

(6005ECM15)

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B.C.A. DEGREE (CBCS) EXAMINATION,
MARCH/APRIL 2019.

(Examination at the end of Sixth Semester)

E-COMMERCE

(Regulation 2015-16)

Time : Three hours

Maximum : 75 marks

SECTION A — (5 × 5 = 25 marks)

Answer any FIVE of the following.

1. Explain the functions of E-Commerce.
2. Explain the advantages of E-Commerce.
3. Explain the E-Commerce Revolution.
4. Explain the goals of E-Commerce.
5. Explain about International Marketing.
6. Explain the E-Commerce Applications and Essentials.
7. Write about Dotcom Companies.
8. Explain about B2B Hubs.

SECTION B — (5 × 10 = 50 marks)

Answer FIVE of the following.

UNIT I

9. (a) Explain the evolution of E-Commerce.

Or

- (b) Explain the technical components of E-Commerce.

UNIT II

10. (a) Explain the technical architecture of E-Commerce.

Or

- (b) Explain the applications of E-Commerce.

UNIT III

11. (a) Explain the activities of E-Commerce.

Or

- (b) Explain the models of E-Commerce.

UNIT IV

12. (a) Explain the models of Electronic Markets.

Or

- (b) Explain the Pull and Push technologies.

UNIT V

13. (a) Explain the applications of Electronic Business.

Or

- (b) Explain the B2B E-Commerce, B2C E-Commerce, B2B Market Place.

(6005OSS15)

B.C.A. DEGREE (CBCS) EXAMINATION,
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OPEN SOURCE SOFTWARE

(Regulation 2015-2016)

Time : Three hours

Maximum : 75 marks

SECTION A — (5 × 5 = 25 marks)

Answer any FIVE of the following.

1. Discuss various types of OSS available on Internet.
2. Write note on open source operating system.
3. Write note on cloning a process.
4. Difference between user mode and Kernel mode in Linux.
5. Explain working with strings in MYSQL.

6. Discuss the structure of PHP program and its working web environment.
7. Write a PHP program using functions concept.
8. Discuss between subroutine and Modules in Perl.

SECTION B — (5 × 10 = 50 marks)

Answer ALL questions.

9. (a) Explain advantages and applications in OSS.

Or

- (b) Discuss the need and basics of OSS.

10. (a) Explain process, scheduling and cloning in Linux.

Or

- (b) Discuss the overview of Linux and its mode of working.

11. (a) Explain record selection technology and simple explanation of MYSQL program.

Or

- (b) Explain string handling and sorting query in MYSQL.

12. (a) Discuss about string manipulation and regular expression in PHP.

Or

- (b) Write note on (i) Array (ii) data types (iii) operators in PHP.

13. (a) Explain about package and subroutines in Perl.

Or

- (b) Explain Perl parsing rules and control structures in Perl.

(6005DVG15)

B.C.A. DEGREE (CBCS) EXAMINATION,
MARCH/APRIL 2019.

(Examination at the end of Sixth Semester)

DESIGN OF VIDEO GAMES

(Regulation 2015–2016)

Time : Three hours

Maximum : 75 marks

SECTION A — (5 × 5 = 25 marks)

Answer any FIVE of the following.

1. What are the various types of games?
2. Game modeling.
3. Physics needed to computer games.
4. Game genres.
5. Various programming languages used in designing.
6. Importance of computer graphics in game designing.
7. Animation, Entertainment.
8. Animation production and creation tools.

SECTION B — (5 × 10 = 50 marks)

Answer FIVE of the following.

UNIT I

9. (a) Explain games industry.

Or

- (b) Explain about funnativity theory. Differentiate FUN and Entertainment.

UNIT II

10. (a) Explain modelling in game design.

Or

- (b) What are benefits of Video games?

UNIT III

11. (a) Importance of computer graphics in game designing.

Or

- (b) Explain about Human computer interaction in game designing.

UNIT IV

12. (a) Explain various data structures and algorithms in Game Designing.

Or

- (b) What is script in game design?

UNIT V

13. (a) Explain about A.I in developing video games.

Or

- (b) Advantages and disadvantages of play testing. And explain role-playing games.

(6005CLC15)

B.C.A. DEGREE (CBCS) EXAMINATION,
MARCH/APRIL, 2019.

(Examination at the end of Sixth Semester)

CLOUD COMPUTING

(Regulation 2015-2016)

Time : Three hours

Maximum : 75 marks

SECTION A — (5 × 5 = 25 marks)

Answer any FIVE of the following.

1. What is a Cloud and Cloud Computing?
2. Explain the origins of Cloud Computing.
3. Explain the benefits of Cloud Computing.
4. Explain the differences between SPI and Traditional IT Model.
5. Explain PAAS Service Providers.
6. Explain the benefits of IAAS.
7. Explain the need of Virtualization.
8. Explain about Thin Clients.

SECTION B — (5 × 10 = 50 marks)

Answer FIVE of the following.

UNIT I

9. (a) Explain the components of Cloud Computing.

Or

- (b) Explain the characteristics of Cloud Computing.

UNIT II

10. (a) Explain the limitations of Cloud Computing.

Or

- (b) Explain the Regularity Issues, Government Policies.

UNIT III

11. (a) Explain the Cloud Delivery Model.

Or

- (b) Explain about Software as a Service.

UNIT IV

12. (a) Explain IAAS Service Providers.

Or

- (b) Explain Cloud Deployment Model.

UNIT V

13. (a) Explain the types of Hardware Virtualization.

Or

- (b) Explain about Microsoft Hyper V and Vmware Features.
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(6005CYL15)

B.C.A. DEGREE (CBCS) EXAMINATION,
MARCH/APRIL 2019.

(Examination at the end of Sixth Semester)

CYBER LAWS

(Regulation 2015-2016)

Time : Three hours

Maximum : 75 marks

SECTION A — (5 × 5 = 25 marks)

Answer any FIVE of the following.

1. Discuss overview of computer and web technology.
2. Convention on cyber crime.
3. ITU initiatives.
4. IT ACT 2000.
5. Cyber pornography.
6. Define cyberspace.
7. Define digital forgery.
8. Discuss about interface with patent laws.

SECTION B — (5 × 10 = 50 marks)

Answer ALL the following.

9. (a) Explain about computers and its impact in society.
Or
(b) Explain about cyber Jurisprudence.
10. (a) Explain about APEC.
Or
(b) Explain about common wealth of nations and world bank.
11. (a) Write note on (i) Right to privacy
(ii) Freedom of speech and expression in cyberspace.
Or
(b) Explain human right issues in cyberspace.
12. (a) Explain cyber legal framework.
Or
(b) Explain about different offences under IT Act 2000.
13. (a) Explain about intellectual property issues in cyber space.
Or
(b) Discuss about trade marks and domain names related issues.

