

Q 5 or More Marks

1. Describe various phases of compiler.
2. Assembler - Pass 1 / Pass-2
3. Macroprocessor - Pass 1 / Pass-2
4. What are the applications of FSM
5. Explain the difference types of loader.
6. Function of macro-processor.
7. Explain Dynamic Linking.
8. Difference between Static Binding VS Dynamic ~~Dynamic~~ Binding.

Q) 4/31 marks questions :

1. Explain dynamic loading scheme ?
2. State the function of loader.
3. Difference between Dynamic linking and Dynamic static binding.
4. Write down the function of macro processor.
5. What do you mean by pre - processor? Write down the advantages of preprocessor .
6. Write down the functions of preprocessor.
7. Write down the functions of assembly language.
 - i) USING
 - ii) DROP
 - iii) START
 - iv) END
 - v) DS
 - vi) DE
 - vii) EQU
 - viii) PCT (for Assembler)
 - ix) MOT (")
 - x) SYMTAB (")
8. Write down the difference between pass 1 and Pass 2 assembler?
9. Write the database of two pass assembler with diagram.
10. Write down the function of linker.
11. What are the advantages and disadvantages of static and Dynamic binding.



6 Marks 2

1. What is System ?
2. What is System Programming ?
3. What is Assembler ?
4. What is compiler ?
5. What is Interpreter ?
6. What is Loader ?
7. What is Linker ?
8. What is cross-compiler ?
9. What is compile and go loader ?
10. What is Macro ?
11. What is Micro-processor ? or CPU ? MPU ?
12. What is Absolute Loader ?
13. What is Binding ?
14. What is 'Boot-shap' Loader ?
15. What is debugging ?
16. What are the difference between object file and executable file.
17. What is Booting ?
18. What is cold Booting ? what is Hot booting ?
19. What is Simulator ?
20. What is bootstrapping ?



5) Bresenham's circle drawing algorithm?

6) co-henson sutherland algorithm of line eliping algorithm?

7+) parametric circle drawing algorithm?

Ques. 1) What is the difference between Bresenham's line drawing algorithm and DDA line drawing algorithm?
Ans. Bresenham's algorithm is faster than DDA algorithm because it uses integer arithmetic and requires fewer calculations.
DDA algorithm uses floating point arithmetic and requires more calculations.

realme 12+ 5G



26mm f/1.88 1/100s ISO2000

- 1) write a short note look up table?
- 2) what are the difference types of monitor?
- 3) what is image scanner? Explain the different types of image scanner?
- 4) what is printer? Explain the different types of printers?
- 5) Explain DDA line drawing algorithm?
- 6) Explain Bresenham's line drawing algorithm?
- 7) Explain mid point circle drawing algorithm?
- 8) what do you mean by pattern recognition?
- 9) what are the difference between window and viewport?
- 10) What is the difference between interactive and non-interactive computer graphics?
- 11) Explain the difference types of projection?
- 12) write a short note on Sampling on quantizer?
- 13) discuss how computer can be synthesized using midi?
- 14) write down a matrix to reflect a point x, y about the state line $y=x$ / $y=-x$ / $x=y$.
- 15) what do you mean by homogenous coordinate?
- 16)
 - (i) shearing math
 - (ii) notation
 - (iii) projection

} transformation
- 17) Describe about "CRT monitor?"
- 18) what do you mean by 3D transformation?
- 19) Establish transformation into 3D form?
- 20) Difference between Random scan display and Raster scan display
- 21) difference between hypertext and hyper media?
- 22) what is shadow masking?
- 23) Explain the shadow masking method in CRT monitor?
- 24) short on:
 - (i) Digital (ii) MTR
 - (iv) HD TV (v) MTEG
 - (vi) Motif
- (vii) Digital video (viii) HDMI



computer graphics and multi-media

marks-2

- 1) what is reflexion?
- 2) what is clipping?
- 3) what is resolution?
- 4) what is computer graphics?
- 5) what do you mean by dot pic?
- 6) what is pixel?
- 7) what is persistence?
- 8) what do you mean by shearing?
- 9) what is projection?
- 10) what do you mean by windowing?
- 11) what is transformation?
- 12) write down the name of light ~~respon~~ nespeton human I?
- 13) what is fourier transformation?
- 14) what do you mean by image processing?
- 15) what do you mean by frame buffer?
- 16) what is video?
- 17) what is rendering?
- 18) what is translation?
- 19) what is mean by multi-media?
- 20) what do you mean by multi-media systems?
- 21) what is animation?
- 22) what is refresh?
- 23) what is aspect ratio?
- 24) what are the objects of multi-media systems?
- 25) what is fractal?



5. What is Stream? Explain the difference types of streams.
6. Explain Why Java is called Platform independent language?
7. Overriding vs Overloading
8. What are the function of Util and AWT package?
9. What is Inheritance? Explain the difference types of Inheritance.
10. What is How to resolve instance variable hiding problem?
Is there multiple inheritance is possible in Java?
justify your answer.
11. What is Constructor? Explain with example.
12. What is Constructor overloading? Explain with example.
13. What is Command Line argument? Explain with example.
14. What is StringTokenizer?

Java

Lasbaccari [Group-A]

[2 marks]

1. What is OOP's?
2. What is high-level language?
3. What is compiler?
4. What is Interpreter?
5. What is Byte code?
6. why Java is called platform independent language?
7. What is JVM?
8. What is JRE?
9. What is wrapper class?
10. What is access specifier?
11. What is encapsulation?
12. Why JAVA is called Truly OOP's?
13. What is Thread?
14. What is Exception?
15. What is Overriding?
16. What do you mean by Applet?
17. What is token?
18. What is abstraction?
19. What is Runtime Polymorphism (Dynamic method dispatching)
20. What is AWT?
21. What is Package?
22. What do you mean by event?
23. What is event listener?
24. What are the component?
25. What is layout manager?

26. What is Auto boxing?
27. What is Unboxing?

- [Group-B] [3/4/5marks]
1. Explain the abstract class with example?
 2. Explain thread life cycle?
 3. How Package is created explain with example.
 4. Difference between - C vs Java
 (i) C++ vs Java
 (ii) Interface vs Class
 (iii) Local applet vs Remote applet



Q. 5 or above (8.0) marks portion

- 1.) TCP / RP model describe.
- 2.) ATM
- 3.) Discuss Error Detection Techniques with example.
- 4.) CSMA/CA and CSMA/CD collision handling.

4. what are 'adaptive and non-adaptive routing'? Give example.

5. what is the relation between bit rate and baud rate?

6. Write down the advantages and disadvantages of message switching.

7. What is Synchronous transmission?

8. In Asynchronous, how damaged the frame in SOTP and what are and how to recover?

10.

Difference :

- i) Synchronous vs Asynchronous transmission
- ii) Packet vs circuit switching
- iii) Digital vs Analog signals
- iv) Multicasting vs Broadcasting
- v) OSI vs TCP/IP Model.
- vi) Attenuation vs Distortion
- vii) ARP vs RARP
- viii) Hub vs switch
- ix) TCP vs UDP
- x) FDM vs. TDM

2marks

Networking

1. What is bit rate and baud rate ?
2. What is band width ?
3. What is Piggybacking ?
4. What is SNR (Signal to Noise Ratio) ?
5. What do you mean by default mask value of IP address ?
6. Write down the difference between pure Aloha and Slotted Aloha.
7. What is Ethernet ?
8. What is Data communication ?
9. What is Topology ?
10. What is CSMA/CD ?
11. What is Cookie ?
12. What is Collision addressing ?
13. What is DNS ?
14. What is advantage of controlled access over random access ?
15. What is token ?
16. What is protocol ?
17. What do you mean by transmission impairments ?
18. What is multiplexing ?
19. What is switching ?
20. What is URL ?

3marks or 4marks

- Define unicasting and broad casting.
- What is framing ? Discuss different types of framing.
- Discuss different types of TCPV4 classes.

