

M.C.A. DEGREE EXAMINATION, DECEMBER - 2015

(Second Year)

Paper – I : SOFTWARE ENGINEERING

Time : 03 Hours

Maximum Marks : 75

SECTION - A

Answer any THREE questions

(3 × 15 = 45)

- 1) Explain the following:
 - a) Process patterns
 - b) RAD model
- 2) Explain the planning and construction practices of software engineering.
- 3) Discuss about design process and design quality of design engineering.
- 4) Explain in detail basis path testing in white box testing technique.
- 5) Establish a framework for product metrics of software.

SECTION - B

Answer any FIVE questions

(5 × 5 = 25)

- 6) Discuss about various characteristics of software process.
- 7) Describe the spiral process model.
- 8) Explain about system modeling with UML.
- 9) Write about collaborative requirement gathering for requirement engineering.
- 10) Explain the flow-oriented modeling of analysis model.
- 11) Discuss about the art of debugging.
- 12) Describe the integration testing.

13) Explain class-oriented metrics – The CK metrics suite.

SECTION - C

Answer ALL questions

(5 × 1 = 5)

14) What is software myth?

15) What are analysis rules of thumb?

16) What is the need of use case?

17) What is performance testing?

18) What is refactoring?



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Paper – II : PROGRAMMING WITH JAVA

Time : 03 Hours

Maximum Marks : 75

SECTION - A

Answer any THREE Questions

(3 × 15 = 45)

- 1) Explain the structure of a java program in detail with neat illustration.
- 2) Explain about looping statements in java with an example program.
- 3) Write a binary search and linear search program in java using arrays.
- 4) What is inheritance? Explain different types of inheritance with example.
- 5) Write an applet program to draw the following shapes:
 - a) Line
 - b) Circle
 - c) Square

SECTION - B

Answer any FIVE questions

(5 × 5 = 25)

- 6) Discuss about the Java Virtual Machine in detail.
- 7) Write a java program to find factorial of given number using recursion.
- 8) Write a short notes on classes & objects.
- 9) Discuss about java string handling functions.
- 10) What is a package? Explain.
- 11) Discuss about exception handling in java.

12) Write a short notes on files and screens.

13) Explain the life cycle of an applet.

SECTION - C

Answer ALL questions

(5 × 1 = 5)

14) Define interface.

15) What is Applet?

16) What is an Array?

17) Define Abstract Datatype.

18) What is type casting?



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Paper – III : COMPUTER NETWORKING

Time : 03 Hours

Maximum Marks : 75

SECTION - A

Answer any THREE questions

(3 × 15 = 45)

- 1) Explain about TCP/IP model in detail with neat diagram.
- 2) What is Switching? Explain different types of switching with neat diagram.
- 3) Explain multicast routing protocols in detail.
- 4) Explain Network technologies in detail.
- 5) Discuss about RSA Algorithm in detail.

SECTION - B

Answer any FIVE questions

(5 × 5 = 25)

- 6) Write a short notes on Data Communication.
- 7) What is topology? Explain its types.
- 8) Write about LAN, MAN & WAN.
- 9) Discuss about addressing in switching.
- 10) What are the applications of routing? Explain.
- 11) Write a short notes on asymmetric key cryptography.
- 12) Discuss about UDP in detail.
- 13) Write a short notes on binary arithmetic.

SECTION - C

Answer ALL questions

(5 × 1 = 5)

- 14)*** Define Network.
- 15)*** What is routing?
- 16)*** Define protocol.
- 17)*** What is datagram?
- 18)*** Define cryptography.



SECTION - A

Answer any THREE of the following

(3 × 15 = 45)

- 1) Explain how the removing condition is done from the conditional Asymptotic notation with an example.
- 2) With a suitable algorithm, explain the problem of finding the maximum and minimum items in a set of n elements.
- 3) Write down and explain the algorithm to solve all pairs shortest paths problem.
- 4) Describe the backtracking problem to solve 8-Queens problem.
- 5) Suppose we build the Huffman code tree for the set of letters and frequencies given below:

Character :	A	B	C	D	E	F
Frequencies:	1	5	20	30	40	50

What will be the length of the code for the character B?

SECTION - B

Answer any FIVE of the following

(5 × 5 = 25)

- 6) Reorder the following complexity from smallest to largest $2n$, $n!$, n^{10} , $24 n \log_2(n)$, justify your answer.
Calculate the big – O notation of $5n^2 + n^{3/2}$ and $3n^4 + n \log_2 n$.
- 7) Show that the maximum number of nodes in a binary tree of depth k is $2^{k+1} - 1$, $k \geq 1$.
- 8) Explain stable sorting with an example.

- 9) Construct the heap tree for the following keys.
15, 25, 13, 12, 26, 9, 16, 30
- 10) Prove that Hamiltonian path problem is NP-Class problem.
- 11) Solve the job sequencing problem and find maximum profit by processing jobs (j1, j2, j3, j4) with deadlines (2, 1, 2, 1) and profit (100, 15, 10, 27).
- 12) Define optimal and feasible solution with example.
- 13) What is Hamiltonian problem? Explain with an example using backtracking.

SECTION - C

Answer ALL of the following

(5 × 1 = 5)

- 14) Define Time and Space complexity.
- 15) Define Quick Hull algorithm?
- 16) Define optimal binary Search tree?
- 17) Define Spanning tree with example.
- 18) What is Least Cost search?



SECTION - A

Answer any THREE of the following

(3 × 15 = 45)

- 1) Explain:
 - a) Models in distributed system.
 - b) Components & functions of distributed system.
- 2) Explain about critical regions with example to handle them. Explain about I/O structure.
- 3) Explain:
 - a) Real time scheduling with an example.
 - b) Deadlock detection algorithm.
- 4) Explain the algorithm for implementing distributed shared memory.
- 5) Discuss:
 - a) Issues in load distributing.
 - b) Implementation of distributed file system

SECTION - B

Answer any FIVE of the following

(5 × 5 = 25)

- 6) Give the goals of distributed system.
- 7) What is asynchronous transfer mode networks? Explain.
- 8) Discuss about atomic transaction.
- 9) Explain the classification of agreement problem.
- 10) Explain deadlock occurrence and how to prevent deadlock.

- 11) What is mutual Exclusion? Give solutions to the problem.
- 12) Explain about protocols & types of protocols.
- 13) What is shared Memory?

SECTION - C

Answer ALL Questions

(5 × 1 = 5)

- 14) Define Kernel.& its role.
- 15) What is Semaphore?
- 16) Give the difference between long & short term scheduler.
- 17) Define interrupt.
- 18) What is topology?



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Paper – VI : COMPUTER GRAPHICS

Time : 03 Hours

Maximum Marks : 75

SECTION - A

Answer any THREE of the following

(3 × 15 = 45)

- 1) Describe the Bresenham's circle algorithm.
- 2) Explain the Liang-Barsky line clipping algorithm.
- 3) Find the transformation for
 - a) Cavalier with $\theta = 45^\circ$ and
 - b) Cabinet projections with $\theta=30^\circ$.

Also draw the projection of the unit cube for each transformation.

- 4) Discuss about Bezier-Bernstein and Bezier-B-Spline approximation.
- 5) Explain the subdivision algorithm.

SECTION - B

Answer any FIVE of the following

(5 × 5 = 25)

- 6) Write about the visualization of the Mandelbrot set.
- 7) Explain the scan-line algorithm for polygonal region filling.
- 8) Magnify the triangle with vertices A(0, 0), B(1, 1) and C(5, 2) to twice its size while keeping C(5, 2) fixed.
- 9) Explain the Cohen-Sutherland line clipping algorithm.
- 10) Find the transformation for mirror reflection with respect to a given plane.

- 11) Explain about viewing coordinate system.
- 12) Explain different ways to generate triangle mesh.
- 13) Describe the wright algorithm for rendering Mathematical surfaces.

SECTION - C

Answer ALL of the following

(5 × 1 = 5)

- 14) What is an image's aspect ratio?
- 15) What is double buffering?
- 16) What is canonical clipping?
- 17) What is wire frame model?
- 18) Why are hidden-surface algorithms needed?



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Paper – VII : e-COMMERCE

Time : 03 Hours

Maximum Marks : 75

SECTION - A

Answer any THREE of the following

(3 × 15 = 45)

- 1) State the history e-commerce.
- 2) Elucidate the available e-security technologies.
- 3) What are the features of e-CRM?
- 4) Discuss the different schemes of e-transfers.
- 5) Describe significance of M-commerce.

SECTION - B

Answer any FIVE questions

(5 × 5 = 25)

- 6) e-strategy.
- 7) e-payment .
- 8) B To C
- 9) Concept of e-advertisement.
- 10) Enabling technologies of www.
- 11) EP.
- 12) Online e-cash
- 13) Encryption.

SECTION - C

Answer ALL questions

(5 × 1 = 5)

14) Concept of e-commerce.

15) e-marketing.

16) e-commerce opportunities.

17) Anti virus.

18) Fire walls.



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Paper – VIII : PROBABILITY & STATISTICS

Time : 03 Hours

Maximum Marks : 75

SECTION - A

Answer any THREE of the following

(3 × 15 = 45)

- 1) Define each of the following with example.
 - a) Conditional probability.
 - b) List any three properties of Binomial distribution.
 - c) Probability density function.

- 2)
 - a) State and prove the addition theorem of probabilities for 'n' events.
 - b) A and B throw alternatively with a pair of ordinary dice. A wins if he throws 6 before B throws 7 and B wins if he throws 7 before A throws 6. If A begins the game, find his chance of winning the game.

- 3) Discuss about t-test. Write the properties of t-test.

- 4) Find the correlation coefficient for the following data:

X:	1	2	3	4	5	6	7	8	9	10
Y:	10	12	16	28	25	36	41	49	40	50

- 5) The reliability plays an Important role in Quality Improvement program.

SECTION - B

Answer any FIVE of the following

(5 × 5 = 25)

- 6) The mean and variance of Binomial Distribution are 4 and $\frac{4}{3}$ respectively. Find $P(X \geq 1)$.

- 7) Explain about Regression.

- 8) Derive the relation for the variance of Normal distribution.

- 9) Why 2×2 Latin – Square is not possible? Explain.
- 10) What are the two lines of Regression? Give their uses.
- 11) Discuss about F-test and its uses.
- 12) Explain Discrete probability.
- 13) Explain sign test.

SECTION - C

Answer ALL of the following

(5 × 1 = 5)

- 14) Define Exhaustive events.
- 15) Define Poisson distribution.
- 16) Define Replication.
- 17) Define F-test.
- 18) Define Randomisation.

