F–1372

Sub. Code
7MCE2C2

M.Sc. DEGREE EXAMINATION, APRIL 2024

Second Semester

Computer Science

.NET TECHNOLOGY

(CBCS – 2017 onwards)

Time : 3 Hours Maximum : 75 Marks

Part A $(10 \times 2 = 20)$

Answer **all** questions.

1. What is CLR?
2. Define abstraction.
3. What are the data types available in VB.NET?
4. What is the use of Input Box function?
5. Write the properties of Button and its purpose.
6. Write the purpose of Track bars.
7. Write the use of Global.asax file.
8. Write any two basic web controls.
9. Write the purpose of Data Object.
10. What is the use of Data Grid?

Part B (5 × 5 = 25)

Answer **all** questions choosing either (a) or (b).

11. (a) Write a brief note on .NET components.

Or

(b) How is method overloading different from overriding? Explain with example.

12. (a) Explain string handling function and methods in VB.NET.

Or

(b) How will you create dialog boxes in VB.NET? Explain with example.

13. (a) Describe the use of CheckBox in VB.NET with suitable example.

Or

(b) Write suitable code to create a Tree view and List view in VB.NET.

14. (a) Describe ASP.NET file types.

Or

(b) List out the features of HTML server controls.

15. (a) Describe the characteristics of ADO.NET.

Or

(b) Write suitable example for simple list and multiple list binding.

Part C

$(3 \times 10 = 30)$

Answer any **three** questions.

16. Describe Inheritance and polymorphism with example.

17. Explain different forms of conditional and looping statements in VB.NET with example.

18. Discuss how to create menu in VB.NET with example.

19. Explain the purpose of Http Request and Http Response class. Give suitable example for each.

20. Explain the steps to implement security in forms authentication and windows authentication.

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F–1375	Sub. Code
	7MCE2E3

M.Sc. DEGREE EXAMINATION, APRIL 2024

Second Semester

Computer Science

Elective: COMPUTER GRAPHICS

(CBCS – 2017 onwards)

Time : 3 Hours Maximum : 75 Marks

Part A (10 × 2 = 20)

Answer **all** the questions

1. Define Resolution.

2. What is Scan conversion?

3. State the transformation matrix for Scaling.

4. Write the transformation matrix of reflection about the line y = –x.

5. Distinguish between window and viewport.

6. Define clipping.

7. State any two applications of depth cueing.

8. Write the transformation matrix for z-axis shear.

9. Define view reference point.

10. Define axonometric orthographic projection.

Part B $(5 \times 5 = 25)$

Answer **all** questions choosing either (a) or (b).

11. (a) Discuss briefly about interactive input devices.

Or

(b) Explain in detail about Bresenham's line drawing algorithm.

12. (a) Explain general pivot-point rotation and general fixed-point scaling.

Or

(b) Describe Reflection and Shear Transformations in 2D.

13. (a) Explain in detail about Segment files and attributes.

Or

(b) Enlighten about input functions.

14. (a) Explain three dimensional reflection and shear transformation.

Or

(b) Describe in detail about three dimensional scaling and rotation.

15. (a) Describe scan-line method in detail.

Or

(b) Explain in detail about the implementation of viewing operations.

Part C

$(3 \times 10 = 30)$

Answer any **three** questions.

16. Discuss in detail about the applications of computer graphics.

17. Discuss briefly about Character attributes and Bundled attributes.

18. Explain Cohen-Sutherland Line Clipping algorithm in detail.

19. Explain three-dimensional display techniques in detail.

20. Describe Depth buffer method in detail.

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