#### Third Year

#### DATA COMMUNICATIONS AND NETWORKING

Time: 3 hours Maximum marks: 75

SECTION A —  $(5 \times 5 = 25 \text{ marks})$ 

- 1. What are the components needed in Data communication?
- 2. Briefly write about the Data flow.
- 3. Give short notes on layered tasks.
- 4. Pen down about "Analog and digital signals".
- 5. "Transmission media" Explain.
- 6. Write in simple words about the microwaves.
- 7. Elucidate the Network device repeaters?

### SECTION B — $(5 \times 10 = 50 \text{ marks})$

- 8. Explain the different types of Networks.
- 9. Describe the various protocols and standards in Networks.
- 10. Draw a neat diagram and discuss about the OSI reference Models.
- 11. Explain the periodic analog signals.
- 12. Discuss the role of Twisted pair cable in transmitting data.
- 13. Is fiber optic cable is advantages? Explain its usage?
- 14. IPv6 Describe in detail.

#### Third Year

#### INTRODUCTION TO OPERATING SYSTEMS

Time: 3 hours Maximum marks: 75

PART A —  $(5 \times 5 = 25 \text{ marks})$ 

- 1. What is an operating system? Enumerate.
- 2. Explain about the operating system structure.
- 3. Give short notes on Race conditions.
- 4. Write about the basic concepts in scheduling.
- 5. How is the deadlock detected? Explain.
- 6. "Multiprogramming without swapping or paging"-Explain?
- 7. List the basics of file in file management.

- 8. Elaborate the History of operating systems.
- 9. Describe the system calls.
- 10. What is mutual exclusion? Explain its features?
- 11. "Message passing"-enumerate.
- 12. Explain the techniques to Avoid deadlocks.
- 13. How can be the deadlock prevented? Explain.
- 14. Discuss the importance of directories?

#### Third Year

#### JAVA PROGRAMMING

Time: 3 hours Maximum marks: 75

PART A —  $(5 \times 5 = 25 \text{ marks})$ 

- 1. Give a brief description of bitwise operators in java.
- 2. Discuss the working method of if...else statement in Java with example.
- 3. What is the use of final keyword? Explain.
- 4. Explain the concept of applet creation in Java.
- 5. List out any five built-in packages.
- 6. Write a program to find whether the given number is Prime or not.
- 7. Explain the concept of Java Virtual Machine (JVM).

#### Answer any FIVE questions.

- 8. Explain the various data type of Java in detail with example.
- 9. What is constructor? Explain the working of constructor in Java.
- 10. Explain the types of inheritance with examples.
- 11. Explain the concept of interface in detail with example.
- 12. Explain the concept of wrapper classes with example.
- 13. Explain the life cycle of a thread with a neat diagram.
- 14. Discuss the concept of class and object in detail with example program.

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#### Third Year

### Computer Science

#### HTML AND WEB DESIGN

Time: 3 hours Maximum marks: 75

PART A —  $(5 \times 5 = 25 \text{ marks})$ 

- 1. Explain the structure of HTML document with example.
- 2. Explain Height and Width of an image with example.
- 3. Explain rowspan and colspan attribute with example.
- 4. Explain the method of creating a FrontPage web.
- 5. Write short notes on cell alignment in Table with example.
- 6. Write short notes on Tools menu options in HTML editor.
- 7. List out the rules of HTML.

Answer any FIVE questions.

- 8. Explain the concept of advanced text formatting.
- 9. Explain hspace and Vspace in <img> with example.
- 10. Explain the process of creating table in HTML.
- 11. Discuss in detail about Edit Menu option in HTML editor.
- 12. What are the different types of lists? Explain.
- 13. Explain in detail about the channels push technology.
- 14. Explain about absolute and relative URL.

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#### Third Year

### Computer Science

#### INTRODUCTION TO SOFTWARE ENGINEERING

Time: 3 hours Maximum marks: 75

PART A —  $(5 \times 5 = 25 \text{ marks})$ 

- 1. Write a brief note on formal methods.
- 2. Explain the RAD model in detail
- 3. Write a detailed note on mitigation.
- 4. Discuss briefly about test plans in software design.
- 5. Explain about the resources in detail.
- 6. Write short notes on user interface design.
- 7. What is meant by software scope? Explain.

### Answer any FIVE questions.

- 8. Explain software quality assurance in detail.
- 9. Explain in detail about white box testing.
- 10. Discuss in detail, software reviews.
- 11. Explain spiral model in detail with advantages and disadvantages in details.
- 12. Discuss in detail about modular design.
- 13. Explain in detail about ISO 9000 quality standards.
- 14. Explain about the Software configuration management.

**UG-490** 

BSCS-20

# B.Sc. DEGREE EXAMINATION – DECEMBER, 2018.

#### Third Year

#### NETWORK SECURITY

Time: 3 hours Maximum marks: 75

PART A —  $(5 \times 5 = 25 \text{ marks})$ 

- 1. Explain passive attack with neat sketch.
- 2. Demonstrate steganography techniques with example.
- 3. Classify stream and block cipher.
- 4. Mention any five ingredients involved in public key encryption and define each one of them.
- 5. Explain the types of attacks on encrypted messages.
- 6. State the reasons, why hash function can be used?
- 7. Enumerate the attack procedure of man-in-the-middle attack.

Answer any FIVE questions.

Explain the techniques involved in substitution

8.

|     | (a) Ceaser cipher  | (5)      |  |  |  |  |  |
|-----|--|----------|--|--|--|--|--|
|     | (b) One-Time pad   | (5)      |  |  |  |  |  |
| 9.  | Elucidate DES encryption with diagrapheresentation.              | rammatic |  |  |  |  |  |
| 10. | Illuminate RSA algorithm with exam diagram.                      | iple and |  |  |  |  |  |
| 11. | Briefly explain Euler's theorem in number theory with example.   |          |  |  |  |  |  |
| 12. | Explain Diffie-Hellman key exchange algorithm.                   |          |  |  |  |  |  |
| 13. | Give detailed explanation on security of hash function and MACs. |          |  |  |  |  |  |
| 14. | Bring the substitution technique followed in                     |          |  |  |  |  |  |
|     | (a) Monoalphabetic cipher  | (5)      |  |  |  |  |  |
|     | (b) Polyfair cipher.   | (5)      |  |  |  |  |  |
|     |  |          |  |  |  |  |  |

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#### Third Year

#### SOFTWARE TESTING

Time: 3 hours Maximum marks: 75

PART A —  $(5 \times 5 = 25 \text{ marks})$ 

- 1. Explain software quality.
- 2. Explain
  - (a) Verification
  - (b) Validation
- 3. Summarize testing principles / Guidelines.
- 4. Briefly explain about debugging.
- 5. List Non-functional techniques.
- 6. Discuss about Alpha testing.
- 7. Describe about Load testing.

- 8. Explain about Software quality Assurance.
- 9. State the difference between Inspection and Testing.
- 10. Discuss about Software testing lifecycle.
- 11. Diagrammatically explain about V-model for testing phases.
- 12. Explain functional testing techniques.
- 13. Give detailed explanation on test Management.
- 14. Explain types of automated testing.

#### Third Year

#### COMPILER DESIGN

Time: 3 hours Maximum marks: 75

PART A —  $(5 \times 5 = 25 \text{ marks})$ 

- 1. Explain reserved words.
- 2. Briefly describe about syntax tree.
- 3. Describe the role of passes.
- 4. Draw a model for predictive five passes
- 5. Discuss about
  - (a) Infix notation.  $(2\frac{1}{2})$
  - (b) Postfix notation.  $(2\frac{1}{2})$
- 6. State about quadruples.
- 7. Give brief explanation on loop jamming.

- 8. Explain about the phases of compiler.
- 9. Give detailed explanation on deterministic automata.
- 10. Bring detailed explanation about top down parser tree.
- 11. Explain about the optimization.
- 12. Describe about symbol table.
- 13. Discuss about Regular expression to finite automata.
- 14. Detail it-shift-Reduce passing.

#### Third Year

### TCP/IP Programming

Time: 3 hours Maximum marks: 75

PART A —  $(5 \times 5 = 25 \text{ marks})$ 

- 1. Write short note on DNS Message format.
- 2. Write briefly about internet address structure and components.
- 3. Give brief discussion about TCP header.
- 4. Write short note on UDP features.
- 5. Write short note on address format and classes with neat diagram.
- 6. Discuss in brief about link state protocol.
- 7. Write note on the Two ATM connection paradigms.

- 8. Explain TCP/IP protocol suite with neat architecture diagram.
- 9. Give discussion on IP features and mechanisms in detail.
- 10. Discuss TCP concepts in detail.
- 11. Explain Protocol independent multicast.
- 12. Discuss multicast forwarding and routing information in detail.
- 13. Explain the following.
  - (a) Features of TCP.
  - (b) Closing a TCP connection.
- 14. Give an elaborate discussion about ATMARP packet format.

BSCS-24

# B.Sc. DEGREE EXAMINATION – DECEMBER, 2018.

#### Third Year

### Computer Science

#### INTRANET ADMINISTRATION

Time: 3 hours Maximum marks: 75

PART A —  $(5 \times 5 = 25 \text{ marks})$ 

- 1. Write down the advantages of intranet.
- 2. What are protocol supporting tools?
- 3. Write brief note on database connectivity.
- 4. Discuss briefly on web graphics.
- 5. What are permission and restriction?
- 6. Briefly discuss about Internet Protocols.
- 7. Briefly explain Web server specific protocols.

| 8.  | How  | does intranet ussion on it.                  | works?     | Give   | elaborate |  |  |
|-----|--|--|------------|--------|-----------|--|--|
| 9.  | Give elaborate note on intranet security.  |  |            |        |           |  |  |
| 10. | Discuss the following.                     |  |            |        |           |  |  |
|     | (a)  | Operating system                             | l•         |        | (3)       |  |  |
|     | (b)  | Groupware.                                   |            |        | (3)       |  |  |
|     | (c)  | Database connect                             | ivity.     |        | (4)       |  |  |
| 11. | Give discussion on web-based tools.        |  |            |        |           |  |  |
| 12. | Explain the following                      |  |            |        |           |  |  |
|     | (a)  | Account policy.                              |            |        | (3)       |  |  |
|     | (b)  | Networks and sec                             | eurity.    |        | (4)       |  |  |
|     | (c)  | Tuning application                           | n over int | ranet. | (3)       |  |  |
| 13. | Give                                       | Give discussion on intranet authoring tools. |            |        |           |  |  |
| 14. | Explain communication protocols in detail. |  |            |        |           |  |  |
| 15. | Describe the following.                    |  |            |        |           |  |  |
|     | (a)  | FTP.   |            |        | (5)       |  |  |
|     | (b)  | UDP.   |            |        | (5)       |  |  |
|     |  |  |            |        |           |  |  |
|     |  | 2  |            |        | UG-495    |  |  |