

Roll No.

Total No. of Pages : 02

Total No. of Questions : 07

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

MATHEMATICS

Subject Code : UGCA1901

M.Code : 76961

Date of Examination : 12-01-2026

Time : 3 Hrs.

Max. Marks : 60

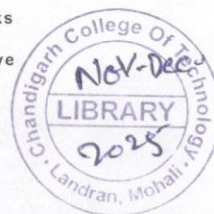
INSTRUCTIONS TO CANDIDATES :

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 Null set and give one example.
- b) Write the difference between Subset and Proper Subset.
- c) Construct the truth table of $(p \vee q) \wedge (\neg p)$.
- d) Define tautology with a suitable example.
- e) Write the order of the following matrix $A = \begin{bmatrix} 2 & 3 \\ 0 & 0 \end{bmatrix}$.
- f) Find the transpose of the matrix $A = \begin{bmatrix} 1 & -4 \\ -2 & 0 \end{bmatrix}$.
- g) Write the general term of an Arithmetic Progression (AP).
- h) Find the 8th term of the AP : 7, 11, 15...
- i) If $A = \{1, 2, 3, 4\}$, $B = \{3, 4, 5\}$, find $A \cup B$.
- j) Define ratio for a Geometric Progression.



SECTION - B

2. a) Define Power Set. Also, give a suitable example.
b) In a survey of 50 students, 25 like Mathematics, 30 like Physics, and 10 like both. Find the number of students who like neither subject.
3. Define six different types of matrices with examples.
4. a) If the 5th term of an AP is 15 and the 10th term is 35, find the first term and common difference.
b) Find the sum of first 25 terms of the AP: 3, 7, 11...
5. If $A = \begin{bmatrix} 2 & 1 \\ 0 & -3 \end{bmatrix}$ & $B = A = \begin{bmatrix} 0 & 4 \\ -5 & -2 \end{bmatrix}$ then compute AB and BA.
6. a) Show using truth table: $(p \wedge q) \rightarrow p$ is always true.
b) Define Logical Equivalence. Prove that $p \vee (q \wedge r) = (p \vee q) \wedge (p \vee r)$.
7. a) Find the sum of first 12 terms of the GP : 5, 10, 20...
b) Differentiate between conjunction and disjunction.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page 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.-1)
INTRODUCTION TO SCRIPTING LANGUAGES

Subject Code : UGWD-1901

M.Code : 77200

Date of Examination : 09-01-2026

Time : 3 Hrs.

Max. Marks : 60

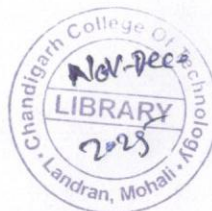
INSTRUCTIONS TO CANDIDATES :

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 form?
- b) What are Internal CSS style sheets?
- c) How to link documents?
- d) What is the use of
 tag?
- e) What is HTML Editor?
- f) What is the difference between COLSPAN and ROWSPAN?
- g) Create an HTML document to describe an unordered list of a typical grocery shopping list you write.
- h) What is the use of inline frame?
- i) What are navigational aids?
- j) How to change font in HTML?



SECTION - B

2. Write the source code to create Web page using basic HTML Tags.
3. Explain <frameset> and <frame> tags with their purpose and attributes. Also, explain the importance of using floating frames.
4. a) Explain how browser communicates with a web server? *"When you click on a submit button of an HTML form, you find your form data appears in the web browser's URL address field"*. Is your form using method Get or POST?
b) How to create the form object? Design a login form whose specialty is the presence of password field. Write HTML code to where password field will show star to hide the characters.
5. Discuss the linking of HTML documents with suitable example also make hyperlinks using anchor tag and images.
6. Discuss in detail about page Layout and Navigation in HTML.
7. What is CSS? Explain its types with suitable examples.

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Roll No.

Total No. of Pages : 04

Total No. of Questions : 11

B.Com (Honours)/B.A. (JAMC)/ B.Sc. Honours (Microbiology / Nutrition and Dietetics)/B.Sc. (AI&ML)/B.Sc. (BT/FD/IT/G&WD)/MLS/OTT/ Radiotherapy Technology/B.Voc. (Child Caregiver)/ BTM/BHMCT/BBA/BCA/IT (Sem-1)

HUMAN VALUES, DE-ADDICTION AND TRAFFIC RULES

Subject Code : HVPE101-18

M.Code : 93322

Date of Examination : 07-01-2026

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. Section-A is compulsory ONE mark each.
3. Section-B contains FIVE questions of FOUR marks each attempt all questions.
4. Section-C contains FIVE questions of SIX marks each attempt all questions.

SECTION-A

(10 × 1 = 10)

1. Answer the following :

- i) What is the content of self exploration?

ਆਤਮ-ਅਨੁਵੇਸ਼ਣ ਦੀ ਵਿਸ਼ੇਸ਼ਤਾ ਕੀ ਹੈ?

ਸਵੈ-ਪੜਚੋਲ ਦੀ ਵਿਸ਼ੇਸ਼ਤਾ ਕੀ ਹੈ?

- ii) What is Artistic-Value?

ਕਲਾਤਮਕ-ਮੁੱਲ ਕੀ ਹੈ?

ਕਲਾਤਮਕ-ਮੁੱਲ ਕੀ ਹੈ?

- iii) What is Material Order?

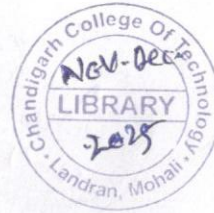
ਸਾਮਗਰੀ ਆਦੇਸ਼ ਕੀ ਹੈ?

ਸਾਮਗਰੀ ਆਦੇਸ਼ ਕੀ ਹੈ?

- iv) What is innateness?

ਸਵਾਭਾਵਿਕਤਾ ਕੀ ਹੈ?

ਸਵਾਭਾਵਿਕਤਾ ਕੀ ਹੈ?



- v) Explain harmony in family?

ਪਰਿਵਾਰ ਮੇਂ ਹਾਰਮੋਨੀ ਦੇ ਬਾਰੇ ਮੈਂ ਬਤਾਓ।

ਪਰਿਵਾਰ ਵਿੱਚ ਤਾਲਮੇਲ ਦੇ ਬਾਰੇ ਵਿੱਚ ਦੱਸੋ।

- vi) What are the activities and needs of self and body?

ਆਤਮ ਅਤੇ ਸਰੀਰ ਦੀ ਗਤੀਵਿਧੀਆਂ ਅਤੇ ਆਵਸ਼ਯਕਤਾਵਾਂ ਕੀਆਂ ਹਨ?

ਸਵੈ ਅਤੇ ਸਰੀਰ ਦੀਆਂ ਜ਼ਰੂਰਤਾਂ ਅਤੇ ਗਤੀਵਿਧੀਆਂ ਕੀਆਂ ਹਨ?

- vii) What are the different patterns of differentiation?

ਖੇਤਰਾਂ ਦੇ ਵੱਖ-ਵੱਖ ਪੈਟਰਨ ਕੀਆਂ ਹਨ?

ਫਰਕ ਦੇ ਵੱਖ-ਵੱਖ ਪੈਟਰਨ ਕੀਆਂ ਹਨ?

- viii) What do you mean by Respect?

ਆਪ ਕਾ ਸਤਿਕਾਰ ਕੀਆਂ ਮਤਲਬ ਹੈ?

ਤੁਹਾਡਾ ਆਦਰ ਤੋਂ ਕੀ ਮਤਲਬ ਹੈ?

- ix) How the value "Guidance" is related with Self.

ਮੁੱਲ "ਸਾਹਦਸ਼ਨ" ਸਵੈ ਦੇ ਸਾਥ ਕਿਸੇ ਸੰਬੰਧਿਤ ਹੈ?

ਮੁੱਲ ਅਗਵਾਈ ਸਵੈ ਦੇ ਨਾਲ ਕਿਵੇਂ ਸਬੰਧਿਤ ਹੈ?

- x) What is Gratitude?

ਕੁਰਜ਼ਤਾ ਕੀਆਂ ਹੈ?

ਕ੍ਰਿਤਗਿਅਤਾ ਕੀਆਂ ਹੈ?

SECTION-B

(5 × 4 = 20)

2. How do you mean by values? How do they differ from skills? How values and skills are complementary.

ਮੁੱਲਾਂ ਤੋਂ ਆਪ ਕੀਆਂ ਸਮਝਦੇ ਹੋ? ਵੇ ਕੌਸ਼ਲਾਂ ਦੇ ਕਿਸ ਪ੍ਰਕਾਰ ਮਿਲਦੇ ਹਨ? ਮੁੱਲਾਂ ਅਤੇ ਕੌਸ਼ਲਾਂ ਏਕ-ਦੂਸਰੇ ਦੇ ਪੂਰਕ ਕਿਸੇ ਹਨ?

ਮੁੱਲਾਂ ਤੋਂ ਤੁਹਾਡਾ ਕੀ ਮਤਲਬ ਹੈ? ਉਹ ਹਨਰਾਂ ਤੋਂ ਕਿਵੇਂ ਵੱਖਰੇ ਹਨ? ਮੁੱਲ ਅਤੇ ਹਨਰ ਕਿਵੇਂ ਪੂਰਕ ਹਨ?

3. What are pre conditionings? What is their source?

ਪੂਰਵ-ਸ਼ਾਇਨਗਾਂ ਕੀਆਂ ਹਨ? ਤਨਕਾ ਸ੍ਰੋਤ ਕੀਆਂ ਹੈ?

ਪੂਰਵ-ਸ਼ਾਇਨਗਾਂ ਕੀਆਂ ਹਨ? ਉਨ੍ਹਾਂ ਦਾ ਸਰੋਤ ਕੀਆਂ ਹੈ?

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?

ਇਰਾਦਾ ਅਤੇ ਸਮਰੱਥਾ ਦੇ ਵਿੱਚ ਕੀ ਅੰਤਰ ਹੈ? ਕਿਵੇਂ ਅਸੀਂ ਗਲਤੀ ਕਰਦੇ ਹਾਂ?

5. What do you mean by your natural acceptance? Illustrate with examples. Is it invariant with the time and place?

आपकी स्वाभाविक स्वीकृति से आपका क्या अभिप्राय है? उदाहरण सहित स्पष्ट कीजिए। क्या यह समय और स्थान के साथ अपरिवर्तनीय है?

ਤੁਹਾਡੀ ਕੁਦਰਤੀ ਸਵੀਕ੍ਰਿਤੀ ਤੋਂ ਤੁਹਾਡਾ ਕੀ ਮਤਲਬ ਹੈ? ਉਦਾਹਰਣਾਂ ਨਾਲ ਸਮਝਾਓ। ਕੀ ਇਹ ਸਮੇਂ ਅਤੇ ਸਥਾਨ ਨਾਲ ਬਦਲਦਾ ਹੈ?

6. "To be in a state of harmony is happiness". Examine the statement and illustrate it with two examples from your day-to-day life.

"सद्भाव की स्थिति में रहना खुशी है"। कथन की जाँच करें और इसे अपने दैनिक जीवन के दो उदाहरणों से स्पष्ट करें।

"ਇਕਸੁਰਤਾ ਦੀ ਸਥਿਤੀ ਵਿਚ ਰਹਿਣਾ ਖੁਸ਼ੀ ਹੈ"। ਕਥਨ ਦੀ ਜਾਂਚ ਕਰੋ ਅਤੇ ਇਸਨੂੰ ਆਪਣੇ ਰੋਜ਼ਾਨਾ ਜੀਵਨ ਵਿੱਚੋਂ ਦੋ ਉਦਾਹਰਣਾਂ ਦੇ ਨਾਲ ਸਮਝਾਓ।

SECTION-C

(6 × 5 = 30)

7. Right understanding + Relationship = Mutual fulfillment. Illustrate with two examples for each.

ਸਹੀ ਸਮਝ + ਰਿਸ਼ਤਾ = ਪਾਰਸਪਰਿਕ ਪੂਰਤੀ। ਹਰੇਕ ਦੇ ਲਿਏ ਦੋ ਉਦਾਹਰਣਾਂ ਦੇ ਨਾਲ ਉਪਰੋਕਤ ਨੂੰ ਦਰਸਾਓ।

ਸਹੀ ਸਮਝ + ਰਿਸ਼ਤਾ = ਆਪਸੀ ਪੂਰਤੀ। ਹਰੇਕ ਲਈ ਦੋ ਉਦਾਹਰਣਾਂ ਦੇ ਨਾਲ ਉਪਰੋਕਤ ਨੂੰ ਦਰਸਾਓ।

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

ਮਨੁੱਖ ਸਰੀਰ ਅਤੇ ਜਾਤੀਰ ਦਾ ਸਹ-ਅस्तਿਤਵ ਕਿਵੇਂ ਹੈ? ਪੂਰਵ-ਸੰਸਕ੍ਰਿਤੀ, ਸੰਵੇਦਨਾ ਅਤੇ ਪ੍ਰਾਕ੍ਰਿਤਿਕ-ਸਵੀਕ੍ਰਿਤੀ ਸਮਝਾਓ।

ਮਨੁੱਖ ਸਰੀਰ ਅਤੇ ਜਾਤੀਰ ਦਾ ਸਹਿ-ਅਸਤਿਤਵ ਕਿਵੇਂ ਹੈ? ਪੂਰਵ-ਮਾਨਤਾ, ਸੰਵੇਦਨਾ ਅਤੇ ਸਹਿ-ਸਵੀਕ੍ਰਿਤੀ ਸਮਝਾਓ।

9. Compare the Four Orders in Nature on the basis of their salient aspects.

ਪ੍ਰਕ੍ਰਿਤੀ ਦੇ ਚਾਰ ਕ੍ਰਮਾਂ ਦੇ ਸਹਿ-ਅਸਤਿਤਵ ਦੇ ਚਾਰ ਪ੍ਰਮੁੱਖ ਪਾਸਿਆਂ ਦੀ ਤੁਲਨਾ ਕਰੋ।

ਪ੍ਰਕ੍ਰਿਤੀ ਦੇ ਚਾਰ ਕ੍ਰਮਾਂ ਦੇ ਸਹਿ-ਅਸਤਿਤਵ ਵਿੱਚ ਚਾਰ ਪ੍ਰਮੁੱਖ ਪਾਸਿਆਂ ਦੀ ਤੁਲਨਾ ਕਰੋ।

10. Critically examine the state of society today in context with fulfillment of the comprehensive human goal.

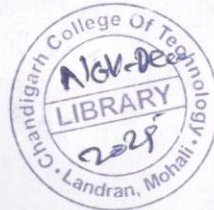
व्यापक मानवीय लक्ष्य की पूर्ति के सन्दर्भ में आज समाज की स्थिति का आलोचनात्मक परीक्षण करें।

ਵਿਆਪਕ ਮਨੁੱਖੀ ਟੀਚੇ ਦੀ ਪੂਰਤੀ ਦੇ ਸੰਦਰਭ ਵਿੱਚ ਅੱਜ ਸਮਾਜ ਦੀ ਸਥਿਤੀ ਦੀ ਗੰਭੀਰਤਾ ਨਾਲ ਜਾਂਚ ਕਰੋ।

11. The problem today is that the desires, thoughts and expectations are largely set by pre conditionings or sensations. Examine this statement.

आज समस्या यह है कि इच्छाएँ, विचार और अपेक्षाएँ काफी हद तक पूर्व-स्थितियों या संवेदनाओं द्वारा निर्धारित होती हैं। इस कथन का परीक्षण करें।

ਅੱਜ ਸਮੱਸਿਆ ਇਹ ਹੈ ਕਿ ਇੱਛਾਵਾਂ, ਵਿਚਾਰਾਂ ਅਤੇ ਉਮੀਦਾਂ ਜ਼ਿਆਦਾਤਰ ਪੂਰਵ-ਸ਼ਰਤਾਂ ਜਾਂ ਸੰਵੇਦਨਾਵਾਂ ਦੁਆਰਾ ਨਿਰਧਾਰਤ ਕੀਤੀਆਂ ਜਾਂਦੀਆਂ ਹਨ। ਇਸ ਕਥਨ ਦੀ ਜਾਂਚ ਕਰੋ।



Note : Any student found attempting answer sheet from any other person(s), using incriminating material or involved in any wrong activity reported by evaluator shall be treated under UMC provisions.

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.

[M-93322]

(S-17) 2142

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Roll No.

Total No. of Pages : 04

Total No. of Questions : 11

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?
सर्वव्यापक प्रणाली की है?
- ii) What do you mean by Respect?
आप का सम्मान से क्या मतलब है?
तुहारा आदर का की मतलब है?
- iii) What is Gratitude?
कृतज्ञता क्या है?
कृतज्ञता की है?
- iv) What is innateness?
स्वाभाविकता क्या है?
स्वाभाविकता की है?
- v) What is Utility-Value?
उपयोगिता-मूल्य क्या है?
उपयोगिता-मूल्य की है?

[M-75087]

(S-17) 1280

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

कड़े आदेश में किसी भी इकाई का क्या मूल्य है?

बड़े आदेश में किसी भी इकाई का क्या मूल्य है?

- vii) What is the difference between prosperity and wealth?

समृद्धि और धन के बीच क्या अंतर है?

खुशहाली और अमीरी के बीच क्या अंतर है?

- viii) What is Perseverance?

अटलता क्या है?

धीरज की है?

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

मूल्यों या मानवीय मूल्यों से आप क्या समझते हैं?

कदर-कीमतों का मतलब क्या है?

- x) What is Value-Education?

मूल्य शिक्षा क्या है?

मूल्य शिक्षा की है?

SECTION-B

(4 × 5 = 20)

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

प्रकृति में आत्म नियंत्रण और पुनरावृत्ति कैसे है?

वृद्धि के लिए आत्म-नियंत्रण और पुनरावृत्ति का क्या मतलब है?

3. Explain harmony in family?

परिवार में तालमेल के बारे में बताएं।

परिवार में तालमेल के बारे में बताएं।

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 और क्षमता के बीच क्या अंतर है? कैसे हम गलती करते हैं?



[M-75087]

(S-17) 1280

5. Explain Competence in Professional-Ethics.

ਪੇਸ਼ੇਵਰ ਨੈਤਿਕਤਾ ਸੋਂ ਕਸਤਾ 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 ਭਰਮਾਨ ਸੋਂ ਧਫ਼ ਕੈਸੇ ਧਯ ਕਰਦੇ ਹੋ ਕਿ ਆਪਕੇ ਲਿਏ ਕਯਾ ਮੂਲਧਵਾਨ ਹੈ? ਆਪ ਧਫ਼ ਕੈਸੇ ਸੁਨਿਸ਼ਚਿਤ ਕਰਦੇ ਹੋ ਕਿ ਆਪਕਾ ਨਿਰਧਯ ਸਹੀ ਹੈ?

ਤੁਸੀਂ ਇਸ ਵੇਲੇ ਇਹ ਕਿਵੇਂ ਫ਼ੈਸਲਾ ਕਰਦੇ ਹੋ ਕਿ ਤੁਹਾਡੇ ਲਈ ਕੀ ਕੀਮਤੀ ਹੈ? ਤੁਸੀਂ ਇਹ ਕਿਵੇਂ ਯਕੀਨੀ ਬਣਾਉਂਦੇ ਹੋ ਕਿ ਤੁਹਾਡਾ ਫ਼ੈਸਲਾ 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 ਸੁਭਯੰ ਔਰ ਸ਼ਰੀਰ ਕਾ ਸਫ਼-ਅਸ਼ਿਤਵ ਕੈਸੇ ਹੈ? ਪੂਰਵ-ਸਾਨਧਤਾ, ਸੰਵੇਦਨਾ ਔਰ ਪ੍ਰਾਕ੍ਰਿਤਿਕ-ਸੁਕ੍ਰਿਤਿ ਸਮਝਾਓ।

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

OR

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

ਕਿਸੀ ਫ਼ਕਤਰ ਦੇ ਮੂਲਧ ਸੇ ਆਪ ਕਯਾ ਸਮਝਦੇ ਹੋ? ਏਕ ਇੰਸਾਨ ਕੀ ਕੀਮਤ ਕਯਾ 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' ਔਰ 'ਸੁਵਿਧਾ' ਕੇ ਕੀਚ ਪ੍ਰਸਿਤ ਹੋਨੇ ਕੇ ਪਰਿਯਾਸ ਕਯਾ ਹੈ?

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

OR

What are the five dimensions of human endeavor in society?

ਸਮਾਜ ਸੋਂ ਸਾਨਭ ਪ੍ਰਯਾਸ ਕੇ ਪਾਂਚ ਆਧਾਸ ਕਯਾ ਹੈ?

ਸਮਾਜ ਵਿੱਚ ਮਨੁੱਖ ਕੋਸ਼ਿਸ਼ ਦੇ ਪੰਜ ਪਹਿਲੂ ਕੀ ਹਨ?

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

ਸਾਨਕੀਧ ਰਿਸ਼ਤੋਂ ਸੋਂ ਸੰਸ਼ਿਪਤ ਮੁਖਯ ਮੂਲਧੋਂ ਕਾ ਵਿਕਰਣ ਵੇ।

ਮਾਨਵੀ ਰਿਸ਼ਤਿਆਂ ਵਿੱਚ ਸਬੰਧਿਤ ਮੁੱਖ ਮੁੱਲਾਂ ਦਾ ਵਰਨਣ ਕਰੋ।

OR

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

ਆਪ ਸਾਰਵਮਾਸਿਕ ਸਾਨਕੀਧ ਆਵੇਸ਼ ਸੇ ਕਯਾ ਸਮਝਦੇ ਹੋ? ਇਸਸੋਂ ਅਪਨੀ ਭੂਮਿਕਾ ਕਯਾ ਹੋ ਸਕਦੀ ਹੈ?

ਤੁਸੀਂ ਸਾਰਵਭੌਮਿਕ ਮਾਨਵੀ ਆਵੇਸ਼ ਵਲੋਂ ਕੀ ਸੋਮਝਦੇ ਹੋ? ਇਸ ਵਿੱਚ ਆਪਣੀ ਭੂਮਿਕਾ ਕੀ ਹੋ ਸਕਦੀ ਹੈ?

[M-75087]

(S-17) 1280

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

ਮੌਜੂਦਾ ਸਮਧ ਸੋਂ ਪੇਸ਼ੇ ਕੇ ਮੁਖਯ ਅਨੈਤਿਕ ਧਰੀਕੇ ਕਯਾ ਹੈ? ਮੂਲ ਕਾਰਣ ਔਰ ਸੰਭਵ ਸਮਾਧਾਨ ਕਾ ਵਿਸ਼ਲੇਸ਼ਣ ਕਰੋ।

ਮੌਜੂਦਾ ਸਮਾਂ ਵਿੱਚ ਪੇਸ਼ੇ ਦੇ ਮੁੱਖ ਅਨੈਤਿਕ ਤਰੀਕੇ ਕੀ ਹਨ? ਮੂਲ ਕਾਰਨ ਅਤੇ ਸੰਭਵ ਸਮਾਧਾਨ 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 ਵਿਸ਼ਵ ਦ੍ਰਿਸ਼ਟੀਕੋਣ ਸੋਂ ਪੇਸ਼ੇਵਰ ਨੈਤਿਕਤਾ ਕੇ ਅੰਤਰਿਨਿਹਿਤ ਵਿਰੋਧਾਭਾਸ ਔਰ ਦੁਵਿਧਾਏਂ ਕਯਾ ਹੈ? ਸਹੀ ਸਮਝ ਇਨ ਸੁਧੋਂ ਕੋ ਕੈਸੇ ਹਲ ਕਰਦੀ ਹੈ?

ਪ੍ਰਚਲਿਤ ਵਿਸ਼ਵ ਦ੍ਰਿਸ਼ਟੀਕੋਣ ਵਿੱਚ ਪੇਸ਼ੇਵਰ ਨੈਤਿਕਤਾ ਦੇ ਅੰਦਰੂਨੀ ਵਿਰੋਧਾਭਾਸ ਅਤੇ ਦੁਵਿਧਾਵਾਂ 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 ਕੇ ਸਮਧ ਮੂਲਧਾਂਕਨ ਕੇ ਲਿਏ ਕੁਝ ਵਿਸ਼ਿਸ਼ਟ ਸਾਨਦੰਡੋਂ ਕੀ ਸੂਚੀ ਕਨਾਏ। ਤਨਸੋਂ ਸੇ ਕਿਨ੍ਹੀਂ ਦੋ ਪਰ ਵਿਸ਼ਟਾਰ ਸੇ ਪ੍ਰਕਾਸ਼ ਡਾਲਿਏ।

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 ਔਰ ਸਮ੍ਰਿਧਿ ਕੇ ਭਾਰੇ ਸੋਂ ਗਲਤ ਧਾਰਣਾਓਂ ਕੇ ਕਾਰਣ ਪੇਸ਼ ਆ ਰਹੀ ਸਮਸਯਾਏਂ ਕਯਾ ਹੈ?

ਖੁਸ਼ੀ ਅਤੇ ਖੁਸ਼ਹਾਲੀ ਦੇ ਬਾਰੇ ਗਲਤ ਧਾਰਣਾਵਾਂ ਦੇ ਕਾਰਨ ਕੀ ਸਮਸਿਆਵਾਂ 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.

[M-75087]

(S-17) 1280

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Total No. of Questions : 07

Subject Code : UGWD-1901

M.Code : 77200

Date of Examination : 25-06-2025

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

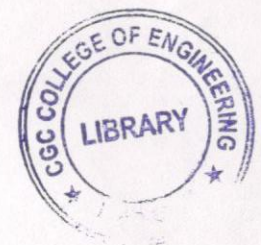
1. Write briefly :
- Define HTML and explain its role in web development, including its relationship with the World Wide Web (WWW).
 - Give an example of an HTML inline element and describe its purpose.
 - What are HTML tags and how are they used in structuring web content?
 - How do you create a hyperlink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

1 | M-77200

(S3)-2187

SECTION - B

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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2 | M-77200

(53)-2187

[illegible]

Total No. of Pages : 02

Total No. of Questions : 07

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 :

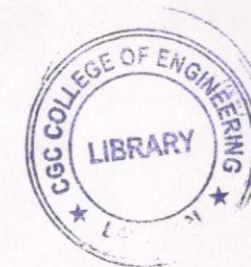
1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

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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Roll No.

Total No. of Pages :02

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:06-12-2025

Time : 3 Hrs.

Max. Marks : 60

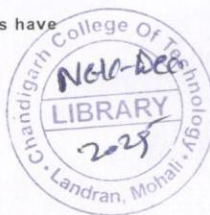
INSTRUCTIONS TO CANDIDATES :

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) Two uses of Statistics.
- b) Primary data
- c) Characteristics of a good Average.
- d) Statistical Error
- e) Classification of data.
- f) Ogive
- g) Mode
- h) Harmonic mean
- i) Range
- j) Mean deviation



SECTION – B

2. What do you mean by Statistics? Discuss the importance and distrust of statistics.
3. a) What are different methods of classification of data? Explain.
b) Explain the components of statistical table.
4. **In a sample study about the Tea habit in two towns, following data was observed :**
Town A : 60% people were male, 40% were tea drinkers, 26% were male tea drinkers.
Town B : 55% people were males 30% were tea drinkers, 20% were male tea drinkers.
Tabulate the above data.
5. What are the various methods of measuring Central Tendency? Explain giving their merits and demerits.
6. **From the following data calculate mean and median :**

X :	10-20	20-30	30-40	40-50	50-60	60-70	70-80
f :	18	30	40	55	38	20	18

7. Compute Standard deviation :

Value :	90-99	80-89	70-79	60-69	50-59	40-49	30-39
Frequency :	2	12	22	20	14	4	1

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Roll No.

Total No. of Pages : 02

Total No. of Questions : 10
Department of Science (G&WD) (Sem.-2)

OBJECT ORIENTED PROGRAMMING USING C++

Subject Code : UGCA-1909

M.Code : 77730

Date of Examination: 11-12-2025

Time : 3 Hrs.

Max. Marks : 60

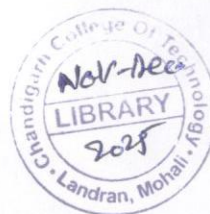
INSTRUCTIONS TO CANDIDATES :

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) What is a reference in C++?
- b) What do you mean by precedence of operators?
- c) What is an abstract class?
- d) What is the use of protected access specifier?
- e) What is static variable?
- f) What is function overriding?
- g) Why do we need a virtual function?
- h) What is ambiguity in inheritance?
- i) What is type casting?
- j) What is the difference between while and do while loop?



SECTION-B

2. Define Polymorphism. What are the various types of polymorphism? Distinguish between static and dynamic polymorphism.
3. Write a program in C++ to demonstrate file handling.
4. Write a program to demonstrate overloading of unary operator.
5. Explain the differences between Procedural Oriented Language and Object Oriented Language.
6. What do you understand by inheritance? Give its various types and access mechanisms.
7. What is a constructor and destructor? What is the use of default & copy constructors? Is a constructor mandatory for a Class? Explain by giving examples in each case.

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Roll No.

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:09-12-2025

Time : 3 Hrs.

Max. Marks : 60

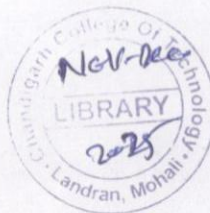
INSTRUCTIONS TO CANDIDATES :

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 short note on the following:

- a) Describe the role of a web browser in communication.
- b) Differentiate between dynamic and static IP addresses.
- c) Differentiate between static and dynamic websites.
- d) Define a sitemap and its importance in web design.
- e) Outline the significance of MySQL in web development.
- f) Explain the role of XML in web applications.
- g) Differentiate between DHTML and standard HTML.
- h) Compare WordPress and Blogger as blogging platforms.
- i) Describe the importance of SEO in website ranking.
- j) Differentiate between Black Hat and White Hat SEO techniques.



SECTION - B

2. Compare Windows-based and Linux-based web servers.
3. Discuss best practices for creating an attractive and functional website layout.
4. Discuss PHP's role in server-side scripting and database connectivity.
5. Describe the features and benefits of a Content Management System (CMS).
6. Develop a JavaScript-based user registration form with validation for name, email and password.
7. Identify key factors that influence a webpage's search engine ranking.

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Total No. of Questions : 07

Total No. of Pages : 02

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

Subject Code : EVS-102-18

M.Code : 77734

Date of Examination : 13-12-2025

Time : 3 Hrs.

Max. Marks : 60

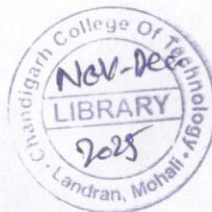
INSTRUCTIONS TO CANDIDATES :

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 environment.
- b) How an individual can improve the environment ?
- c) Explain food web with a suitable example.
- d) Define Ecosystem.
- e) Distinguish between deforestation and desertification.
- f) What is rainwater harvesting? What are its uses?
- g) How is Red data book different from Green Book?
- h) Mention various levels of biodiversity.
- i) What is photochemical smog?
- j) What is ozone hole?



SECTION-B

2. Explain the scope and importance of environmental studies in the present day context.
3. Describe food chain. Name and explain various types of food chains with suitable examples.
4. Describe various kinds of energy resources. Distinguish between renewable and non-renewable energy resources.
5. Enumerate various causes of land degradation. Discuss the causes and effects of:
 - a) Soil erosion
 - b) Desertification.
6. What are the hotspots of biodiversity? Name the hotspots found in India. Discuss it.
7. Explain water conservation, global warming, acid rain and ozone layer depletion.

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Roll No.

Total No. of Pages : 02

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 : 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

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

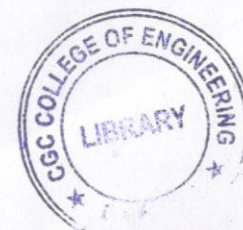
Calculate the mean and median for the given data and explain which is the most suitable measure for it?

- 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

- 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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Roll No.

Total No. of Pages : 02

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 : 05-05-2025

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 :

- Origin of statistics.
- Depth Interviews
- Approximation of data.
- Tabulation of data.
- Types of graphs.
- Harmonic mean
- Relationship between mean and mode.
- Quartile and percentile
- Objectives of dispersion.
- Distrust of statistics.

SECTION - B

- What are the various methods of presentation of data? What is the difference between diagrammatic and graphic presentation of data? Explain with examples.
- What do you mean by the term probability? Why is it important and what are its types and methods of computation?
- Explain the functions and objectives of average. What are the types of averages? What are the characteristics of a good average?
- Following is the table showing the data of the speed and number of cars :

Speed of the car	130	135	140	145	150	155
No. of cars	3	4	8	9	4	2

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

- 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

- 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 Pages : 02

Total No. of Questions : 07

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.

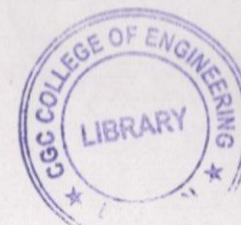
SECTION-A

1. 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.



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

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Total No. of Pages : 02

Total No. of Questions : 09

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:

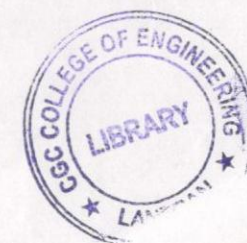
- Define the term biomes.
- What do you understand by ozone layer?
- What are ecological pyramids? What are their types?
- What is the significance of food web?
- What is meant by resources?
- Differentiate between genetic and ecosystem diversity.
- What is Red Data Book?
- What are the effects of soil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

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 biogeographic 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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Roll No.

Total No. of Pages :02

Total No. of Questions : 07

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

IMAGE EDITING & PHOTOGRAPHY

Subject Code :UGWD1907

M.Code : 7B477

Date of Examination : 27-11-2025

Time : 3 Hrs.

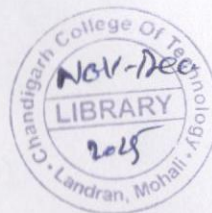
Max. Marks : 60

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) Give functioning of different camera controls to use a digital camera.
 - b) Give various essential components to configuration a digital camera?
 - c) How a photography mode is changed from a true color photography to 256-gray level intensity image. How gray-levels is converted to binary image.
 - d) How the illuminance conditions affect the image quality?
 - e) Discuss natural and artificial illumination models in video and photography.
 - f) Discuss post-image acquisition processing tasks. Which types of tools are used in this process? Discuss any two popular tools.
 - g) Give details of different image file formats and why these are used.
 - h) What do you mean by image intensity, contrast and resolution of an image?
 - i) Define 'sampling' and 'quantization' processing in photography.
 - j) Explain different of camera operation modes. Give examples of each with their importance.



SECTION - B

2. How camera sensor senses the objects and transform into image data? How these are converted into gray-scale and color images/videos? Give examples of each.
3. Give different types image sensors and their characteristics for good photography. Also, discuss different types of camera lens and their role in photography/videography.
4. Discuss in detail 'ambient illumination', 'diffusion reflection' and 'specular reflection' illumination models.
5. List the various image editing software tools and their usage in image editing. Give various image editing techniques available in Adobe Photoshop.
6. Discuss the various types of hard-copy printing devices used in different applications.
7. What is shutter-speed of a digital camera? How it is used to acquire the still photographs of moving objects.

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. (G&WD) (Sem.-3)

Subject Code :UGCA1922

M.Code : 78473

Date of Examination : 24-11-2025

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. Tuple

b. DML

c. Dependency

d. Cursors

e. Transactions

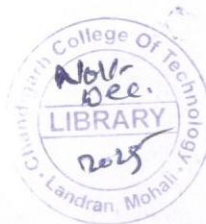
f. Stored Functions

g. BCNF

h. Relational Database

- i. Rollback

j. PL/SQL



SECTION - B

2. Explain in detail Three Level Architecture of DBMS.
3. Write a note on Relational Algebra and Calculus.
4. Explain in detail various forms of Normalization.
5. Explain the concept of ER Modeling by taking suitable example.
6. What do you understand by Database recovery and database security?
7. Explain in detail Structure of distributed database.

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. (GWRD) (Sem.-3)
ELEMENTS OF DESIGN
Subject Code :UGWD-1905
M.Code : 78472

Date of Examination : 20-11-2025

Time : 3 Hrs.

Max. Marks : 60

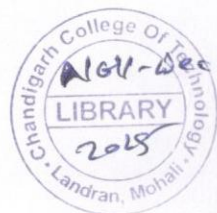
INSTRUCTIONS TO CANDIDATES :

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 visual perception.
- b) Define character in the context of visual elements.
- c) What are the fundamental elements of design?
- d) Explain the concept of tessellation.
- e) Define dominance in design composition.
- f) What is informal balance and how does it differ from symmetrical balance?
- g) Define hues and provide examples.
- h) Differentiate between warm colors and cool colors.
- i) What is the purpose of emphasis?
- j) Describe shades and how they differ from tints?



SECTION - B

2. a) Write a note on the key elements of graphic design.
b) What are the design concepts in 2D art? Explain its different types.
3. a) What is radial balance and how is it achieved in art?
b) How does typography as an image influence the visual impact of a design?
4. Analyze the role of tessellation in design composition, examining its historical roots and its significance in creating patterns and visual unity.
5. Explain the difference between a tint, shade, hue and tone in color theory.
6. Discuss about complimentary and split-complementary color schemes in detail.
7. Explain how typography can be combined as text and image? Explain by giving suitable example.

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.

Total No. of Questions : 07

Total No. of Pages :02

B.Sc. (G&WD/IT)/ BCA(Sem.-3)

DATA STRUCTURES

Subject Code :UGCA1915

M.Code : 78181

Date of Examination : 08-12-2025

Time : 3 Hrs.

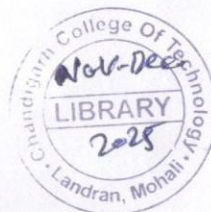
Max. Marks : 60

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 an algorithm. Give one example.
 - b. What is the difference between static and dynamic memory allocation?
 - c. Define recursion with a simple example.
 - d. Differentiate between a one-dimensional and a two-dimensional array.
 - e. What is a circular queue?
 - f. Define stack. List any two applications.
 - g. What is a doubly linked list?
 - h. Differentiate between binary tree and binary search tree.
 - i. What is a hash function?
 - j. Write one difference between DFS and BFS in graph traversal.



SECTION - B

2. Write and explain an algorithm to find the largest element in an array and implement it using a program.
3. Implement a stack using an array and demonstrate push and pop operations.
4. Write a program to implement a circular queue using an array and perform insertion and deletion operations.
5. Write a program to insert a node at the beginning and end of a singly linked list and display the list.
6. Explain quick sort with algorithm and trace the sorting of the array [35, 15, 25, 10, 50].
7. Explain collision resolution techniques in hashing with examples.

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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Total No. of Pages : 02

Total No. of Questions : 07

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

ELEMENTS OF DESIGN

Subject Code : UGWD1905

M.Code : 78472

Date of Examination : 16-06-2025

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. 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

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

Total No. of Questions : 07

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

3.Sc. (Graphics & Web Designing)
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
- j. 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.



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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Total No. of Pages : 02

Total No. of Questions : 07

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

VIDEO EDITING

Subject Code : UGWD-1911

M.Code : 79536

Date of Examination : 13-12-2025

Time : 3 Hrs.

Max. Marks : 60

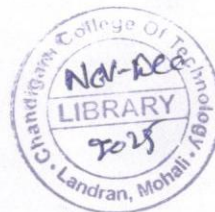
INSTRUCTIONS TO CANDIDATES :

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) What is Ear Training?
- b) Define the process of mixing.
- c) Name few Audio Equipments.
- d) How to lend voice to a short film?
- e) Define Voice Sync.
- f) Define Analogue Audio format.
- g) Name any two sound editing tools in a video.
- h) How sound is related to culture and media?
- i) Define Mastering.
- j) What is the importance of sound in telling a story?



SECTION-B

2. Describe the role of sound in a film.
3. Discuss the various techniques for mixing of Audio.
4. Describe various types of Audio equipments.
5. Discuss the Voice Modulation in detail.
6. Discuss the differences between Digital and Analogue Audio formats.
7. Discuss the various types of effects that can be added to an Audio.

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.

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Total No. of Questions : 07

Total No. of Pages : 02

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

COMPUTER GRAPHICS

Subject Code : UGCA1934

M.Code : 79532

Date of Examination : 11-12-2025

Time : 3 Hrs.

Max. Marks : 60

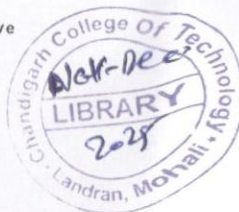
INSTRUCTIONS TO CANDIDATES :

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) What is a light pen?
- b) Define refresh rate.
- c) Name the colors displayed using beam penetration CRT.
- d) Write the direct method equation for line scan conversion.
- e) Convert the Cartesian point (4, 6) into homogeneous coordinates.
- f) What is shearing? Give the transformation matrix for X-direction shear.
- g) Define clipping in computer graphics.
- h) Write an equation and matrix notation for 3-D translation.
- i) What is the difference between the boundary-fill algorithm and the flood-fill algorithm?
- j) What is the purpose of Gouraud shading?



SECTION - B

2. Draw and explain the working of Refresh Cathode Ray Tube (CRT). Write its advantages and limitations.
3. a) Compare Flat shading, Gouraud shading and Phong shading techniques.
b) Differentiate between the RGB and CMY color models.
4. Write Bresenham's Circle Drawing Algorithm. Demonstrate its execution for a circle centered at (0, 0) with radius 5.
5. a) Explain Boundary Fill method. Compare 4-connected and 8-connected approaches.
b) Describe the Liang-Barsky line clipping algorithm.
6. Explain various geometric transformations in 2D graphics. Derive the transformation matrices for translation, scaling and rotation.
7. a) Derive the transformation matrix for a simple perspective projection and explain the concept of vanishing points.
b) Differentiate between 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.

Roll No.
Total No. of Questions : 07
B.Sc. (Graphi

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

Subject Code :UGWD1909

M.Code : 79531

Date of Examination: 09-12-2025

Time : 3 Hrs.

Max. Marks : 60

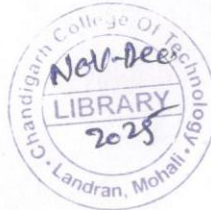
INSTRUCTIONS TO CANDIDATES:
SECTION A is COMPULSORY

- 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:

- What is the difference between an HB pencil and a 12B pencil?
- Why pastel colors are considered a dry medium?
- What is the difference between one-point and two-point perspective?
- List the commonly used 2D geometric shapes in object drawing.
- Explain one-point perspective with an example.
- How does the quality of a surface affect the way light interacts with an object?
- Name two key differences between drawing a shrub and a tree.
- Define location drawing and its importance in nature studies.
- Name two common camera movements used in storyboarding.
- What is the purpose of studying human figure drawing?



SECTION - B

2. Differentiate between poster colors, watercolors and pastel colors in terms of application, blending techniques and finishing effects. Which would you recommend for a beginner and why?
3. What is the role of lines in object drawing? Explain different types of lines and how they contribute to form, texture and depth in a drawing?
4. Explain how light affects the appearance of objects? How can light be used to enhance mood, surface quality, solidity and dramatic impact in a drawing?
5. What is viewpoint drawing? Explain how two-point perspective is applied on interior and exterior of building?
6. Explain the importance of observing and understanding the structure and morphology of trees, plants and shrubs when drawing them from nature.
7. Describe the key elements of a storyboard panel. How does a storyboard artist represent camera movements such as pan, zoom and tilt in their drawings?

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

PROGRAMMING IN PYTHON

Subject Code : UGCA1914

M.Code : 79530

Date of Examination : 06-12-2025

Time : 3 Hrs.

Max. Marks : 60

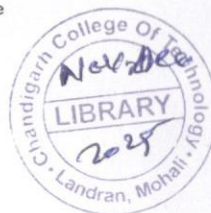
INSTRUCTIONS TO CANDIDATES :

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 :

- Define Python Interpreter. How is it different from a compiler?
- What is the purpose of path and environment variables in Python setup?
- Define variable and give an example of multiple assignment.
- What is the difference between `==` and `is` operators in Python?
- Write the syntax and use of a for loop with an example.
- What are sets in Python? Give one use case.
- Explain the difference between built-in and user-defined functions.
- What is recursion? Write the recursive logic for computing Fibonacci numbers.
- Define file modes in Python with examples of reading and writing.
- What are built-in class attributes? Mention any two.



SECTION-B

2. Explain operators and expressions in Python with examples. Write a Python program to calculate simple interest using user inputs.
3. What are control structures in Python? Explain if-elif-else, while, and for statements with examples.
4. Explain Python's native data types - List, Tuple, Set, and Dictionary. Write code snippets showing basic operations on each.
5. Explain the concept of modules and packages. Write the steps to create and import a user-defined module in Python.
6. Discuss file handling in Python. Write a program to read a file and count the number of lines, words, and characters.
7. Define exception handling and user-defined exceptions. Write a Python program to create a custom exception for invalid age input.

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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SECTION - B

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 : 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

1. 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?

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.



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)

ANIMATION ART

Subject Code : UGWD1909

M.Code : 79531

Date of Examination : 20-05-2025

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES:

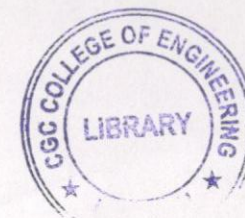
1. SECTION-A is **COMPULSORY** consisting of **TEN** questions carrying **TWO** marks each.
2. SECTION-B contains **SIX** questions carrying **TEN** marks each and students have to attempt any **FOUR** questions.

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?

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.



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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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 : 23-05-2025

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.

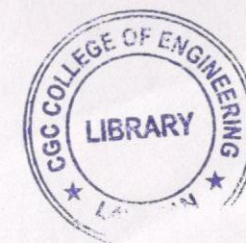
SECTION-A

1. Answer briefly :

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

SECTION-B

2. a) Compare and contrast raster and random-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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Roll No.

Total No. of Pages : 02

Total No. of Questions : 07

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

VIDEO EDITING

Subject Code : UGWD1911

M.Code : 79536

Date of Examination : 27-05-2025

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.

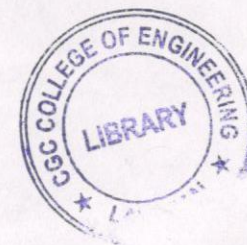
SECTION-A

1. Write briefly :

- a) Define 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.

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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[illegible]

Total No. of Pages :02

Total No. of Questions : 07

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

ARTIFICIAL INTELLIGENCE

Subject Code :UGCA-1945

M.Code :90381

Date of Examination :02-12-2025

Time : 3 Hrs.

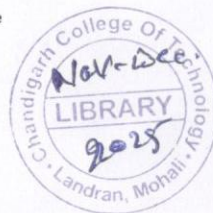
Max. Marks : 60

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.

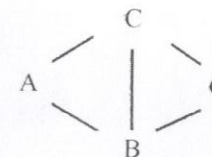
SECTION-A

1. Write briefly :
 - a. Differentiate between forward and backward chaining.
 - b. What is fuzzy logic? Define main operations of fuzzy sets. Provide examples.
 - c. Write down the steps of depth first search. Illustrate with example.
 - d. Discuss the issues in recognizing and understanding speech.
 - e. What is a production system model? List and define the five basic components of an expert system.
 - f. What are the main limitations of artificial intelligence? Mention two.
 - g. Define First-Order Predicate Logic (FOPL) and explain the use of quantifiers in it.
 - h. What is natural language processing? What is the purpose of parsing in NLP?
 - i. Explain what a belief network is? Discuss its components (nodes, edges and conditional probability tables).
 - j. What is the use of conceptual dependency in artificial intelligence?



SECTION-B

2. What is an AI? Discuss any one AI problem.
3. What are horn clauses? Using the resolution principle, prove that "John will succeed" from the following premises:
 - a. Either John is smart or John is hardworking.
 - b. If John is hardworking, then he will succeed.
 - c. John is not smart.
4. Find the optimal path cost from A to G using A*. When edge cost $A \rightarrow B = 1$, $A \rightarrow C = 4$, $B \rightarrow G = 2$, $C \rightarrow G = 3$, $B \rightarrow C = 2$ and Heuristic values $h(n)$ to goal G: $h(A) = 3$, $h(B) = 2$, $h(C) = 2$, $h(G) = 0$.



5. Discuss knowledge representation techniques in AI, including associative networks, frame structures, conceptual dependency and scripts.
6. Explain the characteristics of an expert system. Discuss the architecture of a rule-based system
7. Define pattern recognition and explain the recognition and classification process.

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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Total No. of Pages : 02

Total No. of Questions : 07

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

LINUX OPERATING SYSTEM

Subject Code : UGCA1935

M.Code : 90380

Date of Examination : 29-11-2025

Time : 3 Hrs.

Max. Marks : 60

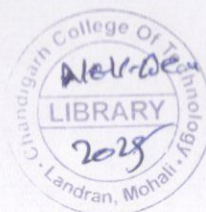
INSTRUCTIONS TO CANDIDATES :

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 :

- Which Linux text editor command line built in?
- What are the components of the Linux file structure?
- Write about the features of GNOME and KDE.
- How many types of shells are there in Linux?
- What command is used for translating characters?
- How grep command works in Linux?
- What is backup management in Linux?
- What is the concept of path and pathname?
- List some methods of virtualization available on Linux.
- What is swap space?



SECTION-B

2.
 - a) Define vi Editor and explain its modes.
 - b) Brief about the commands used in the vi Editor.
3. What are the file types available in Linux? Discuss file operators with suitable examples.
4.
 - a) Explain concatenate command with its options.
 - b) Explain sort command with its options.
5. What is FTP? Illustrate how files can be transferred between two systems with appropriate commands?
6. Write a detailed note on any two graphic tools available under Linux for photo management.
7. **Explain briefly:**
 - a) Virtualization
 - b) Back up Management

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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Total No. of Pages : 02

Total No. of Questions : 07

B.Sc (G&WD) (Sem.-5)
LIGHTING AND RENDERING

Subject Code : UGWD-1914

M.Code : 90378

Date of Examination: 24-11-2025

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) Explain the term "shininess" in the context of shaders.
 - b) What is Maya shaders?
 - c) What attributes define the color of a light source in CG?
 - d) Define the term "depth map" in the context of CG shadows.
 - e) Discuss the importance of linking lights in CG scenes.
 - f) What is "Caustics" in rendering?
 - g) What is MIA_portal light and its role in CG scenes.
 - h) What is the significance of render quality settings in CG rendering?
 - i) What is the role of anti-aliasing contrast in render quality?
 - j) Define "Image Based Lighting" and its significance.

SECTION-B

2. Explore the process of working with shaders in Maya, highlighting key properties like ambient, diffuse and specular.
3. Investigate the role of volume lights in creating atmospheric effects and enhancing scene realism in CG renders.
4. Explain rendering setup components and their significance in achieving high-quality renderings.
5. Evaluate the importance of multi-pixel filtering and sample options in optimizing render quality and performance in Mental Ray renders.
6. Explain the concepts of reflection and refraction in CG and their role in achieving realistic renderings.
7. Compare natural and artificial lighting in CG, highlighting their differences and suitability for different scenarios.

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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Total No. of Pages : 02

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 : 20-11-2025

Time : 3 Hrs.

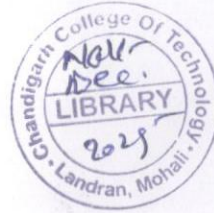
Max. Marks : 60

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 :
- Name any two commonly used drawing and painting software tools.
 - Define a keyframe. Why is it important in animation?
 - Define a mask in animation software.
 - Differentiate between forward kinematics and inverse kinematics.
 - Name the four key poses of a walk cycle.
 - What is the role of gestures in character animation?
 - Mention two common sources of inspiration for animation stories.
 - Differentiate between accent and dialect.
 - Define timing in animation.
 - Give two acting exercises that can help improve timing in animation.



SECTION - B

2. Explain in detail the various drawing and painting tools available in animation software. Give examples of two tools and describe their uses.
3. What is a mask in animation? Write down the difference between static masks and animated masks. Explain their applications with suitable examples.
4. What is Inverse Kinematics in animation? Explain its advantages over Forward Kinematics with an example.
5. Explain the importance of gestures in character animation. How do they help in communicating actions and emotions?
6. Explain the importance of accents and dialects in recorded voice for animation. How do they influence characterization?
7.
 - a) How does emotion in acting influence animation?
 - b) Why is facial expression important in dialogue delivery?

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

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

PROGRAMMING IN PHP

Subject Code :UGCA1929

M.Code : 90376

Date of Examination : 18-11-2025

Time : 3 Hrs.

Max. Marks : 60

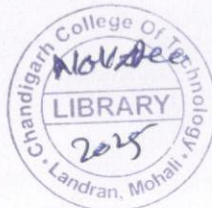
INSTRUCTIONS TO CANDIDATES :

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) Differentiate between print and echo statements used in PHP.
- b) Name two common interfaces used in PHP to connect with external systems.
- c) What is variable manipulation and why is it important in PHP?
- d) What is Inverse Kinematics (IK) in animation?
- e) What are super-global variables in PHP?
- f) What is the process of importing sound files into multimedia software?
- g) What is the process of closing a file in PHP?
- h) What is an RDBMS and what does it stand for?
- i) Write rules to name a variable in PHP.
- j) Explain any two directory functions in PHP.



SECTION - B

2. a) Describe the evolution of PHP, highlighting key milestones in its development.
b) What are the hardware and software requirements for running modern PHP applications?
3. a) What are the primary benefits of using armatures in character animation?
b) How do animators achieve lipsyncing to dialogue in animated scenes?
4. Describe the process of placing sound effects at specific points in your animation timeline in PHP.
5. Write a program in PHP to create a basic HTML form to collect user input.
6. a) What PHP function allows you to copy a file from one location to another? Explain with example.
b) What are dynamic variables in PHP and how do they differ from regular variables in terms of declaration and usage?
7. a) Write the steps used to establish a connection between PHP script and a MySQL database.
b) What is the SELECT operation and how is it used to retrieve data from a MySQL database in PHP?

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Total No. of Pages : 02

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 :

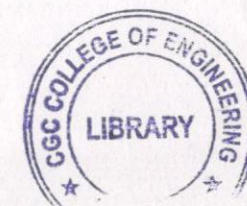
1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

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.



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. (BAWD) (Sem.-5)

LIGHTING AND RENDERING

Subject Code : UGWD-1914

M Code : 90378

Date of Examination : 19-06-2025

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.

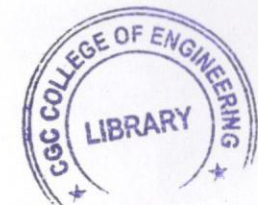
SECTION - A

1. Write briefly :

- a) Linking Light
- b) Unlinking Light
- c) Textures
- d) Shading
- e) Ray-tracing
- f) Shadows
- g) Final Gather
- h) V-Ray
- i) Specular Shaders
- j) Unlinking Light

SECTION - B

2. What are some key principles to consider when setting up realistic lighting in a 3D scene in Maya?
3. Can you describe a situation where you had to balance artistic expression with realism in a lighting setup? How did you approach it?
4. What techniques or tools do you find most effective for creating convincing shadows in Maya?
5. When do you choose to use global illumination versus direct lighting techniques in Maya, and why?
6. What are the key factors that make a rendered image in Maya visually appealing?
7. How do you approach the balance between render qualities and render time in your projects? What factors influence your decision?



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Roll No.

Total No. of Questions : 07

Total No. of Pages : 02

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

LINUX OPERATING SYSTEM

Subject Code : UGCA1935

M.Code : 90380

Date of Examination : 21-06-2025

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

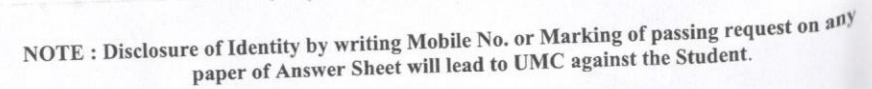
- INSTRUCTIONS TO CANDIDATES :**
1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
 2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

SECTION-A

1. Write briefly :
- What is the role of shell initialization in Linux?
 - Explain the process of file name expansion in Linux.
 - How do you perform standard input and output redirection in Linux?
 - What is the significance of pipes in Linux command-line operations?
 - Describe the concept of managing jobs in a Linux shell.
 - What are the different types of statements in shell scripting?
 - How do you assign values to variables in shell scripting?
 - Explain the purpose of default shell variables in Linux.
 - What are the rules for naming variables in shell scripting?
 - 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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Total No. of Pages 102

Total No. of Questions : 07

B.Sc (GWD) (Sem.-6)

INTRODUCTION TO GAMING

Subject Code :UGWD1918

M.Code :92000

Date of Examination : 01-12-2025

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 Video Gaming.
 - b. Which country is leading in gaming industry?
 - c. Name any two popular computer games.
 - d. Name any four components needed to build a gaming PC.
 - e. Define Genre in gaming.
 - f. What is the role of games developer?
 - g. Define Game Programmer.
 - h. What is the importance of simulation in computer gaming.
 - i. Name any two different approaches for game level design.
 - j. In which year video gaming first started?



SECTION - B

2. Describe the various genres of computer gaming.
3. Describe the various roles involved in game development.
4. Discuss the various areas needed for game programming.
5. Discuss "Theory of Fun" for game design.
6. Discuss the approach followed for level design in "Roller coaster ride" game in real life.
7. Write down about the various equipments needed in a gaming computer.

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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Total No. of Pages :02

Total No. of Questions : 07

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

Date of Examination : 04-12-2025

Time : 3 Hrs.

Max. Marks : 60

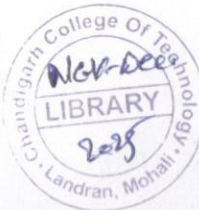
INSTRUCTIONS TO CANDIDATES :

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:

- Define a variable and a literal in Java.
- List the types of comments in Java.
- What does the continue statement do in Java?
- Define the StringTokenizer class.
- How do you pass an array as an argument to a method?
- What is the use of the Thread.sleep() method?
- List the stages of the applet life cycle.
- What is the difference between Runnable and Thread classes?
- How do you handle multiple exceptions in Java?
- What is the difference between final and const in Java?



SECTION - B

2. Write a Java program to find the 2nd largest element in an array.
3. Explain file I/O operations and the use of byte and character streams.
4. Discuss the multiple interfaces and how they are implemented in Java?
5. Explain event handling in applets and describe how graphics are handled?
6. Explain how strings are compared in Java with relevant methods?
7. Describe thread creation and thread scheduler in Java.

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.

00 MAY 2025

Roll No.

Total No. of Pages : 02

Total No. of Questions : 07

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

MOTION GRAPHICS & COMPOSITION

Subject Code : UQWD1917

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?



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.

00 MAY 2025

Roll No.

Total No. of Pages : 02

Total No. of Questions : 07

B.Sc.(G&WD) (Sem.-6)
PROGRAMMING IN JAVA
Subject Code : UGCA1932
M.Code : 92001
Date of Examination : 28-05-2025

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.

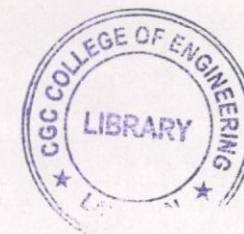
SECTION : A

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.



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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Total No. of Pages : 02

Total No. of Questions : 07

B.Sc (GWD) (Sem.-6)
INTRODUCTION TO GAMING

Subject Code : UGWD1918

M.Code : 92000

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

1. Write briefly :
 - a) Define Computer Gaming.
 - b) What are Gaming Titles?
 - c) Name any two gaming companies.
 - d) Who is the founder of Video Gaming?
 - e) What are different types of video games?
 - f) Name any two popular gaming platforms.
 - g) Name any two game development roles.
 - h) What is the role of Game Designer?
 - i) What is the Level Design in a game?
 - j) What is the oldest computer game?

SECTION-B

2. Describe history and evolution of computer gaming.
3. Describe different gaming platforms used for gaming.
4. Discuss various stages involved in game development.
5. Discuss "Flow Theory" for game design.
6. Discuss different approaches of level design in gaming.
7. How levels are used in development of a game?



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 & Web Designing) (Sem.-6)

DIGITAL MARKETING

Subject Code : UGCA1947

M.Code : 01999

Date of Examination : 19-05-2025

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

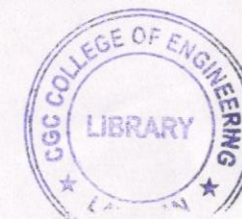
1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.

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.



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.