

(DSSE 31)

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B.Sc. DEGREE EXAMINATION, MAY – 2017

Third Year

COMPUTER SCIENCE

Software Engineering (IT)

Time : 3 Hours

Maximum Marks: 80

Answer any Five Questions.

All questions carry equal marks.

- Q1)** a) Why Software Engineering is important?
b) Discuss about System Approach?
- Q2)** Create the UML Model diagram of State chart diagram for Library Accounts?
- Q3)** Discuss briefly about Data flow diagrams with suitable example?
- Q4)** Explain the Architectural Styles and Strategies?
- Q5)** Define Testing? Write about the System Testing process?
- Q6)** a) Distinguish between the Software Process and Software Product Metrics?
b) Write about characteristics of Requirements?
- Q7)** Explain about Integration Testing and the types involved in it?

Q8) Discuss about OO Design patterns?

Q9) Explain the differences between Reverse Engineering, Reengineering and reconstruction in software projects?

Q10) Explain about User Interface design with an example?

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B.Sc. DEGREE EXAMINATION, MAY – 2017

Third Year

COMPUTER COMMUNICATIONS & NETWORKS (IT)

Time : 3 Hours

Maximum Marks: 80

Answer Any Five Questions

All Questions Carry Equal Marks.

(5 × 16 = 80)

Q1) Discuss about Error detection and error correction methods.

Q2) Explain OSI Reference model.

Q3) Explain the TCP and UDP.

Q4) Write about Analog and Digital Signals.

Q5) Describe ISDN Architecture.

Q6) Write about the following.

- a) Network File System (NFS).
- b) Remote Procedure Call (RPC).
- c) Multiplexing.

Q7) Explain with a neat diagram. The Architecture of an ATM network.

Q8) Discuss about Repeaters, Hubs, Routers, Switches and Bridges.

Q9) Explain about metropolitan Area Network.

Q10) Explain the point-to-point (PPP) and list out the applications.



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B.Sc. DEGREE EXAMINATION, MAY – 2017

Third Year

BASICS OF E-COMMERCE (IT)

Time : 3 Hours

Maximum Marks: 80

Answer any Five Questions.

All questions carry equal Marks.

(5×16=80)

- Q1)** Describe the advances in technology which has facilitated E-Commerce.
- Q2)** List the major methods of Internet advertisement.
- Q3)** What is an intelligent agent? Discuss the characteristics of agent technology that will be useful for the market place.
- Q4)** Write the Security requirements for safe e-payments.
- Q5)** What is Electronic Funds transfers? How this system promotes business and economy in the country?
- Q6)** Explain the online transactions and payment mechanisms.
- Q7)** What do you mean by E-Commerce? Discuss the benefits and limitations of E-business.

Q8) Define e-cheque, and list the different types of e-cheque systems available to promote Electronic payment systems.

Q9) Write a short notes on the following:

- a) Special advertisement topics.
- b) Infrastructure for e-commerce.

Q10) Explain:

- a) Broker Based Services.
- b) E-Commerce services to travel and Tourism.

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B.Sc. DEGREE EXAMINATION, MAY – 2017

Third Year

DATA WAREHOUSING (IT)

Time : 3 Hours

Maximum Marks : 80

Answer any FIVE questions

All questions carry equal marks.

(5×16=80)

Q1) What is Data warehouse? Explain why it is needed and its uses.

Q2) Explain Data warehousing Design methodologies.

Q3) Explain about star schema design.

Q4) Explain about physical data warehouse

Q5) Explain about Indexing the warehouse.

Q6) Explain about different OLAP Tools.

Q7) Define datamining? Explain about decision trees.

Q8) Explain datawarehouse architecture.

Q9) Explain about critical path analysis in detail.

Q10) Explain

- a) Data Marts.
- b) Data Mining.



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B.Sc. DEGREE EXAMINATION, MAY – 2017

Third Year

Visual Programming (IT)

Time : 3 Hours

Maximum Marks : 80

Answer any FIVE questions
All questions carry equal marks

(5×16=80)

- Q1)** Explain the Hardware and Software requirements for visual programming.
- Q2)** Explain compiler features and different options in VC++.
- Q3)** Explain about Cursors and bitmaps in VC++.
- Q4)** Write about object oriented programming foundation details.
- Q5)** Write a windows files program to create a pic-chart.
- Q6)** Explain visual C++ window development tools.
- Q7)** What is Header files? What are the uses of header file and explain in detail about any four standard header files.
- Q8)** Discuss MFC classes.
- Q9)** Explain the Active-X Technology and its controls in VC++.
- Q10)** Explain different types of splitter windows and also write advantages of using splitter windows.

