

**2020-23 (Voc.)**

**Full Marks : 70**

**Time : 3 hours**

**Answer from both the Sections as directed.**

*The figures in the right-hand margin  
indicate marks.*

*Candidates are required to give their answers  
in their own words as far as practicable.*

**SECTION—A**

**Answer any four questions :      10 × 4**

1. What is Microsoft .Net framework ? Discuss its architecture with components.
2. What are the design principles of .Net framework ?
3. What is data types ? What are the different types of data types in C# ? Discuss.

( Turn Over )

( 2 )

4. What do you mean by Assembly in .Net ? What is private assembly ? And write a program for creating private DLL assembly.
5. What is public assembly ? How to build public assembly ? Explain with a program.
6. Write the notes on the following controls :
  - (a) Labels
  - (b) Buttons
  - (c) Text Boxes
  - (d) List box
7. Write a windows based program for creating a simple calculator.
8. What is ADO.NET ? Write about the following terms : Data providers, connection, command, Data Adapter.

( 3 )

### SECTION-B

Answer *all* questions : 3 × 10

9. Write about the garbage collection.
10. What is common language interpreter ?
11. Write down about the advantages of C#.
12. What is string in C# ? Write a simple program with respect to string.
13. Write about bitwise operators.
14. What do you mean by side-by-side execution ?
15. What is the meaning of assembly versioning ?
16. Write down about the toolbox of Visual Studio IDE.
17. Create a window based program for adding two accepted values.

( 4 )

18. Explain any two properties of textbox control.

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## VUG (4)– BCA (4003)

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### SECTION–A

Answer any *four* questions :  $10 \times 4$

1. (a) Why HTML is called 'Hypertext' and 'Markup' language ?

(b) Explain the purpose of heading tags with examples.

2. Explain with example :

(a) Unordered list

( Turn Over )



( 2 )

- (b) Ordered list
- (c) Definition list
3. What are the difference between cellpadding and cellspacing ? Also write HTML code for the following HTML table :

A	B	C	
D	E	F	G
	H	I	
J	K		

4. Why we use frames in web page ? Explain attributes of < frameset > tag and < frame > tag.
5. What are the purposes of CSS selectors ? Explain following selectors with example :
- (a) Element selector
- (b) Id selector
- (c) Class selector

( 3 )

6. What do you mean by web techniques ? Explain with example.
7. (a) What is the role of HTTP ? Explain HTTP request and HTTP response.
- (b) What is PHP ? Explain properties of PHP.
8. Write HTML code for designing HTML form using following controls
- Text box
  - Password
  - Text area
  - Check box
  - Radio box
  - File upload box
  - Submit button
  - Reset button

### SECTION-B

Answer *all* questions : 3 × 10

9. What is marquee ? Explain its attributes.

- ✓ 10. How image is added in web page ?
  - ✓ 11. How audio and video is added in web page ?
  - ✓ 12. What is HTML Migration ?
  - ✓ 13. What are text formatting tags used in HTML ?
  - ✓ 14. What is internal CSS ? Give one example.
  - ✓ 15. How hyperlink is created in a web page ?
  - ✓ 16. Explain types of Button control.
  - ✓ 17. How many tags can be used to separate a section of texts ?
  - ✓ 18. What is PHP session ? Explain.
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## VUG (4)– BCA (4005)

**2020-23 (Voc.)**

*Full Marks : 70*

*Time : 3 hours*

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### SECTION–A

Answer any *four* questions :  $10 \times 4$

1. What do you mean by computer network ?  
What is the need of network system ?
2. What are the different types of computer network ?
3. Explain Error detection and correction.

( Turn Over )

( 2 )

4. Explain IPv4 packet format.
5. Explain ISO/OSI reference model.
6. Explain the topologies of the network.
7. Write short notes about repeaters, routers and gateways.
8. Explain WWW and its usages.

#### SECTION-B

Answer *all* questions : 3 × 10

9. What are the criteria necessary for an effective and efficient network ?
10. What is flow control ?
11. What is the need of internetwork ?
12. What is multicast ? What is the need for developing multicast ?
13. What is TCP ?



( 3 )

14. What are the functions of transport layer ?
  15. Define network congestion ?
  16. What are the two types of protocols used in Transport layer ?
  17. What is SMTP used for ?
  18. What are the responsibilities of Application Layer ?
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**VUG (4)– BCA (4002)**

**2020-23 (Voc.)**

*Full Marks : 70*

*Time : 3 hours*

**Answer from both the Groups as directed.**

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**GROUP–A**

**Answer any four questions :      10 × 4**

- 1. Discuss the simple operating system structure. Describe the layered approach.**
- 2. Explain different free space management techniques in detail.**
- 3. Explain the basic concept of segmentation in detail.**

*( Turn Over )*

4. Distinguish among the following terminologies :

- (i) Multiprogramming systems
- (ii) Multitasking systems
- (iii) Multiprocessor systems

5. What do you mean by PCB ? Where it is used ? What are its contents ? Explain.

6. What is demand paging ? Explain.

7. Explain Disk structure in detail.

8. Consider the following five processes, with the length of the CPU burst time given in milliseconds.

Process	Burst time
P <sub>1</sub>	10
P <sub>2</sub>	29
P <sub>3</sub>	3
P <sub>4</sub>	7
P <sub>5</sub>	12

( 3 )

Find out the average waiting time and average turn around time using Gantt chart for

- (i) FCFS
- (ii) Non preemptive SJF
- (iii) Round-Robin (quantum = 10 ms)

GROUP-B

Answer *all* questions :  $3 \times 10$

- 9. Explain time sharing operating system.
- 10. What is meant by the state of the process ?
- 11. What is Fragmentation ?
- 12. List the various file attributes.
- 13. What are the principles of protections.
- 14. Explain two-level directory structure.



( 4 )

15. Explain the different category of system calls.

16. Define CPU scheduling.

17. What are the 3 different types of scheduling queue ?

18. What are pages and frames ?

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VUG (4)– BCA (4001)

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SECTION–A

Answer any *four* questions :  $10 \times 4$

1. Write and explain the hardware requirement for multimedia.
2. Explain multimedia components.
3. Discuss about the application are as for multimedia.

( Turn Over )

4. Write about the concepts for distributed learning environment.
5. Explain features of Authoring software.
6. Discuss :
  - (a) Application of hypertext
  - (b) Med net
7. Discuss about the planning the multimedia programme.
8. Write about the development TIPS of multimedia building blocks.

### SECTION-B

Answer *all* questions : 3 × 10

9. Write the software for multimedia.
10. Where multimedia system uses ?
11. What is the role of Interface designer ?

12. What is image processing ?
  13. List the uses of Animation.
  14. What is image Animation ?
  15. What is multimedia design ?
  16. What is interactive systems ?
  17. What is authoring tools ?
  18. Write elements of hypertext.
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