Roll No.

Total No. of Pages : 02

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B.Sc. (Graphics and Web Designing) (Sem.–1)

INTRODUCTION TO SCRIPTING LANGUAGES

Subject Code : [illegible]

M.Code : 77200

Date of Examination : [illegible]

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. Answer briefly :

   a) What is the primary function of the World Wide Web (WWW)?

   b) Distinguish between HTML elements and HTML attributes.

   c) State the importance of semantic HTML tags in modern web development.

   d) How do you create internal links within a single web page using HTML?

   e) Define the purpose of the <iframe> tag in HTML and provide an example of its usage.

   f) Name three commonly used multimedia formats for presenting audio and video content on web pages.

   g) What is the role of Cascading Style Sheets (CSS) in web page styling?

   h) Describe the concept of responsive web design and the use of CSS media queries to achieve it.

   i) What is the significance of web page navigation menus and provide examples of different navigation menu styles.

   j) How can HTML forms be employed to gather user input and what are some typical input field types used in forms?

[illegible]

SECTION-B

2. Discuss the importance of Cascading Style Sheets (CSS) in web development. Explain how CSS styling is used to control the appearance of HTML elements?

3. Describe the concept of the HTML box model. How does it influence the layout and design of web pages? Provide an example to illustrate the box model.

4. Explain the role of HTML tags in page layout and navigation. Discuss how headings, lists and links can be used to improve the structure and usability of a website?

5. Compare and contrast the use of HTML tables and CSS for page layout. When is it appropriate to use each method and what are the advantages and disadvantages of each?

6. How can graphics and images enhance the visual appeal of a website? Discuss best practices for optimizing and including images in web pages.

7. Describe the purpose and benefits of using image maps in web design. Provide an example of how image maps can be implemented to create interactive regions on a webpage?

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Total No. of Pages : 01

B.Voc.(Beauty Therapy and Aesthetics)/BA(J&MC)/ BBA/ BBA(SIM)/ B.Com. Hons./ BCA/BHMCT/ B.Sc.(Honours)/ B.Sc.(Nutrition & Dietetics)/ B.Sc.(AI&ML)/B.Sc. Biotechnology/B.Sc.(FD) /B.Sc.(Graphics & Web Designing) B.Sc.(IT)/ B.Sc.(MLS)/ BTTM (Sem.- 1)

ENGLISH

Subject Code : BTHU103-18

M.Code : 75085

Date of Examination: 01-01-2024

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. All questions are COMPULSORY.
2. Q1, Q2 and Q3 carry TEN marks each.
3. Q4 and Q5 carry FIFTEEN marks each.

1. Elaborate theory of communication.
2. Differentiate in detail between personal and business communication.
3. Read the following passage carefully and answer the questions that follow :

Certain people consciously or unconsciously cherish the desire that some part of their work and of their accomplishment will outlive their own individual life. The influence which they have exercised on the world in which they lived, the concern which they have built up, the books which they have written, the work they have laid as a part of some scientific edifice, whose completion they themselves will not live to see all such things inspire the people that some aspect of themselves will outlast their own personal existence, the artist bequeaths his pictures, the scholar his contribution of knowledge while poets and composers are primarily concerned that posterity shall take pleasure in their creations. Statesmen envisage that particular agreement in whose development they themselves had played a crucial part will preserve their names for future generations. People are not unconcerned for their posthumous reputation. An old person is distinctly preoccupied with this question and keeps a zealous watch to ensure that his achievement is properly quoted and recorded.

a. What do certain people cherish about?

b. What does a statesman envisage?

c. What do old people do?

d. Explain 'edifice' and "bequeaths" in your own sentences.

e. Give main idea of the passage.

4. Write a letter to your friend about how to prevent youth from addiction to drugs. Discuss specifically what steps the society can take.

5. Draft a report on environmental pollution and how can we save the environment.

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Total No. of Questions : 07

B.Sc. (IT)/ Graphics & Web Designing / BCA (Sem. 1)

MATHEMATICS

Subject Code : UGCA1901

M Code : 76961

Date of Examination : 20-12-2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Attempt the following :**

   a) Define Disjoint Set

   b) If $A = \{1,2\}$ & $B = \{2,5\}$, find $A \cup B$.

   c) Define Power set.

   d) Write the negative statement of "Sun rises from east."

   e) Write the truth table for Conjunction.

   f) Define Square Matrix.

   g) If $X = \begin{bmatrix} 2 & 3 \\ -1 & 4 \end{bmatrix}$ & $Y = \begin{bmatrix} 1 & 0 \\ -2 & 3 \end{bmatrix}$, then find $X + Y$.

   h) If $A = \begin{bmatrix} -1 & 2 \\ -3 & 4 \end{bmatrix}$. Find the transpose of A.

   i) Find the fourth term in the sequence 4, 9, 14, ... Of A.P.

   j) Define Geometric mean.

SECTION - B

2. If $U = \{1,3,5,6,7,8,9\}$, $X = \{1,2,7,8\}$ & $Y = \{2,5,8,9\}$. Find $X \cap Y$, $X' \cup Y$, $(X \cup Y)'$, $X' \cap Y'$

3. Prove that $(p \wedge q) \vee (\sim p) \equiv (p \vee q) \wedge (p \vee \sim q)$

4. If $A = \begin{bmatrix} 5 & 2 & 3 \\ 1 & 0 & 6 \\ 5 & 1 & 7 \end{bmatrix}$ & $B = \begin{bmatrix} 3 & 2 & 6 \\ 2 & 1 & 1 \\ 5 & 1 & 0 \end{bmatrix}$, then find XY.

5. If $A = \begin{bmatrix} 4 & 2 & 3 \\ 1 & 3 & 6 \\ -5 & 0 & 7 \end{bmatrix}$, $B = \begin{bmatrix} 0 & 2 & 1 \\ 1 & 3 & 0 \\ 5 & 0 & 7 \end{bmatrix}$, then find $4A - 3B$.

6. The 7th term of an A.P. is 20 and its 13th term is 32. Find the A.P.

7. The 3rd and 8th term of a G.P. are 4 and 128 resp. Find the G.P.

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Total No. of Questions : 07

B.Sc. (IT/ Graphics & Web Designing)/BCA (Sem. - I)

FUNDAMENTALS OF COMPUTER AND IT

Subject Code : UGCA1902

M.Code : 76962

Date of Examination : 22-12-2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1) **Write briefly :**

a) What is primary memory?

b) What is control panel?

c) What is the difference between System and Application software?

d) What is the difference between save and save as?

e) What is Booting Process?

f) Explain system bus.

g) Write the name of 5 components that we mostly see on a Motherboard.

h) Discuss use of Motherboard.

i) What for find and replace is used in Word?

j) Define cache memory.

SECTION-B

2. a) What is the difference between primary and secondary memory?

b) What is the difference between a ROM and RAM?

3. What are the different types of charts in MS-Excel? And write steps to insert chart in Excel Sheet.

4. a) Convert $(A0B4)_{16}$ to $(?)_2$, $(?)_8$, $(?)_{10}$.

b) Explain the printing mechanism of a laser printer.

5. a) What is the role of IT in education?

b) Explain input and output devices.

6. **Write short note on :**

a) Describe the complete process of Mail Merge.

b) What is cell reference? Explain its advantages.

7. Explain Electronic Payment and various methods of electronic payment.

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Total No. of Questions : 07

B.Sc. (Graphics and Web Designing) (Sem. 2)

FUNDAMENTALS OF STATISTICS

Subject Code : UGCA-1907

M.Code : 77728

Date of Examination: 17-11-2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Attempt all questions :**

   a. Scope of statistics

   b. Questionnaire

   c. Rounding off data

   d. Objectives of classification

   e. Pie Chart

   f. Relation between mean, median and mode

   g. Measure of Central Tendency

   h. Limitations of harmonic mean

   i. Merits and demerits of coefficient of variation

   j. How to calculate Mean deviation from mean?

SECTION-B

2. Define Statistics in singular and plural sense. What are the limitations and distrust of statistics?

3. What do you mean by collection of data? Explain various methods of collection of data with their merits and demerits.

4. Graphs are the best way to present the raw information. Do you agree? Also draw various types of graphs with imaginary figures.

5. Calculate Harmonic mean :

x :	10-20	20-30	30-40	40-50	50-60	60-70
f :	6	11	17	9	6	2

6. Calculate standard deviation and coefficient of variation :

x :	100-200	200-300	300-400	400-500	500-600	600-700
f :	16	17	25	34	16	6

7. Discuss various measures of central tendency with their merits and demerits. Also give relevant examples.

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Total No. of Questions : 07

B.Sc. (GWD) (Sem. 2)

CONCEPTS OF WEBSITE DESIGNING & DEVELOPMENT

Subject Code : BGWD-1903

M.Code : 77729

Date of Examination : 21.11.2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. Write short note on the following :

   a) What does HTTP stand for and how does it relate to the World Wide Web (WWW)?

   b) Explain the role of a web browser in the context of accessing websites.

   c) Describe the difference between static and dynamic websites, providing examples of each.

   d) How do search engines work?

   e) Define the term "cookies" in the context of web technology and discuss their role in maintaining user sessions.

   f) What is the significance of DNS and domain names in web addressing?

   g) What is Search Engine Optimizaton?

   h) What are the W3C standards and why are they important in web development?

   i) Differentiate between client-server and peer-to-peer communication models on the internet.

   j) What is the difference between HTML and DHTML?

SECTION-B

2. Discuss the importance of web-based philanthropic projects and their impact on society. Provide examples of such projects and how they contribute to various causes?

3. Explain the key components of a Content Management System (CMS) such as Joomla or WordPress. How do they simplify website management for users?

4. Describe the concepts of black hat and white hat SEO in detail. Discuss their strategies, risks and ethical considerations in optimizing websites for search engines.

5. What are the best practices for keyword research and utilization in SEO? How do keywords influence website rankings on search engines?

6. Discuss the parameters and standards of good SEO for websites. How can website owners optimize their content and structure to improve search engine visibility?

7. Explain the inner workings of search engines, including their web crawling, indexing and ranking processes.

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Bachelor of Science (Graphics & Web Designing) (Sem.- 2)

OBJECT ORIENTED PROGRAMMING USING C++

Subject Code : UGCA-1909

M.Code : 77730

Date of Examination: 23-11-2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Answer briefly :**

   a) What is a base class in C++ inheritance?

   b) What is method overloading in C++?

   c) How does C++ support operator overloading?

   d) Explain the four fundamental principles of OOP.

   e) What is a class in C++?

   f) What is polymorphism in C++?

   g) How is data hiding achieved in C++?

   h) What is a destructor in C++?

   i) What is function overloading?

   j) What is direct memory access?

SECTION B

2. What is dynamic polymorphism and how is it implemented using virtual functions?

3. What is encapsulation and why is it important in OOP?

4. Explain the difference between public, private, and protected access specifiers with suitable example.

5. What do you understand by inheritance? Give its various types and access mechanisms. What are the advantages of scope resolution & referencing?

6. Write short notes on :

   a) Storage classes

   b) Exception handling.

7. Write a program in C++ to overload the +, -, operator to find the addition, subtraction of complex numbers.

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B.Sc. (G. & WD) (Sem.-2)

ENVIRONMENTAL STUDIES

Subject Code : EVS-102-18

M.Code : 77734

Date of Examination : 28.11.2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES:

1. SECTION A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION A

1. **Answer briefly :**

   a) Define Environment.

   b) Define ecological succession.

   c) What is meant by food chain?

   d) What are the causes of desertification?

   e) List any two major global effects of air pollution.

   f) What is meant by red data book?

   g) How does acid rain occur?

   h) What are GHGs? Name any four GHGs in the descending order of their global warming potential.

   i) Why is biodiversity important?

   j) What are endemic species?

SECTION B

2. How would you explain environmental studies as a multidisciplinary subject? Discuss the case study of a polluted site which you have visited in proving your point.

3. Sketch and explain the types of ecological pyramids. Discuss the 10% rule.

4. Discuss the uses, functions and values of forest resources. List the causes and effects of its degradation.

5. List and contrast between renewable and non-renewable energy sources. Discuss the economic and environmental viability.

6. **Write notes on :**

   a) Rising Sea Levels and associated global disasters

   b) Nuclear hazards and health risks.

7. Enumerate the importance of the following in environmental management

   a) Public awareness

   b) Environmental studies

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Bachelor of Science (Graphics & Web Designing) (Sem.- 3)

ELEMENTS OF DESIGN

Subject Code : UGWD 1905

M.Code : 78472

Date of Examination: 08-12-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. Write briefly :

a) Visual Perception

b) Lines

c) Rhythm

d) Focal Point

e) Transformation

f) Form

g) Visual Weight

h) Radial Balance

i) Warm Colors

j) Color Schemes.

SECTION-B

2. What is the principle of balance in design composition and how can it be achieved?
3. How does the use of color impact the overall composition of a design?
4. What is the principle of contrast and how can it be used effectively in design?
5. What is the difference between symmetrical and asymmetrical balance in design?
6. How can the use of lines in a design impact its composition?
7. What is the principle of unity and how it can be achieved in design composition?

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B.Sc. (Graphics and Web Design) (Sem.–3)

IMAGE EDITING & PHOTOGRAPHY

Subject Code : UGWD1907

M.Code : 78477

Date of Examination : 13-12-2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION A

1. **Write briefly :**

   a) Prime Lens

   b) F-stop

   c) Hard Light

   d) ISO

   e) Portrait Image

   f) Rule of thirds

   g) Angle of vision

   h) OSS

   i) RGB

   j) PNG.

SECTION B

2. What is a DSLR camera? Describe its structure.

3. What are the different shooting modes available in modern digital cameras?

4. Discuss the concept of low and high key studio sessions.

5. Classify the different types of lenses as per their usage, focal length and aperture.

6. How would you design an engaging composition?

7. Discuss some of the image editing techniques to fix glitches in image.

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Total No. of Questions : 07

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B.Sc. (G&WD) (Sem.–3)

DATABASE MANAGEMENT SYSTEMS

Subject Code : UGCA-1922

M.Code : 78473

Date of Examination : 21-12-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Answer briefly :**

   a) What is a Database Management System (DBMS) and how does it differ from a traditional file-based system?

   b) Define the term "relation" in the context of a relational database and describe its properties.

   c) Provide examples of SQL commands for selecting data from a table, inserting records and updating records.

   d) What are the three levels of data abstraction in a DBMS?

   e) How do various levels of Data Abstraction relate to one another?

   f) What are the steps involved in the Entity-Relationship Diagram (ERD) modelling process?

   g) Define a database transaction and discuss the properties of the ACID (Atomicity, Consistency, Isolation and Durability).

   h) State process of database normalization and the normal forms (1NF, 2NF, 3NF, etc.).

   i) When is denormalization appropriate?

   j) What is Role Based Access Control (RBAC) in a database, and how does it enhance security?

SECTION-B

2. Discuss the differences between the SQL SELECT and SQL UPDATE statements, highlighting their syntax and purposes.

3. Describe the role of aggregate functions in SQL, such as COUNT, SUM and AVG, and provide an example query that utilizes them.

4. Given a denormalized database, explain the process and benefits of converting it into a normalized form.

5. How does the two-phase commit (2PC) protocol work; and what is its role in distributed database systems?

6. Explain the differences between a logical schema and a physical schema in the context of database design.

7. Discuss the pros and cons of using surrogate keys *versus* natural keys in database tables.

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Total No. of Questions : 07

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B.Sc. (G & WD / IT) / BCA (Sem.–3)

DATA STRUCTURES

Subject Code : UGCA1915

M.Code : 78181

Date of Examination : 23-12-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Write briefly :**

   a) Flowchart

   b) Dynamic memory allocation

   c) Strings

   d) Multiple stack

   e) Priority queue

   f) Circular linked list

   g) AVL tree

   h) Graph

   i) Quick sort

   j) Hashing.

SECTION-B

2. a) What do you mean by data structure? Explain complexity of an algorithm.

   b) What do you mean by an Array? How a multi-dimensional array differs from one dimensional array?

3. Define Stack. What operations are performed on a stack? Write applications of a stack.

4. What is linked list? Discuss the various operations on linked list. How single linked list is different from doubly linked list?

5. What is a binary tree? How it is traversed? How a binary search tree is different from a binary tree?

6. **Write short notes on following :**

   a) Adjacency matrix

   b) Linear search

7. Explain the concept of Hashing and Hashing function. What are various collision resolution techniques?

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Total No. of Questions : 07

B.Sc. (Graphics and Web Designing) (Sem. 4)

ANIMATION ART

Subject Code : UGWD1909

M Code : 79531

Date of Examination : 22-11-2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Explain briefly :**

   a) Surface

   b) Contrast

   c) Light & shadow

   d) Pastel Color

   e) Round & Flat Brushes

   f) Proportion

   g) Tilt

   h) Visual Balance

   i) Curved Lines

   j) Unity.

SECTION-B

2. Discuss the different types of pencils and their usage.

3. Discuss the role of light and changing mood.

4. Describe the various types of sheets.

5. In what ways would you represent insects birds and animals with attention to structure and morphology?

6. Discuss the theory of viewpoint drawing.

7. What is a story board and discuss its usage?

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Roll No. Total No. of Pages : 02

Total No. of Questions : 07

B.Sc. (Graphic and Web Designing) (Sem.–4)

PROGRAMMING IN PYTHON

Subject Code : UGCA1914

M.Code : 79530

Date of Examination : 20-11-2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Write briefly :**

   a) What is Python and what are its key features?

   b) Define functions.

   c) What is import command?

   d) What is the need of precedence in operators?

   e) Explain Data type.

   f) Do we use pointers in python? Why?

   g) Write difference between Object and Classes.

   h) Write an example of read() and write() methods.

   i) How to open a file in python?

   j) Define packages.

SECTION-B

2. a) What is the difference between binary and text file modes when working with files?

   b) How do you create an empty list, dictionary and set in Python?

3. Compare procedural programming with object oriented programming. For what type of application is the procedural programming suitable and for what type OOP is suitable? Where does python belong to? Justify your answer.

4. Explain associativity of the operators and what non-associative operators are? Explain with examples.

5. What do you mean by path searching of a module? How to perform in python?

6. What are python functions? What are different forms of functions? Give an example of each.

7. How to edit class attributes? What is the built-in class attributes?

NOTE : Disclosure of Identity by writing Mobile No. or Marking of passing request on any paper of Answer Sheet will lead to UMC against the Student.

Roll No. Total No. of Pages : 02

Total No. of Questions : 07

B.Sc. (Graphics and Web Designing) (Sem.–4)

COMPUTER GRAPHICS

Subject Code : UGCA1934

M.Code : 79532

Date of Examination : 24-11-2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. Write briefly :

   a) What are the various applications of computer graphics?

   b) Briefly mention the role of a look up table.

   c) Differentiate the features of random scan and raster scan displays.

   d) State the concept of interpolation.

   e) What are the different types of 3D rotations?

   f) State the rules for 2D rotation.

   g) What is character generation and its advantages?

   h) Why is morphing process required in computer graphics?

   i) Differentiate between reflection and shearing.

   j) Enlist few applications of virtual reality and related environments.

SECTION-B

2. Discuss the characteristics of Video display devices especially 3D viewing devices in detail.

3. What is geometric transformation? Explain the geometric transformations (translation, scaling, rotation and reflection) in 2D graphics.

4. Why is flood fill required for scan conversions? Describe the flood filling and area filling techniques in detail.

5. What is scan conversion and why it is required? Explain the steps of Bresenham's algorithms for drawing lines by taking a suitable example.

6. Clip a line A (-1,5) and B (3,8) using Liang Barsky algorithm for clipping with window coordinates (-3,1) and (2,6).

7. Write short notes on the following w.r.t 3D graphics:

   a) Morphing Techniques

   b) Parallel and Perspective Projections.

NOTE : Disclosure of Identity by writing Mobile No. or Marking of passing request on any paper of Answer Sheet will lead to UMC against the Student.

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B.Sc. (Graphics and Web Designing) (Sem.–4)

VIDEO EDITING

Subject Code : UGWD1911

M.Code : 79536

Date of Examination : 29-11-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Write briefly :**

   a) Audible Range

   b) Voice Over

   c) Dialogue

   d) Audio Monitors

   e) Critical Listening

   f) Pitch

   g) Patterns

   h) Sound track

   i) High pass

   j) Digital Audio.

SECTION-B

2. Establish the relation between sound and culture.

3. What is voice modulation? Why a voice over artist needs to master this art?

4. What do you mean by mastering? Describe the process & setup of mastering.

5. *"Film is a visual medium"* Justify the role of sound in it.

6. What do you mean by equalization? Why and how do you achieve it?

7. Describe the different types of compression used in audio production.

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B.Sc. (G&WD) (Sem. 5)

PROGRAMMING IN PHP

Subject Code : UGCA 1929

M Code : 90376

Date of Examinaton : 17-11-2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Explain the following :**

   a) Dynamic variable

   b) Comments in PHP

   c) Echo

   d) String

   e) Null

   f) HTML

   g) Constants

   h) Assignment operator

   i) Select statement

   j) Loop.

SECTION-B

2. Define PHP. Discuss evolution of PHP.
3. Explain different types of operators in PHP.
4. Explain with example how one type is changed into another.
5. Write a note on dependency inheritance.
6. Write a procedure to combine HTML with PHP code.
7. How DML operations are done in PHP using MySQL ?

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Bachelor of Science (Graphics & Web Designing) (Sem.– 5)

LIGHTING AND RENDERING

Subject Code : UGWD1914

M.Code : 90378

Date of Examination: 23-11-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Explain briefly :**

   a) Ambient Shaders

   b) Directional Light

   c) Area Light

   d) Decay Rate

   e) Depth Map

   f) Linking Light

   g) Textures

   h) Shading

   i) HDR

   j) GI (Global Illumination).

SECTION-B

2. What are some key principles to consider when setting up lighting for a 3D scene in Maya to create a visually appealing composition?

3. Describe your preferred approach to achieve realistic global illumination in Maya, considering various rendering engines and settings.

4. When working on an interior scene, how do you tackle the challenges of simulating natural light and artificial lighting to create a convincing atmosphere?

5. What role does color theory play in 3D Maya lighting? How do you choose and adjust light colors to enhance the mood or storytelling in a scene?

6. What are the most important aspects to consider when choosing textures and materials for a scene?

7. What is your preferred rendering engine in Maya and why?

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Total No. of Questions : 07

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B.Sc. (G&WD) (Sem. 5)

LINUX OPERATING SYSTEM

Subject Code : UGCA-1935

M.Code : 90380

Date of Examination : 28-11-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Write briefly :**

a) What is the history of Linux, and how does it relate to Unix?

b) Explain the structure of the Linux Operating System.

c) Describe the installation process for the X Window System.

d) What are the key features of the KDE desktop environment?

e) Name different types of text editors used in Linux.

f) What are the common shell and utility commands in Linux?

g) How does shell scripting play a role in the Linux environment?

h) What are the uses of Linux Operating System?

i) Explain the rules for naming variables in shell scripting.

j) How do you manage files and directories using Linux commands?

SECTION-B

2. Discuss the different types of shells in the Linux Operating System. Provide examples of each type and their distinct features. Explain how to configure and initialize a shell.

3. Explain the process of file name expansion in Linux, including wildcard characters and patterns. Provide practical examples of file name expansion in the shell.

4. Describe the methods for standard input and output redirection in Linux. Discuss how redirection is used to manipulate and manage input and output streams?

5. Explore the concept of pipes in Linux command-line operations. Provide examples of how pipes are used to connect commands and pass data between processes?

6. Detail the management of jobs in a Linux shell, including job control commands, background and foreground processes, and job manipulation.

7. Provide an overview of Linux software management, including package installation and removal. Explain the concept of software repositories and their role in package management.

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B.Sc. (Graphics & Web Designing) (Sem-5)

MULTIMEDIA 2D & 3D DESIGNING

Subject Code : UGWD-1913

M.Code : 90377

Date of Examination : 21-11-2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Write briefly :**

   a) Timeline

   b) Key frames

   c) Motion tween

   d) Bitmapped

   e) Layout

   f) Lip-syncing

   g) Cuing

   h) Postures

   i) Key poses

   j) 3D Designing

SECTION B

2. Explain various drawing and painting software tools.

3. Write a note on working with time line, Key frame and Frame rate.

4. Discuss the process of creating and animating motion tween.

5. Write a note on role of expression and emotion in acting and animation.

6. Discuss the role of timing in creating animations.

7. **Write about following :**

   a) Acting methods

   b) Innovative ideas

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B.Sc. (Graphics & Web Designing) (Sem. 6)

MOTION GRAPHICS & COMPOSITION

Subject Code : UGWD1917

M.Code : 91998

Date of Examination : 20-11-2023

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. Write briefly :

   a) Teasers

   b) GUI

   c) Timeline

   d) Ram Preview

   e) Pixel Aspect Ratio

   f) Keyframe

   g) Bezier

   h) Reverb

   i) Audio Equalizing

   j) PAL.

SECTION-B

2. Describe the most efficient way of creating and managing the project.
3. What do you mean by track matte? Describe its usage in animation.
4. What do you mean by pre-composing and nesting? Discuss their usage.
5. What is your preferred method for creating realistic motion blur in After Effects? Why do you find it effective?
6. Describe the steps to render and export a movie using the render queue.
7. Describe the usage and working of 3D camera tracker.

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B.Sc.(Graphics & Web Designing) (Sem.–6)

DIGITAL MARKETING

Subject Code : UGCA-1947

M.Code : 91999

Date of Examination : 22-11-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. **Explain briefly :**

   a) Digital Landscape

   b) SEO

   c) Google rankings

   d) Display media

   e) Web analytics

   f) LinkedIn Marketing

   g) Blogging

   h) Social Media Engagement

   i) Role of adverts

   j) Content Optimization.

SECTION-B

2. How can Digital marketing strategy be planned to address the marketing challenges?

3. What is the difference between traditional & digital marketing? How can digital marketing strategy be laid out?

4. What are the various techniques of search engine optimization? How can a website be optimized?

5. What is the role of adverts in Facebook marketing? How can the scheduling & targeting of adverts be done?

6. What are the features of mobile marketing? How can leads be generated using Facebook?

7. Discuss the various content creation tools & apps. What are the challenges of content marketing?

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B.Sc. (G.WD.) (Sem. - 6)

INTRODUCTION TO GAMING

Subject Code : UG.WD.19IE

M.Code : 97000

Date of Examination : 24.11.2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION A

1. Explain the following:

   a) Game Design

   b) Tokenoles

   c) Platform

   d) Game animations

   e) Game engine

   f) Genres

   g) 3D Game

   h) Theme

   i) Game controller

   j) Game score.

SECTION B

2. Define game. Explain its evolution.

3. Describe the popular tules of gaming today.

4. Differentiate between different roles that exist in game development.

5. Explain various features need to be considered while programming a game.

6. Illustrate the case study of cricket game.

7. Discuss the game application for a roller-coaster ride.

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B.Sc. (Graphics & Web Designing) (Sem.–6)

PROGRAMMING IN JAVA

Subject Code : UGCA-1932

M.Code : 92001

Date of Examination : 29-11-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. Answer briefly :

   a) What are jumping statements?

   b) List the features of object oriented programming paradigm.

   c) What is an Applet?

   d) What is the role of *finally* keyword for exception handling?

   e) What are Access Specifiers in Java?

   f) What is Thread synchronization?

   g) What are Character Streams?

   h) What do you mean by scope of a variable?

   i) What is the advantage of static import in Java?

   j) What is array of objects?

SECTION-B

2. Compare and contrast between String and String Buffer class with suitable examples.

3. List and discuss various operators and their usage in Java.

4. Discuss the use of threads in Java. Explain the thread creation, thread scheduler and thread priority in detail.

5. Explain various decision making statements used in Java with example of each.

6. List and explain various built-in exceptions in Java.

7. Write short notes on :

   a) Filtered Byte Streams

   b) Multiple interfaces.

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