

DRAVIDIAN UNIVERSITY

Directorate of Distance Education (DDE)

KUPPAM-517 426: A.P.

Course: II year MCA

Paper-I: Software Engineering

Question Paper for Assignment

Answer any THREE of the following FIVE Questions.

3x10=30

1. What is software? Explain the different categories of computer software.
2. Discuss the communication practices.
3. write about Object-Oriented Analysis
4. Explain the testing strategies for conventional software.
5. Discuss the metrics for Analysis Model

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Paper-II: Programming with JAVA

Question Paper for Assignment

Answer any THREE of the following FIVE Questions.

3x10=30

1. Discuss the features of Java.
2. Explain the switch statement with an example.
3. What is method overloading ? Explain with an example.
4. Discuss Exception handling mechanism with an example.
5. Discuss any five drawing methods of the Graphics class.

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Paper-III: Computer Networks

Question Paper for Assignment

Answer any THREE of the following FIVE Questions.

3x10=30

1. Write about Multiplexing and Signaling.
2. Discuss the Local Area Network technologies.
3. Explain briefly about circuit switching and Packet switching.
4. Discuss Routing Protocols
5. Write about Firewalls.

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Paper-IV: Computer Algorithms

Question Paper for Assignment

Answer any THREE of the following FIVE Questions.

3x10=30

1. What is algorithm? Explain the criteria that all algorithms must satisfy.
2. Explain how to find the maximum and minimum items in a set of n elements using divide-and-conquer strategy with an example.
3. Write an algorithm to find a minimum cost Path from source to sink in a multistage graph using dynamic programming.
4. Write an algorithm for Breadth First Search (BFS) Traversal for graphs.
5. Explain the Least Cost(LC) branch-and-bound solution for 0/1 Knapsack problem with an example.

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Paper-V: Distributed Operating System

Question Paper for Assignment

Answer any THREE of the following FIVE Questions.

3x10=30

1. What is a distributed system? Explain briefly its goals.
2. Write about layered protocols.
3. Explain clock synchronization.
4. Write about Threads.
5. Explain Distributed File System design.

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Paper-VI: Computer Graphics

Question Paper for Assignment

Answer any THREE of the following FIVE Questions.

3x10=30

1. Write about the RGB Color model and Direct coding.
2. Discuss the 2D Geometric Transformations.
3. Write about 3D Coordinate Transformations.
4. Explain Wireframe Models.
5. Discuss the Z-Buffer algorithm.

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Paper-VII: e-Commerce

Question Paper for Assignment

Answer any THREE of the following FIVE Questions.

3x10=30

1. Discuss briefly the business models for e-Commerce.
2. Explain about identifying Web presence goals.
3. Write about classification of new payment systems.
4. Discuss E-CRM solutions.
5. Explain the seven dimensions of e-Commerce strategy.

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Paper-VIII: Probability and Statistics

Question Paper for Assignment

Answer any THREE of the following FIVE Questions.

3x10=30

1. What is probability? Discuss the axioms of probability.
2. Explain the Binomial Distribution.
3. Write briefly about Point estimation and Interval estimation.
4. Discuss the method of Least Squares.
5. Explain Quality improvement programs.

