B – 1726

Reg. No. : ....

Name : ....

Fifth Semester B.C.A. Degree Examination, November 2016
Career Related FDP under CBCSS
Group 2 (b)
Core Course
CP 1543 : INTERNET PROGRAMMING
(2014 Admission.)

Time : 3 Hours

Max. Marks : 80

SECTION – A

(Very Short Answer Type)

(**One** word to maximum of **one** sentence. Answer **all** questions. **Each** question carries **one** mark.) (10×1=10 Marks)

1. Define Servlet.

2. What is meant by response object ?

3. What is VRML ?

4. Write the syntax of text tag.

5. What are fields in HTML ?

6. Write any two datatypes in Java Script.

7. Define Perl.

8. Expand CGI.

9. What is an event ?

10. What are sessions ?

SECTION – B

(Short Answer)

(**Not** to exceed **one** paragraph, answer **any eight** questions. **Each** question carries **two** marks). (**8x2=16 Marks**)

11. What is W W W ? Explain its significance.

12. What are Cookies ? Explain in detail.

13. Write the features of request object.

14. Explain the architecture of Java Servlet.

15. Explain about XML. Write its significance.

16. What are the advantages of CSS ?

17. What is the use of server side includes ?

18. Write a note on arrays and objects in Java Script.

19. Write the syntax and example of invoking a Servlet.

20. Explain about the features of DHTML.

21. Write a note on layers and image maps in HTML.

22. What is CGI ? Explain its characteristics.

SECTION – C

(Short Essay)

(**Not** to exceed **120** words, answer **any six** questions. **Each** question carries **four** marks). (**6x4=24 Marks**)

23. Compare and contrast GET and POST methods.

24. Give the general introduction to internet.

25. Write a note on event driven programming.

26. Differentiate CGI and Java Script.

27. Explain about W W W. Write its need.

28. Write the advantages and disadvantages of HTML and DHTML programming.

29. Write the role of standard functions in Java Script.

30. Write an application program in CGI.

31. Write the importance of forms in HTML in detail.

SECTION – D

(Long Essay)

(Answer **any two** questions. **Each** question carries 15 marks).   **(2×15=30 Marks)**

32. Write a note on Tags in HTML. Write the different tags with its purpose, syntax and suitable examples.

33. Explain about the significance of Perl. Write the data types and basic features.

34. Write the control structures in Java Script. Explain with suitable examples.

35. What is the need of Java Servlet ? Explain the Servlet life cycle in detail.

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Reg. No. : ....

Name : ....

Fifth Semester B.Sc./B.C.A. Degree Examination, November 2016
Career Related First Degree Programme under CBCSS
Group 2(b) : Computer Science/Computer Applications
Core Course CS 1543/CP 1542 : COMPUTER GRAPHICS
(2014 Admission)

Time : 3 Hours

Max. Marks : 80

SECTION – A
(Very Short Answer Type)

One word to maximum **one** sentence, answer all questions :

(10×1=10 Marks)

1. Define persistence.

2. Define pixel.

3. Write the rotation equation in matrix form.

4. What is reflection ?

5. What do you mean by line clipping ?

6. Define depth cueing.

7. What do you mean by story board ?

8. What is panning ?

9. What are wire frame models ?

10. What is morphing ?

SECTION – B
(Short Answer)

Not to exceed **one** paragraph, answer **any eight** questions. **Each** question carries
two marks :   **(8x2=16 Marks)**

11. What is DVST ?

12. Distinguish between persistence and aspect ratio.

13. Compare CRT with LCD.

14. Explain about the reflection transformation.

15. How will you obtain the scaling matrix in general fixed point scaling ?

16. What do you mean by point clipping ?

17. What is the significance of surface rendering in computer graphics ?

18. What do you mean by Phong shading ?

19. Differentiate between spline and curve.

20. What are the various motion control methods available ?

21. Draw the unit cube in the RGB model.

22. List the methods of controlling animation.

SECTION – C
(Short Essay)

Not to exceed **120** words, answer **any six** questions. **Each** question carries
four marks.   **(6x4=24 Marks)**

23. Explain how circle is generated using Midpoint circle algorithm.

24. Distinguish between aliasing and anti-aliasing.

25. Perform window to view port transformation for the point (20, 15). Assume that
     (Xwmin, Ywmin) is (0, 0), (Xwmax, Ywmax) is (100, 100), (Xvmin, Yvmin) is
     (5, 5), (Xvmax, Yvmax) is (20, 20). Find the values of x and y in view port.

26. Describe the transformation matrices for 3D reflection.

27. Describe back face hidden surface removal algorithm.

28. Distinguish between parallel projection and perspective projection with necessary illustration.

29. What is the difference between ambient, diffuse and specular reflection ?

30. Give the procedure for ray tracing.

31. Write a short note on light modeling techniques.

SECTION – D
(Long Essay)

Answer **any two** questions. **Each** question carries **15** marks. **(2×15=30 Marks)**

32. Explain about Scan-Line Polygon fill algorithm.

33. Explain in detail about Sutherland-Hodgeman Polygon clipping algorithm.

34. What is animation ? What are the different methods to produce real time animation ?

35. Write short notes on :
    a) Homogeneous co-ordinate system
    b) Z-buffer algorithm.
    c) Light modelling techniques.