U.G. DEGREE EXAMINATION – DECEMBER 2023 Apparel and Fashion Design Third Year Apparel Standards, Specifications and Quality Control

Time : 3 Hours

Maximum Marks : 70

PART- A (3 x3 = 9 Marks)

Answer any THREE questions.

- 1. Define Quality.
- 2. What is AQL?
- 3. Who are the quality control personnel
- 4. List the testing parameters of yarn
- 5. Give short note on Quality Specification

PART - B (3 x 7 = 21 Marks)

Answer any THREE questions.

- 6. Define the following terms : a) Quality Control, b) Quality Assurance, c) Quality Management d) Standards E) Tolerance.
- 7. List the importance of care labels in apparels.
- 8. Brief on Ecolabels and Oeko-tex standards.
- 9. List the parameters that determine the quality of yarn in textiles.
- 10. Give the flowchart showing the management review.

PART-C (4 x 10 = 40 Marks)

Answer any FOUR questions.

- 11. Explain the various levels and sources of quality standards.
- 12. List down the common fabric defects and its testing methods.
- 13. How will you ensure quality during packaging, warehousing and shipping?
- 14. What are the common garment defects? Explain with suitable diagrams.
- 15. What are the criteria to assess the quality of accessories and trims of a garment?
- 16. Define an Analytical tool and discuss the criteria of the analytical tool.
- 17. Elaborate the steps involved in implementing quality system in production line.

U.G DEGREE EXAMINATIONS – DECEMBER 2023 Apparel & Fashion Design Third Year Apparel Marketing and Merchandising Management

Time : 3 Hours

Maximum Marks : 70

PART- A (3 x3 = 9 Marks)

Answer any THREE questions.

- 1. Define Merchandising
- 2. List the duties of Merchandiser
- 3. Give short note on Fashion Market
- 4. Brief about women's apparel marketing
- 5. Mention the note on fabric sourcing

PART - B (3 x 7 = 21 Marks)

Answer any THREE questions.

- 6. Differentiate micro and macro marketing.
- 7. Write shortnotes on advertising budget.
- 8. Explain the organizational structure of an apparel industry with the help of a flow chart.
- 9. Discuss the importance of communication in sourcing and enquiry.
- 10. Briefly explain the assortment strategies in apparel manufacturing.

PART -C(4 x 10 = 40 Marks)

Answer any FOUR questions.

11. Write notes on Fashion marketing, its size, structure and environment.

- 12. Explain various types of fashion advertising and its preparations.
- 13. Classify exporters and buyers and brief on them.
- 14. Define samples and elaborate on the types of samples used in garment industry.

15. Explain the packing list and its content with a suitable example in connection to apparel

industry. Also discuss the types of packing in apparel industry.

- 16. List and discuss the essential skills of a good merchandiser.
- 17. Enumerate on the roles and functions of the marketing department in the apparel industry.

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U.G. DEGREE EXAMINATION — DECEMBER, 2023.

Apparel and Fashion Design

Third Year

COMPUTER APPLICATIONS IN APPAREL INDUSTRY

Time : Three hours Maximum marks : 70

PART A — $(3 \times 3 = 9 \text{ marks})$

Answer any THREE questions.

- 1. Define CCMS.
- 2. List three disadvantages of using CAM.
- 3. Define Pattern Grading.
- 4. What are the advantages of computerized sewing machine?
- 5. Define Production scheduling.

PART B — $(3 \times 7 = 21 \text{ marks})$

Answer any THREE questions.

- 6. Explain the types of storage devices in computer.
- 7. Define CAD and CAA. List its functions.
- 8. Describe the application of CAD in designing knits.
- 9. Brief on system description.
- 10. State the use of computers in labelling.

PART C — $(4 \times 10 = 40 \text{ marks})$

Answer any FOUR questions.

- 11. Explain the following:
 - (a) Generations of a computer
 - (b) Organization of computer sections.
- 12. Discuss the role of computers in production planning and scheduling.
- 13. Discuss the role of CAD in garment designing.
- 14. Explain the process involved in Pattern making by using CAD.
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- 15. Discuss the application of computers in spreading and marker planning.
- 16. Elaborate on computerized sewing machines.
- 17. Elaborate on the role of computers in textile designing.

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