

## **E211**

### **B.C.A. EXAMINATION, 2020**

(Fifth Semester)

(B Scheme)

(Re-appear Only)

BCA

BCA301B

#### **PRINCIPLES OF SOFTWARE ENGINEERING**

*Time : 3 Hours]*

*[Maximum Marks : 75*

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Before answering the question-paper candidates should ensure that they have been supplied to correct and complete question-paper. No complaint, in this regard, will be entertained after the examination.

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**Note** : Attempt *Five* questions in all, selecting at least *one* question from each Unit. All questions carry equal marks.

#### **Unit I**

1. What is software development life-cycle ? Make a detailed diagram of Waterfall model. What are its pros and cons ? **15**
2. What is team structure ? What are various types of it ? **15**

#### **Unit II**

3. Describe functional point analysis as a cost estimation technique for software project. **15**

4. (a) What is a requirement ? What are the different methods of requirements gathering ? 7½  
(b) Write a short note on conceptual data modeling techniques. 7½

### **Unit III**

5. (a) What is a equivalence class ? How to determine equivalent classes ? 7½  
(b) State and explain flow based testing. 7½
6. Discuss various techniques of white box testing in details. 15

### **Unit IV**

7. What is integration testing ? State it. Explain the types of it with the significance of stub and drivers in each type. 15
8. Write short notes on the following :
- (a) Regression Testing
- (b) Maintenance Process. 15

## E212

### B.C.A. EXAMINATION, 2020

(Fifth Semester)

(B Scheme)

(Re-appear Only)

BCA

BCA303B

Computer Graphics

*Time : 3 Hours]*

*[Maximum Marks : 75*

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**Note** : Attempt *Five* questions in all, selecting at least *one* question from each Unit. All questions carry equal marks.

#### Unit I

1. (a) What are benefits of Computer Graphics in Engineering and Technology ? 7
- (b) Explain the following terms in detail : 8
  - (i) Pixel
  - (ii) CRT
  - (iii) Resolution
  - (iv) Frame Buffer.
2. (a) What do you mean by Graphics Input Device and Hard Copy Devices ? 8
- (b) Give historical background of computer graphics. 7

## **Unit II**

3. Derive and explain Bresenham's circle drawing algorithm. **15**
4. Explain in detail Ellipse-Generating Algorithms with suitable examples. **15**

## **Unit III**

5. What is Concatenation ? How does it work in Transformations ? Explain with suitable example. **15**
6. (a) What is window to view port coordinate transformation ? **7**  
(b) Derive the composition of 2D transformation matrix for clockwise rotation. **8**

## **Unit IV**

7. What are synthetic surfaces ? Explain their different types. **15**
8. (a) Derive the parametric equation for Hermite Cubic Spline. **5**  
(b) Derive 3D transformation matrices for reflection about the three reference planes. **10**

## E213

### B.C.A. EXAMINATION, 2020

(Fifth Semester)

(B Scheme) (Re-appear Only)

(BCA)

BCA305B

#### DATA COMMUNICATION AND NETWORKS

*Time : 3 Hours*]

[*Maximum Marks : 75*

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**Note :** Attempt *Five* questions in all, selecting at least *one* question from each Unit. All questions carry equal marks.

#### Unit I

1. (a) List and explain briefly various components of wireless WAN. What are its applications ? 8
- (b) Compare and contrast circuit switching and packet switching. 7
2. Discuss the important characteristics of various guided transmission media. Which one is better and why ? 15

#### Unit II

3. Explain the functions of different layers of wireless ATM ? Explain the different fields used in its frame format. 15

4. Write short notes on the following : 15
- (a) Repeaters
  - (b) Hubs
  - (c) Gateways
  - (d) Switches
  - (e) Bridges.

### Unit III

5. Explain the working of Token Ring protocol in detail. What is the frame format used in Token Ring ? What are the limitations faced by this protocol ? 15
6. (a) Compare and contrast pure and slotted ALOHA. 10
- (b) What is Framing ? 5

### Unit IV

7. What is Routing ? Explain distance vector routing in detail. What are the problems faced by distance vector routing ? 15
8. Write short notes on the following :
- (a) Choke Packets for congestion control 6
  - (b) Broadcast routing protocol. 9

## **E214**

### **B.C.A. EXAMINATION, 2020**

(Fifth Semester)

(B Scheme)

(Re-appear Only)

BCA

BCA307B

VISUAL PROGRAMMING

*Time : 3 Hours*]

*[Maximum Marks : 75*

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**Note** : Attempt *Five* questions in all, selecting at least *one* question from each Unit. All questions carry equal marks.

#### **Unit I**

1. (a) Explain VB integrated Development Environment in detail. **10**
- (b) Explain properties window. **5**
2. (a) Explain features of Visual basic. **5**
- (b) Explain the types of arrays in VB and describe with an example. Also write a program to sort 20 names using arrays. **10**

## **Unit II**

3. (a) Define an event. What are the different types of events in VB ? **7**  
(b) Compare Visual and Non-Visual Architecture. **8**
4. Create an application in VB that displays the mouse movement event in text box for mouse up, mouse down, right button clicked and left button clicked events. **15**

## **Unit III**

5. (a) Write a VB program to create menu bar in MDI. **10**  
(b) Explain Intrinsic Control in VB. **5**
6. Write an application in VB to validate the user name and password using a button submit and display a message box "Invalid username or password" if the user name or password is incorrect. **15**

## **Unit IV**

7. Develop an application in Visual Basic to add, delete and updates record of passengers. Also, display a list of records of passengers travelling in a certain train on a particular date. **15**
8. Explain ADO data control with suitable example. **15**



**E215**

**B.C.A. EXAMINATION, 2020**

(Fifth Semester)

(B Scheme)

(Re-appear Only)

BCA

BCA309B

WEB TECHNOLOGIES

*Time : 3 Hours]*

*[Maximum Marks : 75*

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**Note** : Attempt *Five* questions in all, selecting at least *one* question from each Unit. All questions carry equal marks.

**Unit I**

1. What is .Net Technology ? Explain the .Net Platform. 15
2. Explain the following :
  - (a) Building blocks of .Net framework 8
  - (b) .Net Namespaces. 7

**Unit II**

3. What is the concept of Common Language Runtime (CLR) ? Explain. 15
4. Explain the role of MSIL and Meta data in Visual studio .Net. 15

### **Unit III**

5. What is Polymorphism ? Explain with example in reference of C#. **15**
6. Define array. Write a program in C# to find the largest of 10 numbers by using array. **15**

### **Unit IV**

7. How data is accessed with ADO ? Compare ADO with ADO .NET. **15**
8. Explain the following :
- (a) Data relation **7**
  - (b) Data adapter. **8**