

1. What are the core components of a good plan in Agile?
 2. How does Agile planning differ from traditional project planning?
 3. What are the benefits of using story points?
 4. Define ideal time in Agile.
 5. Explain what re-estimation is and when it is required.
 6. What are multiple levels of planning?
 7. How does Agile handle partially completed stories?
 8. Define Planning Poker as a technique in Agile.
 9. Why do estimates need to be shared within a team?
 10. How does multitasking lead to delays in project delivery?
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1. a. Define protocol.
- b. Write any four design issues for layers.
- c. A bit string 011110111110111110 needs to be transmitted at the data link layer. What is the string actually transmitted after bit stuffing?
- d. Define Checksum.
- e. What is the difference between bridges and Hubs?
- f. Write two different approaches for preventing flow control.
- g. Write any two differences between adaptive and nonadaptive algorithms.
- h. What is store and forward packet switching?
- i. Mention the range of well known ports.
- j. List any two MIME content types.

Explain shortest path routing algorithm with example.

Outline the need of distance vector routing protocol.

With a neat diagram explain ISO - OSI reference model.

Explain Internet Protocol with the neat block diagram of ISO reference model.

Explain in detail about network hardware.

Describe congestion control algorithms in detail.

Explain the features of wired transmission media with examples.

Compare and contrast various types of network topologies and explain.

Illustrate Transport layer connection establishment with Three way Handshake mechanism with their structure with examples.

Describe UDP with examples.

The message 11061001 is to be transmitted using CRC error detection (or) algorithm.

Assuming the CRC polynomial to be $x^3 + 1$, determine the

Describe the role of the local name server and the authoritative name message that should be transmitted. If the second left most bit is server in DNS.

Discuss the working of email in detail with an example.

Discuss the design issues of data link layer.

Describe a protocol using Go Back N with relevant figures.

How performance is improved in CSMA/CD protocol compared to CSMA protocol? Explain.

- a. Describe the usage of frame attributes.
- b. Summarize about filters in servlet.
- c. Name the practical use case of auto refreshing pages.
- d. Explain JSTL Expression Language.
- e. Define HSQLDB.
- f. Write syntax to create a Table with 2 rows and 3 columns.
- g. What is internationalization?
- h. Brief about Reserved Words.
- i. What is spring core?
- j. Draw MVC Framework.

Explain different form elements available in HTML.

Discuss the HTML common tags for lists, tables and text.

Illustrate the designing process of XML Document with Nesting elements.

Brief the XML Flow and elaborate XML Parsers.

Demonstrate servlet Life cycle in detail.

Illustrate the steps to create and deploy a servlet with an example.

How servlets can be used for the World Wide Web.

Discuss about different Event Listeners.

Demonstrate JSP Lifecycle and differentiate JSP and servlets.

Write a JSP program which counts the number visits to a page.

Create three JSP files to perform this task such as header, footer and content.

Explain JSP Configuration in detail.

Brief scripting elements with examples.

Demonstrate about Object Relational Mapping.

Write some simple program to accomplish two things: test the hibernate setup and also look at a basic example of how to use hibernate.

List the benefits of using spring and explain in detail.

How to design a database ? Discuss with an example.