out the purpose of database systems
3. List out the applications of database systems
4. What are the levels of abstraction
5. What is instance?
6. What is schema?
7. What is DDL?
8. What is DML?
9. What is relational database?
10. What is database design?
11. What is XML?
12. What is transaction management?
13. What are the types of database user?
14. Define database administrator

**5 Marks:**

1. Describe views of data in detail.
2. Explain purpose of data.
3. Describe relational database systems.
4. Draw and explain the architecture of database.
5. Explain the history of database systems.
6. Explain about DML.
7. Explain about the DDL.
8. Explain about the DBA.
9. Explain about the advantage and disadvantage of the data base.

**10 Marks:**

1. Explain in detail about database system applications.
2. Describe data storage and query transaction management.
3. Explain in detail about data models.
4. Explain about the Architecture of the Database System.

**UNIT-II**

**2 Marks:**

1. Define levels of abstraction
2. What is relational database
3. What is the structure of relational database
4. What is attribute
5. What is relational instance
6. What is relational schema
7. What is key?
8. What are the types of keys?
9. What is foreign key?
10. What is query language?
11. What is relational algebra?
12. What is select operation and give example?
13. What is projection operation and give example?
14. What is union operation and give example?
15. What is set difference operation?
16. What is natural join operation and give example?
17. What is assignment operation?
18. What is aggregate function?
19. What is outer join function?

**5 Marks:**

1. Describe in detail about database languages
2. Describe about database design
3. Explain in detail about fundamental relational algebra operations
4. Explain in detail about modification of database

**10 Marks:**

1. Explain in detail about extended relational algebra operations
2. Explain in detail about additional relational algebra operations
3. Describe in brief about query languages

**UNIT-III**

**2 Marks:**

1. Define SQL
2. What is the basic structure of SQL?
3. What are the domain types in SQL?
4. Write syntax for creating table in SQL
5. Write syntax for view and delete query
6. What is tuple variable?
7. What is nested sub query?
8. What is a null value?
9. What is an integrity constraint?
10. What is set operations?
11. Define aggregate functions?
12. Write a syntax for nested sub query
13. What is a derived relation?
14. Write a syntax for joined relations
15. What is embedded SQL

**5 Marks:**

1. Explain in detail about modification of database
2. Explain aggregate function and operation
3. Describe in detail about set operations
4. Explain in detail about nested sub query

**10 Marks:**

1. Explain in detail about SQL sub query
2. Explain the following functions a) complex query b) nested subquery c) aggregate functions.

**UNIT-IV**

**2 Marks:**

1. What is tuple relational calculus?
2. What is domain relational calculus?
3. What is condition box?
4. What is ER model?
5. What is weak entity set?
6. What is strong entity set?
7. What is a constraint?
8. What are the design issues of ER model?
9. What is database design?
10. What is UML?
11. What is modeling?
12. What is entity set?
13. What is mapping cardinality?
14. Define database design

**5 Marks:**

1. Explain tuple relational calculus
2. Explain domain relational calculus
3. Explain database design in detail
4. Explain entity relationship design issues

**10 Marks:**

1. Briefly explain about ER model with example
2. State the overview of relational languages
3. Explain the details of database design for banking database

**UNIT-V**

**2 Marks:**

1. What is first normal form?
2. What are the Features of Good Relational Designs?
3. What is relational database design?
4. What is a functional dependency?
5. What is the use of functional dependencies?
6. What are the goals of normalization?
7. What are multivalve dependencies?
8. What is design process?

**5 Marks:**

1. Write the algorithm for functional dependencies
2. Explain first normal forms
3. Explain functional dependency theory
4. Describe Decomposition Using Multivalue Dependencies

**10 Marks:**

1. Explain First Normal Forms.
2. Explain the types of normalization.
3. Explain Decomposition Using Functional Dependencies.

 **SEMESTER-IV**

**SBE:Page marker**

**Unit I**

**2 Marks**

1. What is Adobe PageMaker.
2. Explain desktop publishing application.
3. List out the benefits of using PageMaker.
4. List out the types of publication.
5. Write the steps to start PageMaker 7.0. window.
6. List the steps to open a publication window.
7. Define master page?
8. Define publication page.
9. What is the use of zero point marker?or
10. Write the steps to close the publication.
11. List the guidelines in mind when designing letterhead.
12. Define object in graphic.
13. Define fact sheet.
14. Write the types of text files in PageMaker.
15. Expand RTF.
16. List the three options for controlling the flow of text in a publication.
17. What is meant by drag place method?
18. Define reverse text.

**5 Marks**

1. Explain the elements in PageMaker window.
2. Explain the steps for setting the zero point and using ruler guides.
3. Discus about how to work with the toolbox in PageMaker window.
4. Explain placing, resizing and moving a graphic in PageMaker.
5. Explain the steps to create a new publication.
6. Explain Adding text and lines to a publication.
7. Explain Formatting text in publication.
8. Explain the steps to save and print the publication.
9. Explain creating columns in PageMaker.
10. Explain importing, placing and controlling the flow of text.
11. Explain manipulating, moving and resizing text blocks.
12. Explain drag-placing and reversing the text.

**10 Marks**

1. Explain briefly the viewing steps of PageMaker window and publication.
2. Write briefly getting started with Adobe PageMaker 7.0.
3. Explain briefly the steps for creating the publication.
4. Explain the following for creating a publication:

a) Adding text and lines

 b) Formatting text

c) saving publication

d)printing publication

1. Explain the following in publication

a)Planning a publication

b Creating a publication

c)Placing a graphic

d) Resizing and moving a graphic

1. Explain working with text in PageMaker.
2. Explain the following in PageMaker:

 a) Creating columns

 b) Importing and placing text

 c) Controlling the flow of text

1. Explain the following in PageMaker:

 a) Manipulating text blocks

 b) Moving and resizing text blocks

 c) Drag-placing text

 d) Using reverse text

**UNIT-II**

**2 Marks**

1. Define abstract.
2. Define story editor.
3. List the options for closing story editor.
4. Write the use of discard command.
5. Write the use of place command.
6. Mention the use of cancel command.
7. Define clipboard.
8. List out the editing commands in PageMaker.
9. Write the use of findnext option in dialog box.
10. Define Orphan in PageMaker.
11. Define Widow in pageMaker.
12. What is meant by masthead?
13. Mention the use of header an footer in PageMaker.
14. Define style in PageMaker.
15. Write the use of plug-ins in publications.
16. Define jump lines.
17. Define Mask command.

**5 Marks**

1. Explain the steps how to open, create and placing text in story editor.
2. Write the procedure for editing text and check spelling in story editor.
3. Explain how to find and change the text in story editor.
4. Explain the steps to apply multiple character and paragraph formats to text.
5. Explain how to insert and remove pages in PageMaker.
6. Explain the steps to create and edit a table in PageMaker.
7. Explain the steps to enhance the table in PageMaker.
8. Explain how to use master pages in PageMaker.
9. Explain how to create and modify a master page.
10. Write briefly the steps for using and defining styles in PageMaker.
11. Explain the steps to apply and editing styles.
12. Explain the steps for adding jump lines and balancing columns.

 **10 Marks**

1. Explain briefly the steps to open, create, placing and editing text in story editor.
2. Explain the following in story editor: a) Check spelling b) Find and change the text c) Inserting and removing pages.
3. Write briefly about applying multiple characters and paragraph formats to text .
4. Explain the steps to create, edit and enhancing the table in PageMaker.
5. Explain how to modify the text in PageMaker.
6. Explain the steps to create, modify a master page and how to apply master page in PageMaker.
7. Write the procedure to use, define, apply and editing styles in PageMaker.
8. Explain the following: a) Adding Jump lines and balancing columns b) Rearranging pages c) Masking objects in PageMaker.
9. Explain working with multiple pages in PageMaker.

**UNIT – III**

**2 Marks**

1. Mention the use of Graphics in PageMaker.
2. What is meant by strokes?
3. Write the use of rotating tool.
4. Define Stacking.
5. What is the purpose of using shadow box in PageMaker?
6. What is meant by wrapping?
7. Define Line Art.
8. Define frame.
9. Write the use of Superscript button.
10. Define Base Line.
11. Write the difference between Kerning and tracking in formatting text.
12. Write the use of tabs in formatting text.
13. Define Indent.
14. What is the use of bullets in formatting text

**5 Marks**

1. Explain how to use frames and picture palette in Graphics.
2. Explain how to create polygon in PageMaker.
3. Write the procedure a) To wrap text around a Graphic b) create custom wrap text in Graphic.
4. Explain the steps to crop and rotate an object in Graphics.
5. Explain the steps for creating and working with shadow objects.
6. Write briefly about changing line weights and styles in PageMaker.
7. Explain planning procedure to create a menu and setting publication preferences in PageMaker.
8. Explain examining the control palette in character view and paragraph view.
9. Explain formatting text using control palette.
10. Explain the procedure for adjusting baseline and text spacing in PageMaker.
11. Explain setting procedure for character widths and tabs in PageMaker.
12. Explain setting procedure for Indents and Bullets & Numbering.

**10 Marks**

1. Explain working with Graphics in detail.
2. Explain the following in Graphics: a) Rotate and crop an object b) Stack objects c) Change Line weights and styles.
3. Explain the following in Graphics: a) Creating shadow box b) Wrap text around a graphic c) Create a custom text wrap.
4. Explain how to create a polygon and the steps for using frames, picture palette in PageMaker.
5. Explain briefly about formatting text in PageMaker.
6. Explain setting procedure for character widths, tabs, Indents and Bullets and Numbering plug-ins in PageMaker.

**UNIT – IV**

**2 MARKS**

1. Write the purpose of using poster.
2. What are the uses of object view in graphics?
3. What is meant by transform?
4. Mention the use of image control feature in Graphics.
5. Define inline graphics.
6. What is meant by informational brochure?
7. Write the use of teaser brochure.
8. What is meant by spot color in graphics?
9. List the four basic colors in Pagemaker.
10. Expand CMYK.
11. Expand PMS.
12. Define tint.
13. Write the use of trapping technique.
14. When registration occurs in color process?
15. What is meant by plug-in?
16. Define field.
17. Write the use of common-delimited text file.
18. Define record.
19. Define data source file.
20. Define target publication.

**5 MARKS**

1. Explain the procedure for planning & poster.
2. Explain examining the control palette in object view.
3. Explain linking and scaling graphic to a publication.
4. Explain how to place and modifying an inline graphic.
5. Explain the steps for skewing an object.
6. Explain the procedure for using layers in PageMaker.
7. Explain PageMaker’s image control feature in detail.
8. Explain briefly about applying color to text and graphics.
9. Explain the steps for planning color and using a color library in PageMaker.
10. Explain the procedure for creating a new color and applying spot colors in PageMaker.
11. Explain the steps for editing a color and creating tint in PageMaker.
12. Describe color separations in detail.
13. Explain the saving procedure for service provider plug-in in PageMaker.
14. Explain setting up and running a data merge.

**10 MARKS**

1. Explain the features of using advanced graphics in detail.
2. Explain linking, scaling, placing and modifying an inline graphic in PageMaker.
3. Explain a) Skewing b) Rotating c) Using layers d) Using image control.
4. Explain adding colors in PageMaker.
5. Explain Mail Merge concept in PageMaker.

**UNIT – V**

**2 MARKS**

1. Write the use of Index Entry Command.
2. Mention the purpose of Index marker.
3. List the Index format options.
4. Expand TOC.
5. List the index special characters.
6. Define drop cap.
7. Define Imposition.
8. Define HTML.
9. Define WWW.
10. Define Internet.
11. Expand PDF.
12. What is meant by website?
13. List the popular web browsers.
14. Define web browser.
15. Define Hypertext links.
16. Define URL.
17. Expand HTTP.
18. Expand FTP.
19. What is meant by PostScript.
20. Define thumbnail.
21. **MARKS**
22. Explain the procedure for designing an Index.
23. Write the steps for adding Index entries.
24. Describe the steps for Index keyboard shortcuts and Index shortcut menu.
25. Explain setting the Index format in PageMaker.
26. Explain generating and editing an index in PageMaker.
27. Write the steps for creating table of contents in PageMaker.
28. Explain the procedure for adding a drop cap in PageMaker.
29. Explain build booklet plug-in procedure in PageMaker.
30. Explain the methods for planning a website.
31. Describe the procedure for setting up a publication for a web site.
32. Explain the steps for creating navigation scheme with hyperlinks.
33. Explain the steps for formatting hyperlinks.
34. Write the steps for creating hyperlinks to URLs and E-mail Address.
35. Explain exporting a PageMaker publication to an HTML file.
36. Explain the steps for modifying an HTML file in PageMaker.
37. Explain how to create a PDF file.
38. Explain how to view a PDF file using Acrobat Reader.

**10 MARKS**

1. Explain setting, generating and editing an index steps in detail.
2. Explain briefly about working with long publications in PageMaker.
3. Explain creating, viewing and adding a PDF file to a web site.
4. Explain the steps for exporting publication to html and modifying an html file in page maker.
5. Explain the steps for creating navigation scheme, formatting and creating hyperlinks in PageMaker.
6. Explain the steps for publishing publication electronically.

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**SEMESTER-V**

**Data Structure and Algorithms**

**Unit I**

**2 Marks**

1. Define Algorithm.
2. Define Data Structure.
3. What is an array?
4. Define ordered list.
5. What are the various operations that are performed in ordered list?
6. What is meant by stack?
7. What are the several operations of stack?
8. What is meant by queue?
9. What are the various operations of queue?
10. How to evaluate the expression and which has the highest priority?
11. What are the three notations to evaluate the expression?
12. What is meant by linked list?
13. Define Infix.
14. Define Prefix.
15. Define Postfix.
16. Write down the benefits of using postfix expression.
17. What are the applications of linked list?
18. Write the benefits of using postfix expression.
19. What is Boundary tag method?
20. How strings are represented using an array?

**5 Marks**

1. Give a short note on Arrays.
2. Describe Stack.
3. Write a note on singly linked lists.
4. Give a brief note on Evaluation of Expressions.
5. Write about Multiple stacks and Queues.
6. Describe Linked Stacks and Queues.

**10 Marks**

1. Give a summary on Arrays.
2. What is Stack? Explain its operations.
3. What is queue? Explain in detail.
4. Explain linked list with its types.
5. Illustrate polynomial addition.

**Unit II**

**2 Marks**

1. What is meant by tree?
2. Define degrees of the tree.
3. What are terminal and non-terminal nodes?
4. Define height or depth of the tree.
5. What is forest?
6. What is meant by binary tree?
7. What are the two types of binary tree?
8. How the binary trees are represented in memory?
9. What are the advantages and disadvantages of sequential representation?
10. Define depth first and breadth first spanning tree.
11. What does topological sort mean?
12. What are the three types of traversals in binary tree?
13. Define threaded binary tree.
14. What are the steps to link all binary trees?
15. What are the applications of trees?
16. What are the two operations that are performed in set representation?
17. Define graph.
18. What are the two types of graphs?
19. Define Multi graph.
20. Define adjacent vertices.
21. What is subgarph?
22. What is Simple path?
23. What is meant by Cycle?
24. Define Connected component.
25. Define Degree.
26. What are the ways to represent graph?
27. Write the difference between Directed and Undirected graph.
28. Define Network.
29. Write the types of graph traversal.
30. What are the two ways to find the shortest path?
31. Define Transitive closure.
32. Define AVO/activity on vertex network.
33. What is predecessor?
34. Define immediate predecessor.
35. What is meant by Spanning tree?

**5 Marks**

1. Write about Binary tree traversal.
2. What are the various types of Binary tree traversal?
3. Describe the Threaded Binary trees.
4. Write about Transitive closure.
5. Give a brief note on connected components.
6. Describe Critical path.

**10 Marks**

1. Illustrate Binary tree representation.
2. Discuss on Spanning tree.
3. What is graph? Explain its representations.
4. Describe Shortest path.

**Unit III**

**2 Marks**

1. What is algorithm?
2. Define program?
3. What are the two phases to list a program?
4. What are the 4-iteration statements are followed in pre-programming language?
5. Define recursive function?
6. Write a procedure for recursive function.
7. What is the computing time for algorithms?
8. What is said to be an exponential time?
9. Define Divide and conquer method.
10. Define Binary search.
11. Define internal and external path length.
12. Define Merge sort.
13. What is referred to as portioning?
14. Define Quick sort.
15. What is the computing time for quick sort and selection sort?
16. Define heap.

**5 Marks**

1. Discuss on Binary search.
2. Discuss on Heap sort.
3. Describe Quick sort.
4. Explain Merge sort.
5. Describe Selection sort.
6. Write a note on finding the maximum and minimum.

**10 Marks**

1. Define Sorting. Explain its types.
2. Give a summary on Pseudocode conventions.
3. Write in detail about divide and conquer method.
4. What is algorithm? Write the computational time for algorithms.

**Unit IV**

**2 Marks**

1. What is Greedy method?
2. What is feasible solution?
3. Define optimal solution.
4. Define optimal storage on tapes.
5. What are internal and external nodes?
6. What is Huffman code?
7. What is optimal merge pattern?
8. Define Minimum spanning tree.
9. What are the two methods to obtain the minimal spanning tree?
10. Define expected decode time.
11. What is meant by weighted external path?
12. When the weighted external path length is to be minimized?

**5 Marks**

1. Discuss on Greedy method.
2. Describe optimal storage on tapes.
3. Write a note on Job sequencing with deadlines.
4. Discuss on general method.
5. Write about Minimum spanning tree.
6. What is Huffman code? Explain.

**10 Marks**

1. Illustrate Knapsack problem.
2. Explain optimal merge pattern.
3. Give a summary on greedy method.
4. Give a summary on Job sequencing with deadlines.

**Unit V**

**2 Marks**

1. What are the two categories of constraints?
2. Define explicit constraints.
3. Define implicit constraints.
4. What are the rules that are followed in 8 queen’s problem?
5. Define Problem state.
6. What is solution state?
7. What is answer state?
8. Define state space tree.
9. Define static and dynamic tree.
10. What is dead node?
11. Define Backtracking.
12. Define sum of subsets.
13. What is Graph coloring?
14. Define Chromatic number of graph.
15. When a graph is to be planar?
16. Define Branch and Bound method.
17. Define Instance.
18. What is solution space?
19. What is live node?
20. What is E-node?

**5 Marks**

1. Describe Backtracking constraints.
2. Explain State space tree in Backtracking.
3. Write down the rules that are followed in 8 Queen’s problem.
4. Write a note on N- Queen’s problem.
5. Discuss on graph coloring.
6. Write about
	1. explicit constraints
	2. implicit constraints

**10 Marks**

1. Illustrate 8 Queen’s problem.
2. Describe N- Queen’s problem.
3. Discuss on sum of subsets.
4. Explain Backtracking constraints.

**Computer Networks**

**UNIT-I**

**2 Marks:**

1. Define Computer Networks
2. What are the applications of computer networks?
3. Define mobile users
4. What are the types of computer networks?
5. Define wireless networks
6. Define protocols
7. What is the difference between internet and Ethernet?
8. Define Internet
9. Define server
10. What is client server model?
11. Define point-point Link
12. Define Bluetooth
13. What is error control?
14. What is Flow control?
15. Define Data pockets and tokens
16. What is frame relay?
17. What is ATM?

**5 Marks:**

1. Explain about network hardware in detail
2. Explain about network software
3. What are the types of computer networks?
4. Explain about connection oriented and connectionless services
5. State the principles of OSI layer
6. Explain about TCP/IP reference model
7. Briefly explain about ATM process
8. Explain about architecture of internet

**10 Marks:**

1. Explain in detail about Wireless LAN 802.11
2. Describe in detail about OSI model
3. Explain in detail about Connection Oriented networks
4. Explain in detail about reference models

**UNIT-II**

**2MARKS:**

1. Define bandwidth
2. Define Fourier series
3. What is called twisted pair?
4. What are the types of guided media?
5. What is multi-mode fiber?
6. What is single mode fiber?
7. What is called frequency, wavelength?
8. What is radio transmission?
9. What is micro wave transmission?
10. Explain POTS, NID, DMT, xDSL, ADSL, TCM, QPSK
11. Explain half duplex and full duplex
12. Define modem
13. What is delta modulation?
14. What is predictive encoding?
15. Define switching
16. Mention the advantages of fiber optics

**5 Marks:**

1. Explain Fourier analysis and bandwidth limited signals
2. Describe the working principles of satellite communication
3. Explain about geostationary satellites
4. Explain about microwave and radio transmission
5. Explain the local loops in detail
6. Explain the structure of telephone systems

**10 Marks:**

1. Explain in detail about guided transmission media
2. Explain about wireless transmission
3. Briefly explain about communication satellite
4. Briefly explain about the function of public switched telephone network

**UNIT-III**

**2 Marks:**

1. Define framing
2. What are the four methods in framing?
3. What is byte stuffing?
4. What is error control?
5. What is flow control?
6. What is called sliding window protocol?
7. What are the design issues of data link layer?
8. State the responsibilities of data link layer

**5 Marks:**

1. What are the services provided by data link layer?
2. Define error correcting code with example
3. Explain in brief about error detecting code
4. Explain a simplex stop and wait protocol
5. Discuss the concept of go-back and selective repeat algorithm with example

**10 Marks:**

1. Illustrate the concept of CRC and checksum with example.
2. Explain sliding window protocol in brief.
3. Explain elementary data link protocol.

**UNIT-IV**

**2 Marks:**

1. List the metric used to evaluate the routing algorithms

2. Define datagram

3. Define flooding

4. What is multicasting?

5. Define jitter control

6. Define Load Shedding

7. What is broadcast routing?

8. Define hierarchical routing

9. Define QoS

10. What is internetworking?

11. What is Tunneling?

12. Define fragmentation

 **5 Marks:**

1. Describe distance vector routing
2. What is congestion? Mention the reason for congestion in network?
3. Describe Qos and its requirements
4. Explain routing in Ad Hoc networks
5. What are the services provided by transport layer

**10 Marks:**

1. What is internetworking? Discuss the implementation issues of it
2. Explain in detail about routing algorithms
3. Describe in detail about congestion control algorithms
4. Explain network layer issues

**UNIT-V**

**2 Marks:**

1. Define resolver
2. What is meant by Telnet?
3. Define WWW
4. What is E-Mail?
5. What is hyper link?
6. Define DNS
7. Define HTTP
8. Explain MIME

**5 Marks:**

1. Discuss the duties of transport layer briefly
2. Describe the architecture of WWW
3. What are the services provided by upper layer?
4. Explain detail about DNS
5. Explain Electronic mail

**10 Marks:**

1. What is E-mail? Describe the components of it?
2. Write a note on MIME.
3. Describe in detail about working principles of WWW.

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**Software Engineering**

**Unit-I**

**2 Marks**

1. Define Software Engineering.
2. What are the Primary goals of software engineering?
3. Define Programmer
4. Define Software product.
5. Define Documentation.
6. Define Software Model.
7. Define Requirements.
8. List out the Types of Requirements.
9. List out the Software Process.
10. Draw the Software process model.
11. Define spiral model.
12. Define RAD Model
13. List out the advantage of the Water fall model.
14. Define win-win model

**5 Marks**

1. Explain the Size factor of Software Engineering.
2. Explain the goals and requirements of software projects?
3. State any one Life Cycle Model.
4. Explain about the Water fall Model
5. Explain the Spiral model
6. Explain about the RAD model
7. Briefly state about milestones and documents.
8. Explain about Importance of Requirements.

**10 Marks**

1. Explain the Software Process.
2. Explain about the software Model.
3. State any three types of Requirements.
4. What are steps involved in Requirement Engineering.
5. Explain the Spiral model and Prototype Model
6. Explain about the RAD model and Iterative Model.
7. Explain about the Requirement Engineering.

**Unit-II**

**2 Marks**

1. Define Software Analysis.
2. What are the types of Software Analysis?
3. Define OOD Analysis.
4. Define Architectural Design.
5. List out the Design of the Software.
6. What are kind of Software Design Properties?
7. Define COCOMO model.
8. List out the Characteristics of Good Design of the software.
9. Define Modularity.
10. Define Cohesion.
11. Define Coupling.
12. Define Design Model.
13. List out the types of Cohesion.
14. List out the types of Coupling.
15. What are the Difference between Cohesion and Coupling?
16. Define Delphi Cost Estimation.
17. Define DSI.
18. How to estimate software cost?
19. Define Software maintenance.

**5 Marks**

1. Explain about the Requirements Analysis Modeling
2. Write Short Notes on ODD Analysis.
3. Explain the Characteristics of Good Design of the software.
4. Explain the Function oriented System.
5. Explain the Cohesion and Coupling.
6. Write Short Notes on Modularity.
7. Explain the Architectural Design View.
8. Explain Real Time Software Design.
9. Explain COCOMO Model.
10. Explain the Design Documentation.

**10 Marks**

1. Explain about the Analysis Modeling Approaches.
2. Explain about the Design and Architectural Design view.
3. Explain about the Design process and Concepts.
4. Explain about the Software design and software Engineering.
5. What are differences between Function and object oriented System? Explain it.
6. Explain about the Design Model.

**Unit-III**

**2 Marks**

1. Define OOD Concepts.
2. Define Data Hiding.
3. Define Class Hierarchy.
4. Define Relationship..
5. List out the Role of UML
6. Define Class Diagram.
7. Define Behavior Diagram.
8. Define State Diagram.
9. List out the Elements of user Interface.
10. Define user Interface.
11. Define Usability.

**5 Marks**

1. Write Short Notes on Fundamental Parts of object oriented Approaches. Explain any One
2. Explain the Data Hiding.
3. Explain the Class Hierarchy Creation.
4. Explain the Design Patterns.
5. Write Short Notes on Framework.
6. Explain the Elements of User Interface.
7. Explain the Golden Rules of User Interface Design.
8. Explain the Usability.

**10 Marks**

1. Explain about the OOD Concepts.
2. Explain the Role of UML in OO Design.
3. Explain the Designing the User Interface.
4. Explain about the User Interface Models.
5. Explain the Architectural Design View.
6. Explain about the User interface Models.

**Unit-IV**

**2 Marks**

1. Define DFD.
2. Define HIPO Diagram.
3. Define Pesudocode.
4. What is meant by internal documentation?
5. Define single entry and single eit.
6. Define Data encapsulation.
7. What is code Verification?
8. Define Code Review.
9. Define Unit test.
10. Define White Box Test.
11. Define Black Box Test.
12. What is meant by Functional Testing?
13. Define Regression Test.
14. What is meant by Alpha Test?
15. What is meant by Beta Test?
16. List out the Software Testing.

**5 Marks**

1. Explain the Data flow diagram.
2. Explain the Software coding.
3. Write Short Notes on Software Measurement.
4. Explain the Elements of User Interface.
5. Explain the software size metrics.
6. Explain the Project management.
7. Explain the Unit Test.
8. Explain the Behavior Testing.
9. Explain the Glass box Testing.

**10 Marks**

1. Explain about the Software Measurement.
2. Explain the Types of Software Metrics.
3. Explain the Software Configuration.
4. Explain about the software Testing.
5. Explain the Software Maintenance.

**Unit V**

**2 Marks**

1. Define Verification.
2. Define Validation.
3. Define Debugging.
4. What is meant by Quality Assurance ?
5. Define Walk through.
6. Define formal reviews.
7. What are advantages of Web applications?
8. Define Web Service.
9. Define Social computing.
10. Define White Box Test.
11. Define Black Box Test.
12. What is meant by Web Service?

**5 Marks**

1. Explain the General Web Characteristics.
2. Explain the Web Application Categories.
3. Write Short Notes on Web Engineering.
4. Explain the Cloud Computing.
5. Explain the Aspect oriented software Development.
6. Explain the Test Driven Development.
7. Explain the Social Computing.
8. Explain the Software as a Service.
9. Explain the open Source Software Development.

**10 Marks**

1. Explain about the Web Application Categories
2. Explain the Working of web Application.
3. Explain the Advantages and Drawbacks of web Applications.
4. Explain about software Debugging.
5. Explain the Web 2.0.
6. Explain the Rapid Delivery.

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**SBEII:Corel Draw**

**Unit I**

**2 Marks**

1. What is CorelDRAW?
2. Define vector image
3. Define bitmap image
4. List out the advantages of CorelDRAW
5. What is Scrapbook?
6. What is Docker?
7. Define Flyouts
8. Define Title bar
9. Define Menu bar
10. What is standard tool bar?
11. What is property bar?
12. Define status bar.
13. Define tool box
14. Define tool bar

**5 Marks**

1. Explain the major features of CorelDRAW.
2. How to create a new file using CorelDRAW? Explain
3. Give a short note CorelDRAW screen.
4. Write down the steps to create polygon.
5. How will you open an existing coreldrawing? Explain.
6. Explain the various version of CorelDRAW
7. Write a note on creating a view.
8. Discuss about CorelDRAW terminologies.

**10 Marks**

1. Discuss on CorelDRAW application window.
2. Explain the various tool boxes available in CorelDRAW
3. Describe standard tool bars in CorelDRAW
4. Explain views in CorelDRAW

**Unit II**

**2 Marks**

1. Define Object.
2. What is line?
3. Define Freehand tool
4. Define Bezier tool.
5. How will you draw ellipse in CorelDRAW?
6. How will you draw square in CorelDRAW?
7. What is meant by resizing an object?
8. How will you draw circle in CorelDRAW?
9. What are artistic media tool?
10. How will you draw straight line in CorelDRAW?

**5 Marks**

1. What are the steps undertaken for welding two objects.
2. Write about changing the shape of an object.
3. Give a short note on Artistic media tools with example.
4. Write a note on filling an object with a single color.
5. Give a short note on fountain fill dialog tool
6. Write about
	1. trim

b.Intersects

c.Back minus front

d.Front minus back

1. Give a summary on flow lines.

**10 Marks**

* 1. Give a summary on adding effects to objects.
	2. Explain transformation docker.
	3. How to add effects to objects? Explain.
	4. Discuss on lines.

**Unit III**

**2 Marks**

1. Define text.
2. What is artistic text?
3. What is meant by paragraph text?
4. What is bullet?
5. Define paragraph text.
6. What is text editor?
7. How can we change the text style?
8. Define Formatting text.
9. How can we change the font size of the text?
10. How can we edit characters?

**5 Marks**

1. Write a note on Artistic Text.
2. How to change the font size of the text? Explain.
3. Write about
	1. Decorating the text
	2. Webdings
4. How do we apply bullets before the text?
5. Write about changing the type style and spell-checking the text.
6. Write a note on text editor.

**10 Marks**

1. Describe the text tool.
2. Discuss on formatting text.
3. What are the steps undertaken for converting from one text type to another?
4. Explain the text editor.

**Unit IV**

**2 Marks**

1. What is Bit map image?
2. Define vector image.
3. Define 3D Effect.
4. What is blur?
5. Define contour.
6. What is distort?
7. Define sharpen.
8. Define art stroke.
9. Define noise.
10. What is plug-Ins?

**5 Marks**

1. Write a note on Bit map and vector images.
2. Give a short note on importing images.
3. Discuss on resizing, rotating and skewing images.
4. Write a note on cropping an image.
5. How to import images from a CD? Explain.
6. Write about 3D effects.
7. Write a note on exporting files to other applications.

**10 Marks**

1. Explain adding effects to Bitmaps.
2. Illustrate Backup and Recovering file.
3. Write a note on managing color for Display, Input and Output
4. Write about
	1. Resizing
	2. Moving an image
	3. Rotating an image
	4. Skewing an image

**Unit V**

**2 Marks**

1. Define page size.
2. What is page orientation?
3. Define page layout.
4. Define page frame.
5. What are rulers?
6. What is template?
7. Define page type.
8. Define width and height of the paper.
9. Define layout style.
10. How to edit a template?

**5 Marks**

1. Write a note on changing the page size.
2. How to change the page layout? Explain.
3. How to change the page background? Explain.
4. Give a short note on inserting pages.
5. Write about rulers.
6. How will you create a new template? Explain.

**10 Marks**

1. Give a summary on templates.
2. Write about page frame.
3. Write about
	1. Inserting pages
	2. Renaming pages
	3. Deleting pages
4. Write about
	1. Changing the page size
	2. Changing the page layout
	3. Changing the page orientation

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* **SBEIII: Dream weaver**

**Unit I**

**2 Marks**

1. Define Dreamweaver.

2. Expand WWW.

3. Define Internet.

4. Write down the advantages of Dreamweaver.

5. What is the application bar?

6. Define the Document tool bar?

7. What is the Document window?

8. What is website?

9. Define web page.

10. What are panel groups?

11. Define properties inspector.

**5 Marks**

1. What is Dreamweaver? Explain.

2. Explain working with web pages in Dreamweaver.

3. Write down the steps to start the Dreamweaver application.

4. How will you create a new web page in Dreamweaver? Explain.

5. Write a short note on working with the document window.

6. Give a summary on working with the workspace.

7. Discuss on saving the web page and quitting the application.

8. How will you organize the root folder? Explain.

9. Explain the three parts of Dreamweaver site.

10. What is a server? Explain ways to test it.

**10 Marks**

1. Explain Dreamweaver CS4 workspace.

2. What are all the interfaces in Dreamweaver? Explain.

3. Discuss on managing Dreamweaver website.

4. How to set up Dreamweaver sites? Discuss.

**Unit II**

**2 Marks**

1. Expand HTML.

2. What is text?

3. What is graphic?

4. Define link.

5. Define table.

6. What are the options available in HTML property inspector?

7. Write any two purposes of CSS properties.

8. What is rollover image?

9. What is an image map?

10. Define E-mail link.

11. Define Anchor link.

12. What are frames?

13. What is frame set?

**5 Marks**

1. Give a summary on working with text.

2. Write down the steps to save a frame set and frames.

3. Write down the steps to create a frame set and frames.
4. How will you create a table in a web page? Explain.

5. Write down the steps to add text in the web page.

6. What are the options available in the sort table dialog box?

**10 Marks**

1. Explain working with links.

2. Discuss on working with tables.

3. Explain working with frame sets and frames.

4. Discuss on working with graphics.

**Unit III**

**2 Marks**

1. Expand CSS.

2. What is cascading style sheet?

3. What is AP element?

4. What is meant by Markup language?

5. Define dynamic web page.

6. What are the different categories available in the CSS rule definition dialog box?

7. Write an example of CSS rule.

8. What is meant by CSS file?

9. Define position category of the CSS rule definition dialog box.

10. Expand AP element.

**5 Marks**

1. Describe CSS rules.

2. Write a note on Cascading styles.

3. How will you create a new CSS rule? Explain.

4. How to draw multiple AP Div elements consecutively?

5. How to create a webpage with CSS Layout.

6. How will you link to an external style sheet? Explain.

**10 Marks**

1. Give a summary on Working CSS Styles panel.

2. Discuss on working with external CSS style sheets.

3. Explain working with AP Div elements.

4. Explain the different categories available in the CSS rule definition dialog box.

**Unit IV**

**2 Marks**

1. What is template?

2. What is Editable Region?

3. Define optional region.

4. What is a tag?

5. Define frame tag.

6. Define repeating regions.

7. What is nested template?

8. What are the file formats provided by Dreamweaver.

9. Expand HTML.

10. Write down the file formats provided by Dreamweaver.

**5 Marks**

1. How to create blank templates in Dreamweaver? Explain.

2. Write down the steps to create a template from an existing web page.

4. Describe working with repeating regions.

5. Discuss on setting tag attributes.

6. Write a note on working with nested templates.

7. Give a summary on modifying templates.

8. What are all the controls available in HTML form? Explain.

**10 Marks**

1. Discuss on modifying templates.

2. Explain Flash file formats.

3. Discuss on Exploring HTML forms.

3. Write about

 (i) Editable regions

 (ii) Optional regions

**Unit V**

**2 Marks**

1. What is scripting?

2. Define Java script?

3. What is Java script behaviour?

4. Mention any two scripting languages.

5. What are the two types of site reports in Dreamweaver?

6. What is Browser compatibility?

7. What is the purpose of site report?

8. What are the options available in the behaviours panel?

9. What is slide show?

10. What is form validation?

**5 Marks**

1. What are the options available in the behaviours panel? Write in detail.

2. Write down the steps to store information in frames.

3. Give a summary on browser compatibility.

4. Discuss on managing links.

5. Write the steps to add a design note in a file.

6. Discuss on site reports.

**10 Marks**

1. Discuss on adding java script to a webpage.

2. Explain working with site management.

3. What are the types of site reports in Dreamweaver? Explain.

4. Write about

 (i) Adding a behavior (ii) Modifying a behaviour (iii)Deleting a behavior

**SEMESTER-VI**

**Operating System**

**Unit I**

**2 Marks:**

1. 1.Define operating system
2. What are the functions of operating system?
3. What are the different views of operating system?
4. Define batch processing
5. Define memory unit
6. Define registers
7. Define data
8. Write the principles of flag
9. Write example for single buffering
10. What are the types of interrupt?
11. What are the types of OS?
12. What are the services provided by OS?
13. State some I/P devices
14. State some O/P devices
15. What is the task of memory?
16. State 3 views of OS
	* 1. **Marks:**
		2. 1.Explain about batch processing.
		3. Briefly explain about functions of OS.
		4. Explain about multitasking or multiprocessing.
		5. Explain about interrupt mechanism.
		6. Explain the views of OS.

**10 Marks:**

1. Explain in detail about evolution of OS.
2. Explain in detail about I/O Programming.
3. Explain in detail about Interrupt structure and processing.

**Unit II**

**2 Marks:**

1. Define memory management
2. State the four functions of memory management
3. What are the techniques used in memory management?
4. Define single contiguous allocation
5. Define fragmentation
6. Explain about advantages of single contiguous allocation
7. Define partition allocation
8. What are the advantage and disadvantage of relocatable partition allocation?
9. Define paged memory management
10. What is file map requirements?

**5 Marks:**

1. Explain single contiguous allocation
2. Explain partition allocation
3. Explain segment memory management
4. Explain in detail about relocatable partition memory management

**10 Marks:**

1. Describe paged memory management
2. Explain in detail about demand paged memory management
3. Explain segment and demand paged memory management with example

**Unit III**

**2 Marks:**

1. What is job scheduler?
2. What is process scheduler?
3. What is process and job synchronization?
4. What are the three important modules of process management?
5. What is process control block?
6. What is deadly embrace?
7. Define round robin method
8. What is the difference between process and processor?
9. What are the functions of process scheduler?
10. What are the techniques available for handling deadly embraces?

**5 Marks:**

1. Explain about process scheduling in detail
2. Explain job scheduling in multi programming system
3. Explain job scheduling in non-multi programming system
4. Explain about three modules of processor management

 **10 Marks:**

1. Give a big note on process synchronization
2. Give brief note on deadly embrace
3. Explain in detail about round robin multiprogramming performance

**Unit IV**

**2 Marks:**

1. What is device management?
2. What are the functions of device management?
3. Write the techniques of device management?
4. Define shared device.
5. Define virtual device.
6. What is dedicated device?
7. Write about storage devices?
8. What are the characteristics of tape unit?
9. What are the advantages of blocking?
10. What is buffering?
11. What are channel and control units?
12. Define multiple paths.
13. What is block multiplexing?
14. What is spooling?

**5 Marks:**

1. Write a note on completely direct access.
2. Write a note on direct access storage devices.
3. Describe about virtual devices.
4. Write a short note on techniques for device management.
5. Explain about serial access device.

**10 Marks:**

1. Describe about I/O Traffic controller.
2. Describe about I/O device handler.
3. Explain in detail about spooling.

**Unit V**

**2 Marks:**

1. Define file management
2. Define file storage methods
3. Define file maps
4. What is sequential access?
5. What is direct access?
6. What are the types of file directory?
7. Define UNIX OS
8. Draw the structure of UNIX Systems
9. Define shell
10. Define kernel
11. Define pipes and filters
12. Define LINUX OS
13. State some command using in LINUX OS

**5 Marks:**

1. Give short notes on File System of MS-DOS.
2. Explain the simple file system
3. Give short notes on File System of UNIX
4. Give short notes on File System of LINUX

**10 Marks:**

1. Explain the general model of a File System.
2. Write the case study of MS-DOS
3. State about physical file system

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**Computer Graphics**

**Unit I**

**2 Marks**

* + - 1. Define Computer graphics.
			2. What is meant by refreshing of the screen?
			3. Explain any 3 uses of computer graphics applications.
			4. Define Random scan/Raster scan displays.
			5. List out the merits and demerits of Plasma panel display.
			6. List out the merits and demerits of DVST.
			7. What do you mean by emissive and non-emissive displays?
			8. What are the features of Inkjet printers.
			9. List out the Input Device.

**5 Marks**

1.     Explain any 3 uses of computer graphics applications.

2.     How graphics is used in presentations?

3.     Explain raster scan displays.

4.     Explain random scan displays.

5.     Explain Cathode Ray tube

6.     Explain color CRT monitors

7.     Explain direct view storage tubes

**10 Marks**

1. Explain in detail about the uses of computer graphics.
2. How video displays devices is working. Explain in detail with a neat diagram.
3. Explain about the Input devices.
4. Explain about the Graphics Software.
5. Explain about the different types of hard copy devices.
6. Explain about the Graphics Monitor and Workstations.
7. Explain about the Raster and random scan System.

**Unit II**

**2 Marks**

* + - 1. What is an output primitive?
			2. What is GKS and PHIGS?
			3. What is bresanham's algorithm?
			4. What is attribute parameter?
			5. What is the basic line attributes?
			6. What is DDA?
			7. What is scan line algorithm?
			8. Define Boundary-Fill algorithm.
			9. List out the Line Drawing Algorithms.
			10. List out the Bundled Attributes.

**5 Marks**

1.     Explain about reflection and shear.

2.     Explain in detail about the DDA scan conversion algorithm.

3.     Explain Bresenham’s line drawing algorithm.

4.     Explain Midpoint Circle algorithm.

5.     Explain Bresenham’s Ellipse generating Algorithm.

6.     Explain Boundary fill Algorithm.

**10 Marks**

* + - 1. Applying Bresenham’s algorithm to draw a line from (4,4) and end point is (-3,0).
			2. Explain in detail about line attributes with neat diagram.
			3. Explain soft fill procedures.
			4. Explain in detail about Curve Attributes.
			5. Explain in detail about bundled Attributes.
			6. Explain in detail about Line Fill Attributes.
			7. Explain in detail about Color and Grayscale levels.
			8. Explain in detail about Attributes of Output Primitivies

**Unit III**

**2 Marks**

1.     What is Transformation?

2.     What is rotation?

3.     What is translation?

4.     What is scaling?

5.     What is shearing?

6.     What is reflection?

7.     What are the steps involved in 3D transformation?

8.     Define translation and translation vector.

**5 Marks**

1. Define viewing transformation.
2. Give the equation for window to viewport transformation.
3. Briefly discuss about basic transformations.
4. Explain matrix representations.
5. Discuss about composite transformations.
6. Explain the Hodgman polygon clipping.
7. Explain the Curve clipping.
8. Explain the Text Clipping.

**10 Marks**

* + - 1. Explain reflection and shear in 2D transformation.
			2. Explain translation, Rotation and Scaling in 2D transformation.
			3. Explain in detail about Composite Transformations.
			4. Explain in detail about Line clipping Algorithm.
			5. Explain in detail about Cohen-Sutherland Line Clipping.
			6. Explain in detail about Liang Barsky Line Clipping Algorithm.
			7. Explain in detail about Polygon Clipping Algorithm.

**Unit IV**

**2 Marks**

1.     Define GUI.

2.     What are the Input Methods?

3.     Define 3D.

4.     List out the Input Function.

5.     Define 3D-Display Method.

6.     What are multimedia Tools?

7.     Define 3D Software Packages.

**5 Marks**

1.     Explain about the Graphical User Interface.

2.     Explain about the Interactive Input Function.

3. Write short notes on Interactive Picture Construction Techniques.

4. Write about 3D Display Methods.

**10 Marks**

* + - 1. Give a note on 3D Transformation and its Function.
			2. Give a note on 3D Concepts.
			3. Explain about the 3D Graphics Packages.
			4. Explain about the Graphical User Interface and Interactive Input Function.

**Unit V**

**2 Marks**

1.     Define Translation.

2.     Define Scaling,

3.     Define visible surface detection methods

4.     Define Depth-Buffer Method.

5.     What is mean by A-Buffer Method?

6.     Define Scan-Line Method.

7.     List out the Application of Computer Graphics.

8. Define Rotation.

**5 Marks**

* + - 1. Explain about 3D Geometric and Modeling Transformations.
			2. Explain the Translation method.
			3. Explain about the Scaling.
			4. Give a short note on other Transformations.
			5. Explain about the Application of Computer Graphics.
			6. Explain about the Depth-Buffer Method.

**10 Marks**

1. Give notes on Translation method and Scaling.
2. Explain about the Scan-Line Method.
3. Explain about the visible surface detection methods
4. Explain about the Classification visible surface detection methods.
5. Explain about the Backface Method.

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**Programming in PHP**

**Unit-1**

**2 Marks**

* + - 1. What is PHP?
			2. What is Operators?
			3. Define String.
			4. What is Arrays?
			5. Define characteristics of PHP.
			6. What is Operators Categories?
			7. Define Numeric Array.
			8. What is Associative Arrays?
			9. Explain Multidimensional Arrays.
			10. Define String concatenationsArray.
			11. Define Common Use Of PHP.
			12. What is Comparison of Operators?
			13. Explain in for each loop statement.
1. What is Mean by Switch Statement?
2. Define function and Statement.

**5 Marks**

Explain in Arithmetic Operators.

What is a Logical operator? Given an Example.

Discus about the following: i) The break statement. ii) The Continue Statements.

Explain in Multidimensional Arrays.

Explain in the following: i) if statement ii)if-else statement. Give an Example.

Discus about Switch Statement.

Explain in details of Essential of PHP

8. Explain in while and do-while loop.

**10 Marks**

1. Explain Detail about in Different Types Operator.
2. Briefly Explain in Flow Control Statement.
3. What is Arrays? Explain in different types of Arrays.

**Unit-II**

**2 M arks**

1. What is Function?
2. Define include() function.
3. What is require() function.
4. Define Dynamic Function call.
5. Define Webpage.
6. Explain User-defined function.
7. Define Function Arguments.
8. what is the HTML.
9. Explain Sampler PHP programs.
10. Define PHP Browser.

**5 Marks**

1. Explain Detail about in Different Types of Function.
2. Explain PHP Function Returning Values.
3. Explain in Constructors Function.
4. Write Short note on Creating and Calling Function.
5. Explain in Dynamic Function.

**10 Marks**

1. Explain Detail about Creating a Function and its types.
2. Explain in Detail about Constructors Functions.
3. Explain briefly the Reading Data in Webpages.
4. 4.Explain in Detail about PHP Browser.
5. Explain briefly the viewing of Handling Power.

**Unit-III**

**2 Marks**

1. Define Objects.
2. Explain OOPS.
3. Define Destructors.
4. What is Inheritance?
5. What is Function Overloading?
6. Explain Interface.
7. Define Abstract Class.
8. What is constants?
9. Define Static key Word.
10. Define Assessors and Mutator
11. What is Public ?

.**5 Marks**

1. Explain in details of Function overloading.
2. Write a Short notes on Constructors and Destructors.
3. Explin in the Different types of Inheritance?
4. Explain in the Member function and Member variables.
5. Write a Short note on Class and Objects.
6. Explain in Data abstraction.
7. Explain in the following i)Public ii)Private iii)Protected.
8. Write short note on With Variable and Without Variable.

**10 -Marks**

1. Explain Detail about Object Oriented programing.
2. Discus about Advanced Object-Oriented –Programming.
3. Explain in Detail about the Overloading.
4. Write Shorts note on Polymorphism and Inheritance
5. Briefly Short note on OOPS Concepts.

**Unit-IV**

**2-Marks**

1. What is File?
2. What is Database?
3. What is Cookies?
4. Define Sessions.
5. What is meant by FTP?
6. Define Record.
7. Explain Opening and Closing Files.
8. What is file Pointers?
9. Define Read and Write Files.
10. What is auto Session?
11. What is MYSQL?
12. Define Creating MYSQL Data.

**5-Marks**

1. Explain Setting Cookies With PHP.
2. List Out The Session Start() and Session Destroy() functions.
3. Explain in details of Session Without cookies.
4. Explain in Pre-defined Constants.
5. Write a Short Note on Accessing and Deleting the Cookies.
6. Write Short Note on Turning on auto session.
7. What is Mean by Insert and Delete Data inMYSQL.
8. Explain in the following: i) MYSQL Select Data ii) MYSQL Update Data.

**10- Marks**

1. What is File? Explain in Details about File Handling.
2. Explain in Details of Working With Database.
3. Explain briefly about Session.
4. Explain briefly the viewing steps of Cookies.
5. Explain briefly the FTP.

**Unit-V**

**2 Marks**

1. What is Ajax?
2. What is Server?
3. Define Parser.
4. Explain Intex page.
5. What is RSS?
6. Define XML.
7. What is Image?
8. Explain in Graphics.

**5 Marks**

1. Explain in Ajax Parser.
2. Explain Detail about in Ajax Auto Search.
3. Give an Example for Ajax RSS Feed .
4. Discus about in Basic Drawing Function.
5. Explain in Basic Drawing Functions.
6. Discus about Ajax and XML.
7. Explain in Details about Reading an Existing file.

**10 Marks**

1. Explain briefly Short note on Auto Complete Search in Ajax.
2. Explain in the following: i)Ajax XML Parser ii) Auto complete Search iii) The get vote() function .
3. Briefly explain in i) Testing and Supporting image format ii) Changing The Output format iii)Content Type value format .
4. Write a note on Drawing Image on the Server.
5. Briefly Explain in Advanced Ajax.

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