

Roll No.

Total No. of Questions : 11

Total No. of Pages : 04

B.Com. (Hons) / B.A.(JAMC) / B.Sc. (Graphic & Web Designing / IT /
MLS / OTT) / BTM / BHMCT / BBA / BCA / M.Com (Sem.-1,2)
HUMAN VALUES, DE-ADDICTION & TRAFFIC RULES

Subject Code : HVPE101-18

M.Code : 75087

Date of Examination : 06-06-2025

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. Section-A is compulsory TEN questions ONE mark each.
2. Section-B contains FIVE questions of FIVE marks each attempt any FOUR.
3. Section-C contains FIVE questions with internal choice of SIX marks each attempt all.

SECTION-A

1. Write briefly :

- i) What is Holistic System?
समग्र प्रणाली क्या है?
संरचनात्मक पृष्ठाली की है?
- ii) What do you mean by Respect?
आप का सम्मान से क्या मतलब है?
तुहाडा आदर दा की मतलब है?
- iii) What is Gratitude?
कृतज्ञता क्या है?
कृतज्ञता आदर दा की मतलब है?
- iv) What is Immanence?
स्वाभाविकता क्या है?
सवाभाविकता की है?
- v) What is Utility-Value?
उपयोगिता-मूल्य क्या है?
उपयोगिता-मूल्य की है?

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vi) What is value of any unit in the larger order?

कहू आदेश में किसी भी इकाई का क्या मूल्य है?
वैडो आदेश विच किसे वी इकाई दा की मूल है?

vii) What is the difference between prosperity and wealth?

समृद्धि और धन के बीच क्या अंतर है?
खुशहाली अते अमीरी दे विच की अंतर है?

viii) What is Perseverance?

झटलता क्या है?
धीरस की है?

ix) What do you mean by values or human values?

मूल्यों या मानवीय मूल्यों से आप क्या समझते हैं?
कदरा-कीमतां जा मनुषी कदरा-कीमतां तें तुहाडा की डाव है?

x) What is Value-Education?

मूल्य शिक्षा क्या है?
मूल सिखा की है?

SECTION-B

(4 × 5 = 20)

2. How there is Recyclability and Self-Regulation in Nature ?

प्रकृति में आत्म नियमन और पुनरावृत्ति कैसे है?
कुदरत विच आत्म-नियमता अते चकरी-क्रम किवे है?

3. Explain harmony in family?

परिवार में तालमेल के बारे में बताएं।
परिवार विच तालमेल दे बारे विच दसे।

4. Differentiate between intention and competence. How do we come to confuse between the two?

इरादा और क्षमता के बीच क्या अंतर है? कैसे हम गलती करते हैं?
इरादा अते समर्थता दे विच की अंतर है? किसे असी गलती करते हैं?

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5. Explain Competence in Professional-Ethics.

ਪੇਸ਼ੇਵਰ ਬੈਠਿਕਤਾ ਮੇਂ ਖੁਸ਼ਗ ਸਮਝਾਓ।

ਪੇਸ਼ੇਵਰ ਨੈਤਿਕਤਾ ਵਿੱਚ ਸਮਰੱਥਾ ਸਮਝਾਓ।

6. How do you presently decide what is valuable to you? How do you ensure that decision is right?

ਆਪ ਵਰਤਮਾਨ ਮੇਂ ਧੁਰ ਕੇਸੇ ਧਰ ਕਰਤੇ ਹੈਂ ਕਿ ਆਪਕੇ ਲਿਏ ਕਧਾ ਮੂਲਯਵਾਨ ਹੈ? ਆਪ ਧਰ ਕੇਸੇ ਸੁਨਿਯੁਕਤ ਕਰਤੇ ਹੈਂ ਕਿ ਆਪਕਾ ਨਿਯੰਧ ਸਹੀ ਹੈ?

ਤੁਸੀਂ ਇਸ ਵੇਲੇ ਇਹ ਕਿਵੇਂ ਫੈਸਲਾ ਕਰਦੇ ਹੋ ਕਿ ਤੁਹਾਡੇ ਲਈ ਕੀ ਕੀਮਤੀ ਹੈ? ਤੁਸੀਂ ਇਹ ਕਿਵੇਂ ਯਕੀਨੀ ਬਣਾਉਂਦੇ ਹੋ ਕਿ ਤੁਹਾਡਾ ਫੈਸਲਾ ਸਹੀ ਹੈ?

SECTION-C

(05 × 06 = 30)

7. How is a human-being co-existence of Self and Body? Explain Pre-conditioning, Sensation and Natural-Acceptance.

ਇੰਸਾਨ ਸਵਯੰ ਆਪਣੇ ਆਪ ਦਾ ਸਹ-ਅਨੁਭਵ ਕੇਸੇ ਹੈ? ਪੂਰ੍ਵ-ਸਾਨਤਾ, ਸੰਕੇਤਨਾ ਆਦਿ ਪ੍ਰਾਕ੍ਰਿਤਿਕ-ਸਵੀਕ੍ਰਿਤਿ ਸਮਝਾਓ।

ਮਨੁੱਖ ਸਵੈ ਅਤੇ ਸਰੀਰ ਦਾ ਸਹਿ-ਅਸਤਿਤਵ ਕਿਵੇਂ ਹੈ? ਪੂਰਵ-ਮਾਨਤਾ, ਸੰਕੇਤਨਾ ਅਤੇ ਸਹਿਜ-ਸਵਿਕਰਿਤੀ ਸਮਝਾਓ।

OR

What do you understand by the value of an entity? What is the value of a human being?

ਕਿਸੀ ਵਸਤੂ ਦੇ ਮੁੱਲ ਦੇ ਮਤਲਬ ਕੀ ਸਮਝਦੇ ਹੋ? ਇਕ ਇੰਸਾਨ ਦੀ ਕੀਮਤ ਕੀ ਹੈ?

ਤੁਸੀਂ ਕਿਸੇ ਹਸਤੀ ਦੇ ਮੁੱਲ ਦੁਆਰਾ ਕੀ ਸਮਝਦੇ ਹੋ? ਮਨੁੱਖ ਦੀ ਕੀ ਕੀਮਤ ਹੈ?

8. What are the consequences of confusing between 'Sukh' and 'Suvidha'?

'ਸੁਖ' ਆਰ 'ਸੁਵਿਧਾ' ਦੇ ਭੇਦ ਪ੍ਰਸਿਤ ਹੋਨੇ ਦੇ ਪਰਿਯਾਸ ਕਧਾ ਹੈ?

'ਸੁਖ' ਅਤੇ 'ਸੁਵਿਧਾ' ਵਿਚਕਾਰ ਉਲਝਣ ਦੇ ਨਤੀਜੇ ਕੀ ਹਨ?

OR

What are the five dimensions of human endeavor in society?

ਸਮਾਜ ਮੇਂ ਮਾਨਵ ਪ੍ਰਯਾਸ ਦੇ ਪੰਚ ਅਧਾਸ ਕਧਾ ਹੈ?

ਸਮਾਜ ਵਿੱਚ ਮਨੁੱਖ ਕੋਸ਼ਿਸ਼ ਦੇ ਪੰਜ ਪਹਿਲੂ ਕੀ ਹਨ?

9. Describe in brief the salient values in human relationships.

ਮਾਨਵੀ ਰਿਸ਼ਤੀ ਮੇਂ ਸੰਖਿਪਤ ਸੂਚਕ ਮੁੱਲਾਂ ਦਾ ਵਿਕਰਣ ਵੇ।

ਮਾਨਵੀ ਰਿਸ਼ਤਿਆਂ ਵਿੱਚ ਸੰਖਿਪਤ ਮੁੱਖ ਮੁੱਲਾਂ ਦਾ ਵਰਨਣ ਕਰੋ।

OR

What do you mean by Universal Human Order? What could be your role in moving towards it?

ਆਪ ਸਾਰਵਮਾਨਿਕ ਮਾਨਵੀ ਆਦੇਸ਼ ਕੇ ਕਧਾ ਸਮਝਦੇ ਹੈਂ? ਇਸਮੇਂ ਅਪਣੀ ਭੂਮਿਕਾ ਕਧਾ ਹੋ ਸਕਦੀ ਹੈ?

ਤੁਸੀਂ ਸਾਰਵਭੌਮਿਕ ਮਾਨਵੀ ਆਦੇਸ਼ ਵਲੋਂ ਕੀ ਸੰਬਧਦੇ ਹੋ? ਇਸ ਵਿੱਚ ਅਪਣੀ ਭੂਮਿਕਾ ਕੀ ਹੋ ਸਕਦੀ ਹੈ?

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10. What are the unethical practices in the profession at present? Analyze the root cause and possible solution.

ਮੌਜੂਦਾ ਸਮਧ ਮੇਂ ਪੇਸ਼ੇ ਦੇ ਸੁਲਭ ਅਨੈਥਿਕ ਧਰੀਕੇ ਕਧਾ ਹੈਂ? ਸੂਚਕ ਕਾਰਣ ਆਰ ਸੰਭਵ ਸਮਧਾਨ ਕਾ ਵਿਸ਼ਲੇਸ਼ਣ ਕਰੋ।

ਮੌਜੂਦਾ ਸਮਾਂ ਵਿੱਚ ਪੇਸ਼ੇ ਦੇ ਮੁੱਖ ਅਨੈਥਿਕ ਧਰੀਕੇ ਕੀ ਹਨ? ਮੂਲ ਕਾਰਨ ਅਤੇ ਸੰਭਵ ਸਮਧਾਨ ਦਾ ਵਿਸ਼ਲੇਸ਼ਣ ਕਰੋ।

OR

What are the inherent contradictions and dilemmas of professional ethics in the prevailing world view? How does right understanding resolve these issues?

ਪ੍ਰਚਲਿਤ ਵਿਸ਼ਵਦ੍ਰਿਸ਼ਟੀਕੋਣ ਮੇਂ ਪੇਸ਼ੇਵਰ ਬੈਠਿਕਤਾ ਦੇ ਅੰਤਰਿਨਿਹਿਤ ਕਿਰੋਧਾਸ ਆਰ ਦੁਬਿਧਾਏ ਕਧਾ ਹੈ? ਸਹੀ ਸਮਝ ਇਨ੍ਹਾਂ ਕੋ ਕੇਸੇ ਹਲ ਕਰਦੀ ਹੈ?

ਪ੍ਰਚਲਿਤ ਵਿਸ਼ਵ ਦ੍ਰਿਸ਼ਟੀਕੋਣ ਵਿੱਚ ਪੇਸ਼ੇਵਰ ਨੈਤਿਕਤਾ ਦੇ ਅੰਦਰੂਨੀ ਵਿਰੋਧਾਭਾਸ ਅਤੇ ਦੁਬਿਧਾਵਾਂ ਕੀ ਹਨ? ਸਹੀ ਸਮਝ ਇਨ੍ਹਾਂ ਮੁੱਦਿਆਂ ਨੂੰ ਕਿਵੇਂ ਹੱਲ ਕਰਦੀ ਹੈ?

11. List some of the specific criteria for holistic evaluation of technologies. Elaborate any two of them.

ਪ੍ਰਾਈਓਗਿਕਿਯੋਂ ਦੇ ਸਮਧ ਮੂਲਯਾਂਕਨ ਦੇ ਲਿਏ ਕੁਝ ਵਿਸ਼ਿਟ ਮਾਨਦੰਡਾਂ ਕੀ ਸੂਚੀ ਕਨਾਏ। ਤਨਮੇਂ ਸੇ ਕਿਨ੍ਹੀ ਦੋ ਪਰ ਵਿਸ਼ਟਾਰ ਸੇ ਪ੍ਰਕਾਸ਼ ਡਲਿਏ।

ਤਕਨਾਲੋਜੀਆਂ ਦੇ ਸੰਪੂਰਨ ਮੁਲਾਂਕਣ ਲਈ ਕੁਝ ਖਾਸ ਮਾਪਦੰਡਾਂ ਦੀ ਸੂਚੀ ਬਣਾਓ। ਇਹਨਾਂ ਵਿੱਚੋਂ ਕਿਸੇ ਦੋ ਬਾਰੇ ਵਿਸਤਾਰ ਵਿੱਚ ਦੱਸੋ।

OR

What are the problems faced due to the wrong notions about happiness and prosperity?

ਸੁਖ ਆਰ ਸਮ੍ਰਿਧਿ ਦੇ ਭਾਰੇ ਮੇਂ ਗਲਤ ਧਾਰਣਾਓਂ ਦੇ ਕਾਰਣ ਪੇਸ਼ ਆ ਰਹੀ ਸਮਧਾਏ ਕਧਾ ਹੈ?

ਖੁਸ਼ੀ ਅਤੇ ਖੁਸ਼ਹਾਲੀ ਦੇ ਬਾਰੇ ਗਲਤ ਧਾਰਣਾਵਾਂ ਦੇ ਕਾਰਨ ਕੀ ਸਮਧਿਆਵਾਂ ਪੇਸ਼ ਆ ਰਹੀਆਂ ਹਨ?

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Student found sharing the question paper(s)/answer sheet on digital media or with any other person or any organization/institution shall also be treated under UMC.

Any student found making any change/addition/modification in contents of scanned copy of answer sheet and original answer sheet, shall be covered under UMC provisions.

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SECTION - B

Total No. of Pages : 02

Roll No.

Total No. of Questions : 07

B.Sc. (Graphics and Web Designing) (Sem.-1)
INTRODUCTION TO SCRIPTING LANGUAGES

Subject Code : UGWD-1901

M.Code : 77200

Date of Examination : 25-06-2025

Max. Marks : 60

Time : 3 Hrs.

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) Define HTML and explain its role in web development, including its relationship with the World Wide Web (WWW).
- b) Give an example of an HTML inline element and describe its purpose.
- c) What are HTML tags and how are they used in structuring web content?
- d) How do you create a hyperlink to an external website using HTML? What attributes are commonly used in hyperlinks?
- e) State the purpose of the tag in HTML and how can you specify the source (URL) of an image?
- f) Define what image maps are and provide an example of how they can be used in web design?
- g) How can you change the color and font style of a specific HTML element using CSS? Provide a simple CSS rule as an example.
- h) How are frames used in web design and what are some advantages and disadvantages associated with frames?
- i) What are the key elements of the box model in CSS?
- j) What is the significance of the 'font-family' property in CSS when working with HTML?

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2. Discuss the principles of web page layout and design. How can CSS be used to create visually appealing and user-friendly websites?
3. Explain the concept of multimedia integration on web pages. Provide examples of how audio and video can be embedded in HTML documents?
4. Describe the use of frames and their impact on website architecture. Discuss the advantages and disadvantages of using frames in web design.
5. Explore the importance of HTML forms in web development. Discuss various form elements and their attributes, as well as their role in user input and data collection.
6. How do HTML and CSS work together to format and style text and paragraphs on a web page? Provide examples of text formatting and CSS properties used for styling text.
7. Discuss the concept of site design in web development. Explain the role of color schemes, typography and visual hierarchy in creating effective and visually appealing websites.

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Total No. of Pages : 02

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B.Sc. (Graphics & Web Designing) / (IT)/ BCA (Sem.-1)
FUNDAMENTALS OF COMPUTER AND IT

Subject Code : UGCA1902

M.Code : 76962

Date of Examination : 23-06-2025

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. Data
- b. OCR
- c. ROM
- d. Byte
- e. Spell-checking
- f. Assembly Language
- g. Electronic cheque
- h. Expansion cards
- i. Conversions from Binary to Decimal.
- j. Purpose of Ribbon cables.

SECTION - B

2. Explain in detail the role played by the components present inside a computer system.
3. Explain in detail the Memory and its types.
4. Explain the role played by :
 - a. Operating system
 - b. Macros and Equation editors.
5. Explain in detail the features and functions of Spreadsheets.
6. Explain in detail the various types of payment systems available.
7. Write a short note on Mobile computing and Cloud computing.



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Total No. of Questions : 07

Total No. of Pages : 02

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

FUNDAMENTALS OF STATISTICS

Subject Code : UGCA-1907

M.Code : 77728

Date of Examination : 20-06-2025

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

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

SECTION - A

1. Write briefly :

- Limitations of statistics.
- Focus groups
- Statistical errors
- Classification of data.
- Types of graphs.
- Geometric mean
- Relationship between median and mode.
- Co-efficient of variation.
- Inter-quartile range
- Dispersion

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SECTION - B

- What do you mean by the term statistics? What are its features, functions and scope?
- Explain the components of the statistical table. What are the methods of presentation of a data?
- What are the objectives and methods of measuring dispersion? Explain the properties of a good measure of dispersion.
- The following is the distribution of persons according to different income groups :

Income (in lakhs)	0-8	8-16	16-24	24-32	32-40	40-48
No. of persons	8	7	16	24	15	7

Calculate the mean and median for the given data and explain which is the most suitable measure for it?

6. Calculate the mode from the following data using the grouping method :

Class interval	100-110	110-120	120-130	130-140	140-150	150-160	160-170
Frequency	4	6	20	32	33	8	2

7. Calculate standard deviation and variance from the following data :

Class Interval	0-10	10-20	20-30	30-40	40-50	50-60
Frequency	9	15	29	24	3	20



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5. Following is the table showing the data of the speed and number of cars :

Speed of the car	130	135	140	145	150	155
N _o . of cars	3	4	8	9	4	2

Which type of mean should be used here to calculate the average speed? Explain your reasoning and solve the problem.

6. Calculate the mode from the following data using the grouping method :

Class interval	0-8	8-16	16-24	24-32	32-40	40-48	48-56
Frequency	7	12	24	30	30	24	12

7. Calculate standard deviation and coefficient of variation from the following data :

Class Interval	0-10	10-20	20-30	30-40	40-50	50-60	60-70	70-80
Frequency	15	15	23	22	25	10	5	10

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Total No. of Questions : 07

Total No. of Pages : 02

B.Sc. (GWD) (Sem.-2)
CONCEPTS OF WEBSITE DESIGNING & DEVELOPMENT

Subject Code : UGWD-1903

M. Code : 77729

Date of Examination : 19-05-2025

Max. Marks : 60

Time : 3 Hrs.

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. Explain the difference between HTTP and HTTPS.
- b. Define domain names and their significance.
- c. Explain the role of open-source platforms in web development.
- d. Discuss how display resolution affects webpage appearance.
- e. Describe the concept of user-centric design in website creation.
- f. Compare client-side and server-side scripting.
- g. Differentiate between DHTML and standard HTML.
- h. Define blogs and describe their functionality.
- i. Describe the importance of SEO in website ranking.
- j. Discuss the role of keywords in search engine optimization.

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SECTION - B

2. Describe the structure of an HTTP request and response message.
3. Discuss the key principles for designing and planning a website.
4. Analyze the advantages and disadvantages of static and dynamic websites.
5. Explain how XML is integrated into web development and its advantages.
6. Write a PHP script to establish a connection with a MySQL database and retrieve records.
7. Differentiate between Black Hat and White Hat SEO techniques in detail.



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Roll No.

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Bachelor of Science (G&WD) (Sem.-2)
OBJECT ORIENTED PROGRAMMING USING C++

Subject Code : UGCA-1909

M.Code : 77730

Date of Examination : 22-05-2025

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

I. Write briefly:

- a) What is the use of inline member function?
- b) What are control statements?
- c) What is the purpose of cin and cout statements?
- d) What is function overloading?
- e) What is static object?
- f) What is a friend function?
- g) What are access specifiers and their use?
- h) What are the different modes in which C++ file is opened?
- i) What is hybrid inheritance?
- j) Name one operator which cannot be overloaded.

SECTION -B

2. What do you mean by polymorphism? Explain two types of polymorphism possible in C++.
3. Write in detail differences between C and C++.
4. Explain different types of constructors in C++, Write examples too.
5. What are virtual functions and pure virtual functions? Where are they used? Explain.
6. What is inheritance? What are its different classifications? Give an example.
7. Write a program to overload the binary plus operator.

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Total No. of Pages : 02

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B.Sc. (G&WD) (Sem.-2)
ENVIRONMENTAL STUDIES
Subject Code : EVS-102-18
M.Code : 77734
Date of Examination: 26-05-2025

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) Define the term biomes.
- b) What do you understand by ozone layer?
- c) What are ecological pyramids? What are their types?
- d) What is the significance of food web?
- e) What is meant by resources?
- f) Differentiate between genetic and ecosystem diversity.
- g) What is Red Data Book?
- h) What are the effects of soil pollution?
- i) Why do earthquake occur?
- j) What do you understand by the term pollution and pollutants?

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SECTION - B

2. Explain the need for public awareness about the environment and its degradation.
3. Define ecosystem. Explain the types, characteristic features, structure and functions of aquatic ecosystem.
4. Discuss various uses of forests.
5. Enumerate different biographic zones of India and explain the characteristics of each.
6. Define water pollution. Discuss its major sources and effects.

SECTION - C

7. What is meant by environment? Enumerate and discuss its various components.
8. Discuss the models of energy flow in ecosystem.
9. Enumerate the various causes of land degradation. Discuss the causes and effects of
 - a) Soil erosion
 - b) Desertification and man induced landslide.



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B.Sc. (Graphics & Web Designing) (Sem.-3)

ELEMENTS OF DESIGN

Subject Code : UGWD1905

M.Code : 78472

Date of Examination : 16-06-2025

Max. Marks : 60

Time : 3 Hrs.

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 Thinking
- b. Shapes
- c. Harmony
- d. Element of Interest.
- e. Typography
- f. Visual Weight
- g. Tone
- h. Informal Balance
- i. Cool Colors
- j. Hue

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SECTION - B

2. How does the use of space impact the overall composition of a design?
3. How do you create a sense of balance in graphic composition and what techniques can be used to achieve this?
4. How does the use of color impact graphic composition and what are some effective ways to create color harmony in a design?
5. What is the importance of contrast in graphic composition and how can it be used to guide the viewer's eye through a design?
6. What is the difference between symmetrical and asymmetrical balance in design?
7. Does imbalance in a composition convey a story? Support your answer with examples.



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Total No. of Pages : 02

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B.Sc. (Graphics & Web Designing) (Sem.-3)
IMAGE EDITING & PHOTOGRAPHY

Subject Code : UGWD1907

M.Code : 78477

Date of Examination : 25-06-2025

Max. Marks : 60

Time : 3 Hrs.

INSTRUCTIONS TO CANDIDATES:

- 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. Zoom Lens
 - b. T-number
 - c. Soft light
 - d. Shutter speed
 - e. Portrait Image
 - f. Depth of field
 - g. POV Shot
 - h. CMYK
 - i. JPEG
 - i. Cropping

SECTION - B

2. Describe the advantages of DSLR camera over traditional point and shoot camera.
3. Describe the three point lighting system and its usage.
4. Classify the different types of lenses as per their usage, focal length and aperture.
5. Discuss the guidelines for designing a good composition.
6. What do you mean by compression? Which all formats would you use for web designing and why?
7. Compare conceptual photography with contemporary art.



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Total No. of Pages : 02

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

PROGRAMMING IN PYTHON

Subject Code : UGCA1914

M.Code : 79530

Date of Examination : 06-05-2025

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

I. Write briefly :

- a) What are the key features of python?
- b) How you take input from the user in python?
- c) How does a for loop work in python?
- d) What is the difference between a list and a tuple in python?
- e) What is a user defined function in python?
- f) How is recursion implemented in python?
- g) What are built in exception in python?
- h) What are the different modes of opening a file in python?
- i) What is garbage collection in python?
- j) How can you manipulate string in python?

SECTION - B

2. Describe various operations in python and explain their precedence and associativity with examples.
3. What are dictionaries in python? Explain their methods with suitable examples.
4. What are python package? How do they help in organizing a python project?
5. Explain the concept of object oriented programming in python with an example.
6. Describe exception handling in python. How can you define custom exceptions?
7. **Write a python program to create a list of number and perform the following operation :**
 - a) Append a number at the list.
 - b) Insert a number at a specific position.
 - c) Remove a number from the list.
 - d) Sort the list in ascending order.



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SECTION - B

2. Describe the different types of colors used in animation art and explain the factors to consider when selecting the most suitable colors for a project.
3. Explain the fundamental principles of object drawing. Discuss how structure, proportion and perspective contribute to creating a realistic representation of an object.
4. How does light affect the mood and perception of an object? Draw a simple geometric form under three different lighting conditions.
5. Define viewpoint drawing and explain its significance in creating realistic compositions.
6. Explain the importance of studying nature for artists. How does observing and drawing living organisms improve artistic skills?
7. Write a short note on story-board and its usage in drawing. Explain 5 basic camera - movements in storyboard drawing.



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

ANIMATION ART

Subject Code : UGWD1909

M.Code : 79531

Date of Examination : 20-05-2025

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) Which type of pencil among HB, B, and 6B is the darkest and why?
- b) What is the main difference between poster colors and watercolor?
- c) What is the difference between a cast shadow and a core shadow?
- d) What are the fundamental principles of object drawing?
- e) How does light contribute to the mood of an artwork?
- f) Explain two-point perspective with an example.
- g) What is the significance of studying nature in art?
- h) Why is proportion important when drawing animals?
- i) What is a storyboard?
- j) What is meant by "weight" in a human figure sketch?

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

VIDEO EDITING

Subject Code : UGWD1911

M.Code : 79536

Date of Examination : 27-05-2025

Max. Marks : 60

Time : 3 Hrs.

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) Define Critical Listening.
- b) Define Basic Mixing Rules.
- c) Describe various effects in Mixing.
- d) Define Voiceover.
- e) What is Modulation of voice?
- f) Define Digital Audio format.
- g) How the sound is important in a film?
- h) What is the importance of Dialogue in a video?
- i) Define Audio Equalizing.
- j) Name any two video editing tools available online.

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SECTION-B

2. Describe various techniques for Sound editing.
3. Discuss the basic rules for mixing of Audio.
4. Describe various techniques of Studio Production.
5. Explain the process of lending voice to Short film.
6. Discuss various steps for designing a sound track for a short film.
7. Discuss various Sound Editing techniques.



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Roll No.

Total No. of Questions : 07

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

MULTIMEDIA 2D & 3D DESIGNING

Subject Code : UGWD1913

M.Code : 90377

Date of Examination : 17-06-2025

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) Sound
- b) Define shape hints.
- c) Define masks.
- d) What is the usage of inverse kinematics?
- e) Define layout.
- f) What you mean by cuing?
- g) Define acting methods in brief.
- h) What do you mean by postures?
- i) Define characterization.
- j) What is the usage of accents?

SECTION - B

2. What do you mean by key frames and frame rate, explain in detail.
3. Explain character animation and inverse kinematics in detail.
4. What do you mean by gestures, explain in detail with example?
5. Explain mouth movements and facial expressions in detail.
6. What do you mean by directing skills and acting exercise, explain with suitable example.
7. Briefly explain scents, dialects, mouth movements and facial expressions.



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LINUX OPERATING SYSTEM

Subject Code : UGCA1935

M Code : 90380

Date of Examination : 21-06-2025

Max. Marks : 60

Time : 3 Hrs.

INSTRUCTIONS TO CANDIDATES :

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TEN marks each and students have to attempt any FOUR questions.
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 role of shell initialization in Linux?
 - b) Explain the process of file name expansion in Linux.
 - c) How do you perform standard input and output redirection in Linux?
 - d) What is the significance of pipes in Linux command-line operations?
 - e) Describe the concept of managing jobs in a Linux shell.
 - f) What are the different types of statements in shell scripting?
 - g) How do you assign values to variables in shell scripting?
 - h) Explain the purpose of default shell variables in Linux.
 - i) What are the rules for naming variables in shell scripting?
 - j) How can you display the value of a shell variable in Linux?

SECTION-B

2. Explain the history of Linux and its evolution from Unix. Discuss key milestones and influential figures in the development of the Linux operating system.
3. Describe the structure of the Linux operating system, including its kernel, libraries and utilities. Explain how these components work together to provide a functional operating system?
4. Walk through the process of installing the X Window System on a Linux system. Include steps for configuration and customization to achieve the desired graphical interface.
5. Compare and contrast the GNOME and KDE desktop environments in Linux. Discuss their features, advantages and target users.
6. Explore the different types of text editors used in Linux and provide examples of their usage. Discuss the advantages and use cases for various editors.
7. Detail the role of shell scripting in the Linux environment. Explain the types of statements, variables and control structures commonly used in shell scripting.



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**B.Sc.(G&WD) (Sem.-6)
PROGRAMMING IN JAVA**
Subject Code : UGCA1932
M.Code : 92001

Date of Examination : 26-05-2025

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) Define Java API.
 - b) What is the difference between primitive and reference data types?
 - c) What happens when a break statement is used in nested loops?
 - d) What is the use of the throws keyword in exception handling?
 - e) What is the purpose of static import in Java?
 - f) How do you pass an array as an argument to a method?
 - g) What are thread priorities in Java?
 - h) What is the difference between Runnable and Thread classes?
 - i) How do you handle multiple exceptions in Java?
 - j) What is the difference between final and const in Java?

SECTION - B

2. Explain Java's Object-Oriented principles and their significance.
3. Compare and contrast the String, StringBuffer, and StringBuilder classes.
4. Explain the concept of thread synchronization with an example.
5. Discuss the life cycle of an applet and the different methods involved.
6. Write a Java program to find the 2nd largest element in an array.
7. Explain file handling in Java with an example demonstrating file read and write.



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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 computer graphics?
 - b) Name two types of graphs used in computer graphics.
 - c) Define persistence. How it is related to refreshing?
 - d) What is scan conversion in computer graphics?
 - e) What is filling? Name two methods used for area filling.
 - f) Define translation in 2D graphics. Write its transformation matrix.
 - g) Differentiate between window and viewport.
 - h) Write the homogeneous transformation matrix for rotation about the Z-axis.
 - i) Define vanishing point in perspective projection.
 - j) What is the purpose of Gouraud shading?

SECTION-B

2. a) Compare and contrast raster and scan systems in computer graphics,
b) List the applications of Computer Graphics.
3. Explain the RGB and CMY color models with diagrams. Where is each model predominantly used and why?
4. Write Bresenham's Line Drawing Algorithm. Illustrate its working for a line from (2, 3) to (7, 8) and compare it with DDA in terms of efficiency.
5. a) What is the flood fill technique? Differentiate between boundary-fill and flood-fill algorithms.
b) Write and explain the Cohen-Sutherland line clipping algorithm.
6. Derive the 2D transformation matrices for Translation, Scaling and Rotation. Explain how composite transformations are performed using matrix concatenation.
7. Explain the concept of projections in 3D graphics. Differentiate between parallel and perspective projections with suitable diagrams.



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

DIGITAL MARKETING

Subject Code : UGCA1947

M.Code : 91999

Date of Examination : 19-05-2025

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) Importance of Web Analytics
- b) Inbound marketing
- c) Paid versus organic Ads.
- d) On page optimisation
- e) SEM
- f) Social media optimisation
- g) Website planning
- h) Blogging
- i) Viral Marketing
- j) Referral Marketing.

SECTION - B

2. What is the importance of digital marketing? Describe the critical components of online marketing.
3. Describe the SMM and what are the strategies of marketing under each platform of social media.
4. What is SEO and why it is required? What are the strategies of SEO?
5. Elaborate the content marketing strategy? What is the role of content in marketing for different platforms?
6. What is business analysis? What are the dimensions of business analysis? Describe the role of key research for B.A.
7. How mobile is useful for advertising? Discuss in detail the CPC, CPM, CTR and PPC.



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Roll No.

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Bachelor of Science (Graphics & Web Designing) (Sem.-6)

MOTION GRAPHICS & COMPOSITION

Subject Code : UGWD1917

M.Code : 91998

Date of Examination : 05-05-2025

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) Define computer generated graphics and its types.
- b) What is an opener?
- c) What is difference between animation and motion?
- d) How an icon is created and what is its usage in GUI?
- e) Give names of different file formats for graphical data.
- f) What many graphics layers are stacked?
- g) What is a graphics frame and how it is different than a graphics layer?
- h) Give various file formats for audio-data and how it is converted into digital format.
- i) What is difference between size reduction and compression of an image file?
- j) What is major problem of 2D graphics rendering.

SECTION-B

2. How the animated graphical objects are created and the speed of animation is controlled? Give examples to justify your answer.
3. Discuss the major principles of motion graphics. Justify their application to create a motion graphics workflow.
4. How shading models are used to create lighting effects using Adobe After Effects?
5. How graph editor used to create vector graphics elements? Discuss its functioning for object selection, copying, moving and deleting graphics frames.
6. How audio and sound files are integrated and synchronized with graphics animations?
7. What do you mean by graphics rendering and graphics painting? How rendering queue is used in graphics export?

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