



6. Virtual memory is normally implemented by \_\_\_\_\_.
- A) Demand paging.                      B) Buses.  
C) Virtualization.                      D) All of the above.
7. The aim of creating page replacement algorithms is to \_\_\_\_\_.
- A) Replace pages faster.  
B) Increase the page fault rate.  
C) Decrease the page fault rate.  
D) To allocate multiple pages to processes.
8. File system fragmentation occurs when \_\_\_\_\_.
- A) Unused space or single File are not contiguous.  
B) Unused space is non-contiguous.  
C) Used space is not contiguous.  
D) Multiple Files are non-contiguous.
9. Bootstrap program is stored in \_\_\_\_\_.
- A) RAM.                                      B) ROM.  
C) Cache.                                    D) None of the above.
10. Concurrent access to shared data may result in \_\_\_\_\_.
- A) Data consistency.                      B) Data insecurity.  
C) Data inconsistency.                      D) None of the above.

(10 × 1 = 10 marks)

### Section B

*Answer at least three questions.  
Each question carries 2 marks.  
All questions can be attended.  
Overall Ceiling 6.*

11. What is multiprogramming ?  
12. Define the term critical section.  
13. What is paging ?  
14. List out the different attributes of files.  
15. What do you mean by spooling ?

(3 × 2 = 6 marks)

**Section C**

*Answer at least **four** questions.*

*Each question carries 6 marks.*

*All questions can be attended.*

*Overall Ceiling 24.*

16. Give an account on distributed operating system.
17. What are semaphores ? How they are implemented ?
18. Write a note on time sharing operating system.
19. Explain the different types of file operations.
20. Write a note on linked file allocation.
21. Explain the differences between internal and external fragmentation.
22. Explain the different states of a process.
23. Describe the concept of virtual memory.

(4 × 6 = 24 marks)

**Section D**

*Answer any **four** questions.*

*Each question carries 10 marks.*

24. Discuss the structure and functionalities of an Operating System.
25. Describe the technique for detection and recovery of deadlock.
26. Describe FIFO and LRU page replacement algorithm with their advantages and disadvantages.
27. Explain the Non-preemptive scheduling algorithms.
28. Explain any two file allocation methods.
29. Explain any two disk scheduling algorithm in detail.
30. What are the different states of a process ? Explain process state transition diagram.
31. Draw the process state transition diagram and explain the conditions.

(4 × 10 = 40 marks)

SIXTH SEMESTER (CUCBCSS—UG) DEGREE EXAMINATION  
MARCH 2021

Information Technology

BIT 6B 18 (03)—SOFTWARE TESTING AND QUALITY ASSURANCE

(2014 Admissions)

Time : Three Hours

Maximum : 80 Marks

**Part A**

*Answer all questions.*

*Each question carries 1 mark.*

1. The type of software testing in which each module is tested along in an attempt to discover any errors in its code is known as \_\_\_\_\_.
2. Testing of software with actual data in actual environment is called \_\_\_\_\_.
3. The process model which is also called as Classic Life Cycle Model is \_\_\_\_\_.
4. Determining whether you have built the system right is called \_\_\_\_\_.
5. Which testing is the re-execution of some subset of tests that have already been conducted to ensure the changes that are not propagated ?
6. The testing in which code is checked \_\_\_\_\_.
7. The most important feature of the Spiral Model is \_\_\_\_\_.
8. The testing that focus on the variables is \_\_\_\_\_.
9. \_\_\_\_\_ is a process used by the software industry to design, develop and test high quality software.
10. CASE stands for \_\_\_\_\_.

(10 × 1 = 10 marks)

**Part B**

*Answer all questions.*

*Each question carries 2 marks.*

11. Define Validation.
12. Define Performance Testing.

Turn over

13. Explain Top-Down Integration.
14. Why do you need Software Testing Metrics ?
15. Define Structural testing.

(5 × 2 = 10 marks)

### Part C

*Answer any five questions.  
Each question carries 4 marks.*

16. Explain different phases of a Software Project.
17. Explain different types of Coverage used in Code Coverage Testing.
18. Explain Project Metrics in detail.
19. Explain Waterfall Model and list out its disadvantages.
20. Explain the advantages of ETVX model.
21. Explain the methods to achieve Static Testing.
22. Explain Defect Bash in detail.
23. Explain Boundary Value Analysis in detail.

(5 × 4 = 20 marks)

### Part D

*Answer any five questions.  
Each question carries 8 marks.*

24. What is Prototyping Model ? Explain need of Prototyping Model and its advantages.
25. Explain Non-Functional System Testing in detail.
26. Discuss the steps involved in Test Planning.
27. Explain Spiral Model and list out its advantages and disadvantages.
28. Define Performance Testing. Explain different tools used for Performance Testing.
29. Give a detailed comparison about Black Box Testing and White Box Testing.
30. Define Regression Testing. Explain different types of Regression Testing in detail.
31. (a) Define Desk Checking and list out its advantages and disadvantages.  
(b) Explain Graph Based Testing in detail.

(5 × 8 = 40 marks)

**SIXTH SEMESTER (CUCBCSS—UG) DEGREE EXAMINATION, MARCH 2022**

Information Technology

BIT 6B 13—WEB PROGRAMMING

(2014 to 2016 Admissions)

Time : Three Hours

Maximum : 80 Marks

**Part A***Answer all questions.**Each question carries 1 mark.*

1. `<a>` and `</a>` are the tags used for \_\_\_\_\_.
2. `<br>` tag add \_\_\_\_\_ into a webpage.
3. The first tag inside `<TABLE>` tag is \_\_\_\_\_.
4. WYSIWYG stands for \_\_\_\_\_.
5. The main container for `<TR>`, `<TD>` and `<TH>` is \_\_\_\_\_.
6. PHP is a \_\_\_\_\_ language.
7. \_\_\_\_\_ can be used to get information sent via `get/post` method in PHP.
8. The default order of sort in `ORDER BY` clause is \_\_\_\_\_.
9. \_\_\_\_\_ property specifies an image to use as the background of an element.
10. \_\_\_\_\_ is an example of DDL command.

(10 × 1 = 10 marks)

**Part B***Answer all questions.**Each question carries 2 marks.*

11. What is meant by attributes of an HTML tag ?
12. Write the basic structure of the HTML template.
13. What is a web browser ?

14. What is meant by primary key ?
15. What is meant by cookie ?

(5 × 2 = 10 marks)

### Part C

*Answer any five questions.  
Each question carries 4 marks.*

16. Why Meta tags are used in HTML ?
17. Define iframe in HTML.
18. Differentiate between HTML and XHTML.
19. Explain the list elements in HTML.
20. What are the features of MySQL ?
21. Which MySQL function is used to concatenate string ? Explain with an example.
22. Explain various loop statements in Java Script.
23. What is the difference between write and writelin in Java Script ?

(5 × 4 = 20 marks)

### Part D

*Answer any five questions.  
Each Question carries 8 marks.*

24. What are the advantages and disadvantages of using MySQL ?
25. What are the differences between a primary key and a foreign key?
26. What is the difference between mysql\_fetch\_array() and mysql\_fetch\_object() ?
27. Explain with examples different operators in PHP.
28. What are the looping statement in Java Script ?
29. Explain in detail various components of an HTML document.
30. Explain various uses of AJAX. How it can be implemented in PHP ?
31. Explain with examples the CREATE, DROP and ALTER statements of DML commands.

(5 × 8 = 40 marks)

**SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022**

(CUCBCSS-UG)

Information Technology

BIT 6B 15—OPERATING SYSTEMS

(2014 to 2016 Admissions)

Time : Three Hours

Maximum : 80 Marks

**Part A***Answer all questions.**Each question carries 1 mark.*

1. Environment in which programs of the computer system are executed is called \_\_\_\_\_.
2. Logical extension of multi-programming operating system is \_\_\_\_\_.
3. The address of the next instruction to be executed by the current process is provided by the \_\_\_\_\_.
4. The address of a page table in memory is pointed by \_\_\_\_\_.
5. In \_\_\_\_\_ information is recorded magnetically on platters.
6. The time taken to move the disk arm to the desired cylinder is called the \_\_\_\_\_.
7. \_\_\_\_\_ is a unique tag, usually a number identifies the file within the file system.
8. A file type can be represented by \_\_\_\_\_.
9. \_\_\_\_\_ is a sequence of procedures and functions.
10. Run time mapping from virtual to physical address is done by \_\_\_\_\_.

(10 × 1 = 10 marks)

**Part B***Answer all questions.**Each question carries 2 marks.*

11. What is inter-process communication ?
12. What is meant by compaction ?



13. What is the host controller ?
14. What is meant by segmentation ?
15. Define the term file.

(5 × 2 = 10 marks)

### Part C

*Answer any five questions.  
Each Question carries 4 marks.*

16. What is a monitor ? Briefly explain the functions of monitor.
17. Differentiate turn around time and waiting time.
18. Explain the SJF scheduling algorithm.
19. What is Dynamic Linking ?
20. What is meant by page replacement ?
21. Explain the concept of virtual memory.
22. What is the speciality of a tree structure directory ?
23. Discuss about deadlock detection.

(5 × 4 = 20 marks)

### Part D

*Answer any five questions.  
Each question carries 8 marks.*

24. Explain various functions of an OS.
25. With a neat diagram explain process states.
26. Explain FCFS scheduling and priority scheduling algorithm.
27. Explain paging hardware in detail.
28. Explain resource-allocation graph with an example.
29. Discuss about the necessary conditions for a deadlock.
30. Explain the file system and directory implementation in an operating system.
31. Write short notes on batch, multitasking, multiprogramming and real time operating systems.

(5 × 8 = 40 marks)

7. Which of the following Android Layout managers allows you to dynamically change the controls in the layout ?
- (a) Linear Layout. (b) Relative Layout.  
(c) Grid Layout. (d) Frame Layout.
8. If you want to disable some menu items or menu groups, you have to explicitly call \_\_\_\_\_ method.
- (a) cancel Options Menu(). (b) on Prepare Options Menu ().  
(c) invalidate Options Menu (). (d) invalidateMenu ().
9. The first undo callback on fragment is \_\_\_\_\_
- (a) onPause(). (b) onAttach().  
(c) onInflate(). (d) onCreate().
10. Dialog Preference is the parent class of :
- (a) Edit Text Preference. (b) List Preference().  
(c) both (a) and (b). (d) Check Box Preference.

(10 × 1 = 10 marks)

### Part B

Answer all questions.

Each question carries 2 marks.

11. Mention the responsibility of *WebKit* library and *FreeType* library.
12. What are plurals ? Give example.
13. Why intents are used in Android ?
14. What are the *three* arguments that are passed to the *onCreateContextMenu()* callback method ?
15. What is the purpose of Shared Preferences ?

(5 × 2 = 10 marks)

### Part C

Answer any five questions.

Each question carries 4 marks.

16. What is AVD ? What do you use it for ?
17. What are dimension resources ? Give XML syntax for defining dimension resources.

18. Write a sample code segment to show how to check if a cursor is empty and how to walk through row by row when it is not empty (use while loop).
19. What is Layout ? Give brief description of any 3 layouts.
20. Explain the attributes of Android menu item.
21. Write note on *onInflate()* and *onAttach()* Callback.
22. Explain how a user can query database ?
23. Mention any *four* Android Java Package with its functionality.

(5 × 4 = 20 marks)

#### Part D

*Answer any five questions.  
Each question carries 8 marks.*

24. Write a detailed note on Android Application life cycle.
25. Explain Pending intent and also show how to create pending intent.
26. Briefly explain the following Android Layout Manger :
  - (a) Linear Layout.
  - (b) Table Layout.
  - (c) Relative layout.
  - (d) Grid Layout.
27. Explain the Lifecycle of a Fragment.
28. How to save and retrieve shared preferences ?
29. Briefly describe any *four* types of Resources available in Android.
30. Write a code which creates User Interface in XML with IDs.
31. Write a detailed on working with Context Menus.

(5 × 8 = 40 marks)

**SIXTH SEMESTER (CUCBCSS—UG) DEGREE EXAMINATION  
MARCH 2022**

Information Technology  
BIT 6B 14—WEB PROGRAMMING  
(2017 to 2018 Admissions)

Time : Three Hours

Maximum : 80 Marks

**Part A**

Answer all questions.  
Each question carries 1 mark.

- \_\_\_\_\_ HTML tag is used to display a picture in a web page.
- CSS stands for \_\_\_\_\_.
- \_\_\_\_\_ tag is an extension to HTML that can enclose any number of JavaScript statements.
- Java Script is \_\_\_\_\_ side scripting language.
- When an empty statement is encountered, a java script interpreter \_\_\_\_\_.
  - Ignore the statement
  - Prompt to complete the statement
  - Throws an error
  - Shows a warning
- What should be the correct syntax to write PHP code ?
  - <php>.
  - <? php ?>.
  - <? ?>.
  - <?php?>.
- What will be the output of the following PHP code ?

```
<?php
$user = array ("Ashley", "Bale", "Shrek", "Blank");
for ($x = 0; $x < count($user); $x++) {
    if ($user[$x] = "Shrek") continue ;
    print($user[$x]);
}
?>
```

  - AshleyBale.
  - AshleyBaleBlank.
  - ShrekBlank.
  - Shrek.

Turn over

8. Which function is used to erase all session variables stored in the current session ?
- (a) Session destroy().                      (b) Session change().
- (c) Session remove().                      (d) Session unset().
9. \_\_\_\_\_ MySQL statement is used to delete entire MySQL database.
10. AJAX stands for \_\_\_\_\_.

(10 × 1 = 10 marks)

### Part B

*Answer all questions.  
Each question carries 2 marks.*

11. What is the use of <FONT> tag ? Explain it with attributes.
12. Explain *break* statement in Java Script.
13. Using suitable example explain the function *elseif* statement in PHP.
14. Distinguish between final class and final method in PHP.
15. What is WAMP ?

(5 × 2 = 10 marks)

### Part C

*Answer any five questions.  
Each question carries 4 marks.*

16. Explain various HTML tags in detail.
17. What are Image Sprites? Explain its use.
18. Explain the different methods for handling arrays in Java Script.
19. Give an account on different operators in Java Script.
20. Illustrate the differences between *strstr()* and *stristr()* methods in PHP with examples.
21. Explain the difference between GET and POST methods in PHP.
22. Explain the procedure for connecting MySQL database as a back-end of PHP.
23. Explain session and cookies in PHP.

(5 × 4 = 20 marks)

**Part D**

*Answer any five questions.*

*Each question carries 8 marks.*

24. Explain the differences between static and dynamic web pages. Design a web page for displaying the number of visitors in a web page.
25. Illustrate the function and syntax of different loop statements in PHP.
26. Describe how do you use Java Script to validate form validation. Develop a complete Java Script program that include functions to validate user data.
27. Explain the different string handling functions in PHP with examples.
28. Explain the different types of JDBC statement with examples.
29. Explain the implementation of AJAX in PHP.
30. Explain any *four* event handling methods in Java Script.
- 31 Write a note on :
  - (i) W3C.
  - (ii) Web hosting.
  - (iii) Web pages.
  - (iv) CSS.

(5 × 8 = 40 marks)

**SIXTH SEMESTER (CUCBCSS—UG) DEGREE EXAMINATION  
MARCH 2022**

Information Technology  
BIT 6B 15—OPERATING SYSTEMS  
(2017 and 2018 Admissions)

Time : Three Hours

Maximum : 80 Marks

**Part A**

*Answer all questions.  
Each question carries 1 mark.*

1. Task control block is also called \_\_\_\_\_.
2. Which of the following is a non-pre-emptive scheduling algorithm ?
  - (a) FCFS.
  - (b) SJFS with pre-emption.
  - (c) Round robin scheduling.
  - (d) Priority Scheduling.
3. What is the solution for external fragmentation ?
  - (a) Aging.
  - (b) Compaction.
  - (c) Collection.
  - (d) Starvation.
4. Technique which swaps a page into the memory when it is needed is \_\_\_\_\_.
5. \_\_\_\_\_ is the logical extension of multiprogramming.
6. The system with more than one processor is known as \_\_\_\_\_.
7. The dedicated devices that have been transformed into shared devices is \_\_\_\_\_.
8. What is the supplementary memory that stores frequently data for quicker processing by the CPU ?
  - (a) Cache memory.
  - (b) Secondary memory.
  - (c) Spooling.
  - (d) Buffer.

9. Which algorithm helps to avoid deadlock ?

- (a) Safety algorithm. (b) Banker's algorithm.  
(c) Wait for graph algorithm. (d) None of the above.

10. DMA stands for \_\_\_\_\_.

(10 × 1 = 10 marks)

### Part B

*Answer all questions.*

*Each question carries 2 marks.*

11. What is a batch operating system ?
12. What do you mean by context switching ?
13. Write a note on working set principle.
14. How to manage free space in file system ?
15. What is dedicated peripheral device ?

(5 × 2 = 10 marks)

### Part C

*Answer any five questions.*

*Each question carries 4 marks.*

16. Write a note on disk scheduling policies.
17. What are the file system designs ?
18. What is paging ?
19. Write a short note on LRU page replacement algorithm.
20. What do you mean by concurrent process ?
21. Write a note on process synchronization.
22. What is booting ?
23. Explain Operating system structure.

(5 × 4 = 20 marks)



**Part D**

*Answer any five questions.*

*Each question carries 8 marks.*

24. Explain any *two* non-pre-emptive scheduling algorithms.
25. How can we avoid deadlock ?
26. What is semaphore ?
27. What are the memory management techniques ?
28. How segmentation differ from paging ?
29. What are the types of peripheral devices ?
30. What is real time operating system ? Also explain types of RTOS.
31. Write a note on file system security.

(5 × 8 = 40 marks)

**SIXTH SEMESTER (CUCBCSS—UG) DEGREE EXAMINATION, MARCH 2022**

Information Technology

BIT 6B 18 (02)—MULTIMEDIA SYSTEMS

(2017 and 2018 Admissions)

Time : Three Hours

Maximum : 80 Marks

**Part A***Answer all questions.**Each question carries 1 mark.*

1. Conceptual elements consisting of texts, graphics, sounds or related information in the knowledge base are called \_\_\_\_\_.
2. The first and last frames of an action are called \_\_\_\_\_.
3. A prototype is sometimes called a proof-of-concept or \_\_\_\_\_.
4. \_\_\_\_\_ is a structure of linked elements through which the user can navigate.
5. The branch of physics that studies sound is \_\_\_\_\_.
6. FAQ stands for \_\_\_\_\_.
7. The graphics outlines that describe each page of a project in exact detail are called \_\_\_\_\_.
8. A collection of color values available for display is called a \_\_\_\_\_.
9. MPEG is an acronym for \_\_\_\_\_.
10. Fundamental graphic objects that represent an activity or concept are called \_\_\_\_\_.

(10 × 1 = 10 marks)

**Part B***Answer all questions.**Each question carries 2 marks.*

11. Explain Bitmap.
12. Explain Tracking.

13. Explain Animation.
14. Explain Hypermedia.
15. Explain Creativity.

(5 × 2 = 10 Marks)

**Part C**

*Answer any five questions.  
Each question carries 4 marks.*

16. Explain image file formats.
17. Explain how video works.
18. Explain GUI.
19. Write a note on the use of multimedia in business.
20. Discuss the intangible elements needed to make a good multimedia.
21. Explain the use of multimedia in schools.
22. Write a note on cel animation.
23. Write a note on RFP and Bid proposal.

(5 × 4 = 20 marks)

**Part D**

*Answer any five questions.  
Each question carries 8 marks.*

24. Briefly explain how to make digital audio files.
25. Explain digital videos.
26. Describe computer animation.
27. Explain MIDI audio.
28. Explain the different stages of multimedia project.
29. Explain the advantages of multimedia.
30. Explain scheduling and estimating.
31. Explain the scope of a multimedia project.

(5 × 8 = 40 marks)

**SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022**

(CBCSS—UG)

Information Technology

BIT 6B 13—ANDROID PROGRAMMING

(2019 Admissions)

Time : Two Hours

Maximum : 60 Marks

**Section A (Short Answer Type Questions)***Answer at least eight questions.**Each question carries 3 marks.**All questions can be attended.**Overall Ceiling 24.*

1. What are the SQLite data types ?
2. What is a dialog fragment ?
3. Name the different types of menus in Android.
4. Explain Gallery View in Android.
5. What is use of grid layout manager ?
6. What are the different types of intent ?
7. What is the function of emulator in Android ?
8. Explain built in providers in android?
9. What are SDK and JDK in Android ?
10. What are the fundamental components of Android ?
11. What are layout resources in Android ?
12. What is adapter in Android with example ?

(8 × 3 = 24 marks)

**Section B***Answer at least five questions.**Each question carries 5 marks.**All questions can be attended.**Overall Ceiling 25.*

13. How to insert and update data from SQLite database in android ?
14. Explain fragment transaction and back stack.

**Turn over**

15. What is the connection between resource reference syntax and allocating IDs for UI control in android ?
16. How to create a linear layout with view components ?
17. Explain in detail the fundamental components of ADT.
18. Briefly explain how to establish database connectivity in android.
19. What is an AVD and what do you use it for ?

(5 × 5 = 25 marks)

### Section C

*Answer any one question.  
The question carries 11 marks.*

20. Explain Android Resources in detail.
21. Explain different layout managers in Android.

(1 × 11 = 11 marks)

**SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022**

(CBCSS—UG)

Information Technology

BIT 6B 14—WEB PROGRAMMING

(2019 Admissions)

Time : Two Hours

Maximum : 60 Marks

**Section A***Answer at least eight questions.**Each question carries 3 marks.**All questions can be attended.**Overall Ceiling 24.*

1. What do you mean by a scripting language ? Give an example.
2. How will you create superscript text and subscript text in HTML ?
3. Name the different types of operators in PHP.
4. List various Date and Time data types in MySQL.
5. What are the properties available in CSS for controlling fonts ?
6. Explain various heading tags in HTML with example.
7. Differentiate write and writeln in JavaScript with example program.
8. Explain break and continue in PHP with examples.
9. What is the purpose of GET method ?
10. What are cookies ?
11. What do you mean by static positioning in CSS ?
12. What is AJAX ?

(8 × 3 = 24 marks)

**Section B***Answer at least five questions.**Each question carries 5 marks.**All questions can be attended.**Overall Ceiling 25.*

13. Explain various tags and attributes used for creating tables in HTML.
14. Explain different operators used in JavaScript.

15. Explain the concept of constructors in PHP with an example program.
16. Explain `mysql_fetch_array()` function with example program.
17. Explain the concept of session in PHP.
18. Explain the `onChange` event in JavaScript with an example program.
19. Explain with an example program how to create textbox and password boxes in HTML.

(5 × 5 = 25 marks)

### Section C

*Answer any one question.  
The question carries 11 marks.*

20. Explain ordered list, unordered list and definition list with example programs.
21. Explain the use of `$_GET` and `$_POST` with example programs.

(1 × 11 = 11 marks)

**SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022**

(CBCSS-UG)

Information Technology

BIT 6B 15—OPERATING SYSTEMS

(2019 Admissions)

Time : Two Hours

Maximum : 60 Marks

**Section A**

*Answer atleast eight questions.*

*Each question carries 3 marks.*

*All questions can be attended.*

*Overall ceiling 24.*

1. What is the system view of Operating system ?
2. Define Multi-programming.
3. What is a PCB ?
4. What do you mean by pre-emptive scheduling ?
5. Define the structure of a process in Peterson's solution.
6. What are deadlocks ?
7. What is segmentation ?
8. Define demand paging.
9. Define free space list in file management.
10. What are disk scheduling policies ?
11. What are virtual memory ?
12. What is meant by spooling ?

(8 × 3 = 24 marks)



**Section B**

*Answer atleast five questions.*

*Each question carries 5 marks.*

*All questions can be attended.*

*Overall ceiling 25.*

13. Explain various types of Operating system.
14. With the help of a neat diagram, explain the different states of a process.
15. Explain two non-preemptive scheduling algorithms.
16. Explain how deadlock can be avoided?
17. Explain the basic method of paging with the help of paging hardware.
18. Explain various file allocation methods.
19. Explain various device management techniques.

(5 × 5 = 25 marks)

**Section C**

*Answer any one questions.*

*Each question carries 11 marks.*

20. Explain various deadlock prevention and avoidance algorithms with the help of suitable examples.
21. What are page faults ? What are the steps to handle page fault ? Explain how virtual memory is implemented ?

(1 × 11 = 11 marks)

**SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022**

(CBCSS—UG)

Information Technology

BIT 6B 18 (B)—MULTIMEDIA SYSTEMS

(2019 Admissions)

Time : Two Hours

Maximum : 60 Marks

**Section A (Short Answer Type Questions)***Answer at least eight questions.**Each question carries 3 marks.**All questions can be attended.**Overall Ceiling 24.*

1. What is ISO ?
2. Full form of AM and FM ?
3. How does multimedia help school-age children ?
4. What is the use of headphones in a studio ?
5. Who is Joseph Barbera ?
6. What is a digital mixer ?
7. What is computer-based training ?
8. What is cel animation ?
9. Explain audio file formats.
10. Name the creator of The Yellow Kid.
11. The first Canon camera was released in ?
12. Explain the use of a Dynamic Microphone.

(8 × 3 = 24 marks)

**Turn over**

**Section B (Short Essay Type Questions)**

*Answer at least five questions.*

*Each question carries 5 marks.*

*All questions can be attended.*

*Overall Ceiling 25.*

13. What do you mean by Bitmap Graphics.
14. What are the basic elements of Multimedia.
15. Explain computer animation.
16. How sound travelling in the air ?
17. Explain Polar Patterns of microphone.
18. Explain Wavelength.
19. What is the use of Multimedia Technology.

(5 × 5 = 25 marks)

**Section C (Essay Type Questions)**

*Answer any one question.*

*The question carries 11 marks.*

20. Explain the development of early animation.
21. Explain the Characteristics of Sound.

(1 × 11 = 11 marks)

**SIXTH SEMESTER U.G. DEGREE EXAMINATION, MARCH 2022**

(CBCSS-UG)

Information Technology

BIT 6B 18 (C)—SOFTWARE TESTING AND QUALITY ASSURANCE

(2019 Admissions)

Time : Two Hours

Maximum : 60 Marks

**Section A***Answer atleast eight questions.**Each question carries 3 marks.**All questions can be attended.**Overall ceiling 24.*

1. Why Beta Testing is performed ?
2. What do you mean by test plan in QA ?
3. Name *two* popular testing tools.
4. What is Static Testing ?
5. What do you mean by failure ?
6. What are the types of white box testing ?
7. How is integration testing done ?
8. What is Operational Acceptance testing ?
9. What are the stages of testing process ?
10. What type of test is regression ?
11. What is life cycle model in software testing ?
12. What is non-functional testing with example ?

(8 × 3 = 24 marks)

**Turn over**

**Section B**

*Answer atleast five questions.*

*Each question carries 5 marks.*

*All questions can be attended.*

*Overall ceiling 25.*

13. What is the methodology for performance testing ? Explain in detail.
14. What are the challenges associated with performance testing ?
15. Differentiate between functional testing and non functional testing.
16. When should regression testing to be performed ? Explain in detail.
17. Explain test metrics and measurements in software testing with example.
18. Write a short note on white box testing and its types.
19. Is debugging a kind of testing ? Justify your answer with brief notes.

(5 × 5 = 25 marks)

**Section C**

*Answer any one questions.*

*Each question carries 11 marks.*

20. Write a short note on :
  - (a) Quality assurance.
  - (b) Quality Control.
  - (c) Boundary value analysis.
21. What is testing ? Explain the objectives of testing. Elaborate on how quality is associated with testing ?

(1 × 11 = 11 marks)