Paper : IV
General Applications
Paper : BCA-304

Time : 3 Hours   *M.M. : 100*

Note—   Attempt any **FIVE** questions. Selecting at leat **TWO** questions from each section.

SECTION-A

1. (a) Define ICG and primitives of Graphics.   5
   (b) Write note on Directed beam refresh, DVST and Raster TV.   5
   (c) Write applications of Graphics.   5

2. Write properties of Line and explain any two Line Drawing Algorithms.   20

3. (a) Explain hardware used in Graphics.
   (b) Write a note on Animation.   20

SECTION–B

4. (a) Take a 2-D figure and perform Transformations.   15
   (b) Differentiate online and RTS.   5

5. Explain Real Time System, its merits, demertis and two examples.

SECTION–B

6. Define AI, History of AI and explain Taring Test.   20

7. (a) Explain why Inference Engine is called as Engine.
   (b) Write note on knowledge base-system.

8. What is CAI ? Explain concept of learning process with help of computer ?

9. What are the problems associated with NLU ? Give its techniques.

10. Write note on : (i) ICAI   (ii) Searching Techniqes