

R8305

Sub. Code

2BS2C1

B.Voc. DEGREE EXAMINATION, APRIL – 2023

Second Semester

Software Development

WEB TECHNOLOGY

(CBCS – 2022 onwards)

Time : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. Define Networking.
2. Define Headers.
3. Summarize some FTP commands.
4. Point out the format of an e-mail id.
5. How to create a table in HTML?
6. How to create a link in HTML?
7. How to insert Java script code into HTML document?
8. What are JavaScript Data Types?
9. Why do you need Bootstrap program?
10. List any two Bootstrap Variable?

Part B

(5 × 5 = 25)

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

11. (a) Discuss about the recent development of Internet at Present.

Or

- (b) Explain the growth of computer networking.

12. (a) Describe in detail about Electronic mail.

Or

- (b) Illustrate the role of POP3 in electronic mail applications.

13. (a) How to create a table? Explain with relevant example.

Or

- (b) How to insert Images in a web page?

14. (a) What are events? Explain various events used in JavaScript with an example.

Or

- (b) Briefly explain the various types of dialog boxes in JavaScript with an example.

15. (a) Write short notes on deep customization of Bootstrap.

Or

- (b) Briefly explain about Bootstrap CDN.

Part C

(3 × 10 = 30)

Answer any **three** questions.

16. Explain the OSI reference model with neat diagram.
 17. Describe the types of mail access protocol in internet application.
 18. Explain the basic table tags with the different attributes.
 19. Explain different ways of accessing elements in JavaScript with an example.
 20. Define Bootstrap. What is the need for Bootstrap? Explain with an example.
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Sub. Code

2BS2C2

B.Voc. DEGREE EXAMINATION, APRIL – 2023

Second Semester

Software Development

INTRODUCTION TO MULTIMEDIA

(CBCS – 2022 onwards)

Time : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is multimedia?
2. Illustrate the usage of text in multimedia.
3. What is bandwidth?
4. Define compression.
5. Differentiate GIF and JPEG.
6. What is color model?
7. Compare analog and digital video.
8. List the video compression techniques.
9. Compare compression and decompression.
10. List the properties of multimedia system.

Part B

(5 × 5 = 25)

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

11. (a) Write any two applications in multimedia in detail.

Or

- (b) Write a short note on various fonts available in Multimedia.

12. (a) Describe in detail about sound synthesis.

Or

- (b) How to transform audio files on internet? Explain.

13. (a) Discuss about baseline JPEG compression in detail.

Or

- (b) What are the uses of image editing software? Explain.

14. (a) Write a note on broadcasting video standards.

Or

- (b) Discuss the importance of computer animation in detail.

15. (a) Discuss the challenges of multimedia design in detail.

Or

- (b) Write short notes on audio database in multimedia.

Part C

(3 × 10 = 30)

Answer any **three** questions.

16. Illustrate the components of multimedia with architecture.
 17. How to include audio system in multimedia project? Explain.
 18. Discuss about the types of color models in detail with neat diagram.
 19. Explain in detail about the types of MPEG format.
 20. Illustrate the global structure of multimedia system in detail.
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