

(i) Printed Pages : 2

Roll No. ....

(ii) Questions : 9

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Exam. Code : 

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Bachelor of Computer Applications 6<sup>th</sup> Semester

(2053)

E-COMMERCE

Paper-BCA-16-601

Time Allowed : Three Hours] [Maximum Marks : 65

Note :— Attempt one question from each Unit and the compulsory question. All questions carry equal marks.

UNIT—I

1. Define E-Commerce. Contrast E-Commerce with the traditional business systems and explain the types of E-commerce with suitable examples.
2. Define Electronic Data Interchange (EDI). Differentiate between traditional and EDI enabled system for document exchange. Discuss the EDI Message Structure in brief.

UNIT—II

3. What is a Website ? What are the steps in developing a Website ? Discuss in detail. Also write a brief note on the web authoring tools.
4. (a) What do you mean by Web Traffic Analysis ? What are the various means of Web Traffic Analysis ?  
(b) What is Search Engine Optimization ?

### UNIT—III

5. Discuss the various online payment systems, giving the merits and problems of each in detail.
6. (a) Discuss the electronic bill payment system in brief.  
(b) What is Inter-bank clearing system ?

### UNIT—IV

7. Define Mobile Commerce. Discuss the mobile commerce framework in detail.
8. Elaborate in detail the applications of E-Commerce in retailing, banking and e-governance.

#### (Compulsory Question)

9. Answer the following questions in brief :
  - (a) EDI standards
  - (b) Elements of a webpage
  - (c) Strategic benefits of E-Commerce
  - (d) Cyber Crimes.

(i) Printed Pages : 2

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(ii) Questions : 9

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Exam. Code : 

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**Bachelor of Computer Applications 6<sup>th</sup> Semester  
(2053)**

**APPLICATION DEVELOPMENT USING VB .NET**

**Paper-BCA-16-602**

**Time Allowed : Three Hours] [Maximum Marks : 65**

**Note :—** Attempt **one** question each from Units I, II, III and IV and the entire Unit-V.

**UNIT—I**

1. (a) Discuss in detail the evolution of .NET technology. 7  
(b) Explain the role of different components of .NET technology. 6
2. What are the different components of development environment of VB.NET ? Explain the purpose of each component. 13

**UNIT—II**

3. How do we declare the variable implicitly and explicitly ? How can we ask VB to enforce variable declaration ? What is meant by scope of a variable ? Explain. 13
4. (a) Give suitable examples to distinguish between function and subprogram. 6.5  
(b) What are the different methods of parameter passing in VB.Net ? Explain giving examples. 6.5

### UNIT—III

5. (a) What are the differences between ASP and ASP.NET ? 3  
(b) What are the different validation controls ? Briefly discuss purpose of each control. 10
6. (a) How state is managed in ASP.NET ? Explain. 6.5  
(b) What are the different methods of deploying ASP.NET solutions ? 6.5

### UNIT—IV

7. (a) Discuss in detail the ADO.NET architecture. 6.5  
(b) Distinguish between connected and disconnected object models. 6.5
8. Define and distinguish between Dataset and Data Reader Oriented objects. What are the limitations of each of them ? 13

### UNIT—V

(All questions are compulsory)

9. Attempt **all** questions :
- (a) What are the components of .NET framework ? 2  
(b) What is the difference between slider control and spin control ? 2  
(c) Which function is used for displaying messages ? Write its syntax. 2  
(d) Distinguish between SDI and MDI applications. 2  
(e) Distinguish between DAO, RDO and ADO. 2  
(f) How optional arguments are declared in Visual Basic ? 2  
(g) What is the purpose of "finally" statement ? 1

(i) Printed Pages : 3

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(ii) Questions : 9

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Exam. Code : 

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**Bachelor of Computer Applications 6<sup>th</sup> Semester  
(2053)**

**COMPUTER GRAPHICS AND MULTIMEDIA  
APPLICATIONS**

**Paper : BCA-16-603**

**Time Allowed : Three Hours] [Maximum Marks : 65**

**Note :— Attempt FIVE questions in all by selecting ONE question from each unit. Entire Question Number IX is compulsory.**

**UNIT—I**

- I. (a) Explain the role of Computer Graphics in Presentation graphics, Visualization, and Image Processing.
- (b) What is Computer Aided Design ? Explain its use over manual design — Also explain its limitations. 6,7
- II. (a) Explain and differentiate the working of Random Scan and Raster Scan systems.
- (b) Explain the commonly used configuration for a Graphics Workstation. 7,6

**UNIT—II**

- III. What is AutoCAD ? Explain its interface and commonly used drawing and editing commands with examples. 13

IV. (a) Explain various primitives used for setting Character and Text attributes.

(b) Write a program to draw a Human Face. Explain the primitives used for drawing it. 6,7

### UNIT—III

V. (a) What is Multimedia ? Describe main features of a Multimedia system.

(b) Describe applications of Multimedia in the field of Training, Education and Image Processing. 7,6

VI. (a) Name and explain Multimedia Platforms.

(b) Describe the features of any two development tools used for Multimedia applications. 7,6

### UNIT—IV

VII. (a) What is Image Compression ? Explain any two Compression techniques.

(b) Describe any two storage devices used for storing Multimedia applications. 7,6

VIII.(a) How are Layers and Filters used in Photoshop ? Explain briefly.

(b) What is Macromedia Director ? Describe the main terminology used in it for developing an animation. 7,6

**(Entire Question is Compulsory)**

Write short answers :

- (1) Explain the refresh rate of a Monitor.
- (2) What is Frame Buffer ?
- (3) What is the use of a Digitizer in Computer Graphics ?
- (4) What do you mean by rubber band line in AutoCAD ?
- (5) What is the role of Color Models in Photoshop ?
- (6) Explain the use of control panel in Macromedia Director.
- (7) What is Key Frame ?

6×2+1