Roll No. | | | | | | | | | | | | Total No. of Pages : 02

Total No. of Questions : 05

B.Com Hon/BA JAMC/ B.Sc(BT/GWD/IT/MLS)
B.Voc. BTA/ BHMCT / BTTM / BBA / BCA (Sem-1)

ENGLISH

Subject Code : BTHU103-18
M.Code : 75085
Date of Examination : 13-06-2026

Time : 3 Hrs. **Max. Marks : 60**

INSTRUCTIONS TO CANDIDATES :

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

1. Differentiate between the following:

   (i) Spoken and written communication

   (ii) Summarizing and Paraphrasing

   (iii) Literary and Knowledge Texts

   (iv) Analysis and Interpretation

   (v) Intra-personal and Inter-personal Communication

2. Differentiate between personal, social and business communication.
3. Explain barriers to communication.
4. **Read the following passage carefully and answer the questions that follow:**

   Sustainable development has emerged as a guiding principle for balancing economic growth with environmental protection and social well-being. Traditionally, economic development was measured primarily by indicators such as Gross Domestic Product (GDP), often ignoring environmental degradation and social inequality. However, this approach has proven to be shortsighted, as unchecked industrialization and resource exploitation have led to severe ecological damage and widening income disparities.

Sustainable development emphasizes the need to meet present needs without compromising the ability of future generations to meet their own. This requires a shift towards renewable energy sources, responsible consumption, and inclusive growth policies. Governments, businesses, and individuals all have a role to play in this transition. For instance, corporations are increasingly adopting environmentally responsible practices, not only due to regulatory pressures but also because consumers are becoming more conscious of sustainability issues. Despite these efforts, achieving sustainable development remains a complex challenge. Conflicts often arise between economic interests and environmental priorities. Developing countries, in particular, face the dilemma of pursuing rapid growth while minimizing environmental impact. Therefore, innovative solutions, international cooperation, and long-term planning are essential to ensure that development is both inclusive and sustainable.

Questions:

(i) What is meant by sustainable development?

(ii) Why is GDP an incomplete measure of development?

(iii) What are the key components of sustainable development?

(iv) What challenges do developing countries face?

(v) Why are corporations adopting sustainable practices?

(vi) Find a word that means "use of resources" and make a sentence of your own.

(vii) What is the theme of this passage?

5. Write a letter to your friend about how wars affect the lives of common people.

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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 : 16-06-2026

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 HTML.

   b) What is a tag in HTML?

   c) Write the purpose of <title> tag.

   d) List any two HTML text formatting tags.

   e) What is CSS?

   f) Write syntax of inline CSS.

   g) Name any two types of CSS.

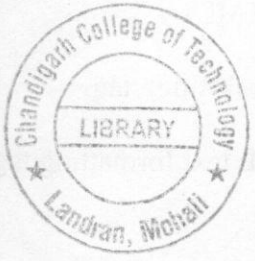
   h) What is an attribute in HTML?

   i) Write the use of <img> tag.

   j) What is a hyperlink?

SECTION-B

2. Create a simple HTML page with headings, paragraphs and a horizontal line.
3. Explain different types of HTML lists with examples.
4. Design a web page to display an image and a clickable link.
5. Describe CSS selectors with suitable examples.
6. Explain internal and external CSS with examples.
7. Create a basic HTML table with 3 rows and 3 columns.



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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 :UGCA 1902

M.Code :76962

Date of Examination :19-06-2026

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 the difference between hardware and software?

(b) Define cache memory.

(c) What is the role of SMPS in a computer?

(d) List two examples of input and output devices.

(e) Convert (10101) into decimal.

(f) Define operating system.

(g) What is the use of mail-merge in MS Word?

(h) Name two common spreadsheet functions.

(i) What is IMPS in electronic payment systems?

(j) Define Internet of Things (IoT) in one sentence.

SECTION-B

2. Explain the functional units of a computer system with a neat diagram. Discuss the role of CPU, system bus, and memory hierarchy.
3. What are primary, secondary, and cache memories? Compare them on speed, cost, and storage capacity.
4. Discuss different types of programming languages (machine, assembly, high-level). Give advantages and disadvantages of each.
5. Explain various types of charts and graphs in spreadsheets. Give examples of situations where each chart type is most useful.
6. Discuss different types of electronic payment systems (credit card, digital cash, UPI, cryptocurrency). What are their security challenges?
7. What is cloud computing? Explain its types (public, private, hybrid) and advantages for businesses.

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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 : 26-06-2026

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. Attempt all questions

(a) Define universal set with an example.

(b) Write the difference between Union and Intersection of sets.

(c) Write a symbolic representation of: "If it rains, then the ground is wet."

(d) Define Diagonal Matrix with an example.

(e) If $A = \begin{bmatrix} 1 & -4 \\ -2 & 0 \end{bmatrix}$. find 3A.

(f) Write the formula for the sum of first n terms of an Arithmetic Progression.

(g) Find the 10th term of the GP: 3, 6, 12 ...

(h) If A = {2, 4, 6, 8}, B = {6, 8, 10}, find $A \cap B$.

(i) Define Arithmetic Mean between two numbers.

(j) Construct the truth table for $(\neg(p \wedge q))$

SECTION-B

2. (a) Define Equivalent Set and Disjoint Set with examples.

   (b) In a group of 100 students, 60 play Cricket, 45 play Football, and 20 play both. Find how many play neither game.

3. (a) Show using truth table: $(p \wedge q) \rightarrow p$ is always true.

   (b) Define Logical Equivalence. Prove that $p \vee (q \wedge r) \equiv (p \vee q) \wedge (p \vee r)$.

4. (a) Define Square Matrix, Null Matrix, and Unit Matrix with examples.

   (b) Compute AB where $A=\begin{bmatrix}1 & 4\\ 2 & 5\end{bmatrix}$ and $B=\begin{bmatrix}3 & 2\\ 1 & 0\end{bmatrix}$

5. (a) The sum of the first n terms of an AP is $S_n = \frac{(3n^2+5n)}{2}$. Find the first term and the nth term.

   (b) Find the 12th term of an AP whose 4th term is 15 and 8th term is 27.

6. a) Find the sum of first 15 terms of GP: 1, 2, 4 _

   b) If the 3rd term of a GP is 24 and 6th term is 192, find the first term and common ratio.

7. Define the following

   a) Conjunction

   b) Disjunction

   c) Negation.

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SECTION-C (6 × 5 = 30)

7. What do you mean by universal order? What could be your role in moving towards it?

आप सार्वभौमिक मानवीय आदेश से क्या समझते हैं? इसमें अपनी भूमिका क्या हो सकती है?

ਤੁਸੀਂ ਸਾਰਵਭੌਮਿਕ ਮਾਨਵੀ ਆਦੇਸ਼ ਵਲੋਂ ਕੀ ਸਮੱਝਦੇ ਹੋ? ਇਸ ਵਿੱਚ ਆਪਣੀ ਭੂਮਿਕਾ ਕੀ ਹੋ ਸਕਦੀ ਹੈ?

OR

What are the five dimensions of human endeavour in society?

समाज में मानव प्रयास के पांच आयाम क्या हैं?

ਸਮਾਜ ਵਿੱਚ ਮਨੁੱਖ ਕੋਸ਼ਿਸ਼ ਦੇ ਪੰਜ ਪਹਿਲੂ ਕੀ ਹਨ?

8. What are the broad holistic criteria for evaluation of technologies, management models and production systems?

प्रौद्योगिकी, प्रबंधन मॉडल और उत्पादन प्रणालियों के मूल्यांकन के लिए व्यापक समग्र मापदंड क्या हैं?

ਸਰਬਾਂਗੀ ਤਕਨੀਕੀ, ਪਰਬੰਧਨ ਮਾਡਲ ਅਤੇ ਉਤਪਾਦਨ ਪ੍ਰਣਾਲੀਆਂ ਦੇ ਲੇਖੇ ਜੋਖਾ ਲਈ ਵਿਆਪਕ ਮਾਪਦੰਡ ਕੀ ਹਨ?

OR

What is the need of Value-Education?

मूल्य शिक्षा की क्या जरूरत है?

ਮੁੱਲ ਸਿੱਖਿਆ ਦੀ ਕੀ ਜ਼ਰੂਰਤ ਹੈ?

9. What are the four orders in nature? Explain briefly.

प्रकृति में चार आदेश क्या है? संक्षेप समझाओ।

ਕੁਦਰਤ ਵਿੱਚ ਚਾਰ ਅਵਸਥਾਵਾਂ ਕੀ ਹਨ? ਸੰਖੇਪ ਸਮਝਾਉ।

OR

How there is Recyclability and Self-Regulation in Nature?

प्रकृति में आत्म-नियमन और पुनरावृत्ति कैसे है?

ਕੁਦਰਤ ਵਿੱਚ ਆਤਮ-ਨਿਯਮਤਾ ਅਤੇ ਚੱਕਰੀ-ਕ੍ਰਮ ਕਿਵੇਂ ਹੈ?

10. What do you understand by competence in professional ethics? Elaborate.

आप व्यावसायिक नैतिकता में दक्षता से क्या समझते हैं? समझाओ।

ਤੁਸੀਂ ਪੇਸ਼ੇਵਰ ਨੈਤਿਕਤਾ ਵਿੱਚ ਯੋਗਤਾ ਵਲੋਂ ਕੀ ਸੱਮਝਦੇ ਹੋ? ਸਮਝਾਓ।

OR

What is the meaning and purpose of Self-Exploration?

स्वयं-अन्वेषण के अर्थ और उद्देश्य क्या है?

ਆਤਮ-ਅਧਿਐਨ ਦੇ ਮਤਲੱਬ ਅਤੇ ਉਦੇਸ਼ ਕੀ ਹੈ?

11. What is happiness? What is the wrong notion about attaining happiness? What are the problems faced due to the wrong notions about happiness and prosperity?

सुख क्या है? खुशी को प्राप्त करने के बारे में गलत धारणा क्या है? सुख और समृद्धि के बारे में गलत धारणा के कारण पेश आ रही समस्याएँ क्या हैं?

ਖੁਸ਼ੀ ਕੀ ਹੈ? ਖੁਸ਼ੀ ਨੂੰ ਪ੍ਰਾਪਤ ਕਰਨ ਦੇ ਬਾਰੇ ਵਿੱਚ ਗਲਤ ਧਾਰਨਾ ਕੀ ਹੈ? ਸੁਖ ਅਤੇ ਖੁਸ਼ਹਾਲੀ ਦੇ ਬਾਰੇ ਵਿੱਚ ਗਲਤ ਧਾਰਣਾਵਾਂ ਦੇ ਕਾਰਨ ਪੇਸ਼ ਆ ਰਹੀਆਂ ਸਮੱਸਿਆਵਾਂ ਕੀ ਹਨ?

OR

Describe in brief the salient value in human relationships.

मानवीय रिश्तों में संक्षिप्त मुख्य मूल्यों का विवरण दें।

ਮਾਨਵੀ ਰਿਸ਼ਤਿਆਂ ਵਿੱਚ ਸਬੰਧਿਤ ਮੁੱਖ ਮੁੱਲਾਂ ਦਾ ਵਰਨਣ ਕਰੋ।

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Roll No. | | | | | | | | | | | | | Total No. of Pages : 04

Total No. of Questions : 11

B.Voc. (Child Caregiver) / B.A.(JAMC) / BBA / BBA (SIM) / B.Com (Hons) / BCA / BHMCT / B.Sc. Hons. (Nutrition and Ditetics / Artificial Intelligence & Machine Learning / Bio Technology / Fashion Design / Graphics & Web Designing / Information Technology / Medical Lab Sciences / Operation Theatre Technology)/ BTTM / M.Com (Sem.–1,2)

HUMAN VALUES, DE-ADDICTION & TRAFFIC RULES

Subject Code : HVPE-101-18

M.Code : 93322

Date of Examination : 24-06-2026

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is compulsory.
2. SECTION-B contains FIVE questions. Each question carry FOUR marks. Attempt All.
3. SECTION-C contains FIVE questions with internal choice. Each question carry SIX marks. Attempt All.

SECTION-A (10 × 1 = 10)

1. Fill in the blanks. Write True/False :

a. Animal order in nature contains..... and .....

प्रकृति मे पशु आदेश में.....और ..... होता है।

ਕੁਦਰਤ ਵਿੱਚ ਪਸ਼ੂ ਆਦੇਸ਼ ਵਿੱਚ ..... ਅਤੇ ..... ਹੁੰਦਾ ਹੈ।

b. To be in a state of liking is .....

पसंद के हिसाब से एक अवस्था मे होना.....है।

ਪਸੰਦ ਦੇ ਹਿਸਾਬ ਵਲੋਂ ਇੱਕ ਦਸ਼ਾ ਵਿੱਚ ਹੋਣਾ.....ਹੈ।

c. Physical facilities are necessary but ..... for humans.

भौतिक सुविधाओं मनुष्य के लिए आवश्यक है, लेकिन..... हैं।

ਭੌਤਿਕ ਸਹੂਲਤਾਂ ਮਨੁੱਖ ਲਈ ਜ਼ਰੂਰੀ ਹਨ, ਲੇਕਿਨ.....ਹਨ।

d. ..... is a feeling of having more than required physical facilities.

.....आवश्यकता से अधिक भौतिक सुविधाओं होने की भावना है।

.....ਲੋੜ ਵਲੋਂ ਜਿਆਦਾ ਭੌਤਿਕ ਸਹੂਲਤਾਂ ਹੋਣ ਦੀ ਭਾਵਨਾ ਹੈ।

e. ..... is right evaluation.

..... सही मूल्यांकन है।

..... ਠੀਕ ਲੇਖਾ ਜੋਖਾ ਹੈ।

f. Holistics technologies should be eco-friendly and people-friendly.

समग्र प्रोद्योगिकियों पर्यावरण के अनुकूल और लोगों के अनुकूल होना चाहिए।

ਸ਼ਰਬਾਂਗੀ ਤਕਨੀਕਾਂ ਪਰਿਆਵਰਣ ਦੇ ਅਨੁਕੂਲ ਅਤੇ ਲੋਕਾਂ ਦੇ ਅਨੁਕੂਲ ਹੋਣੀਆਂ ਚਾਹੀਦੀਆਂ ਹਨ।

g. There is no self-regulation in nature.

प्रकृति में कोई आत्म-नियमन नहीं है।

ਕੁਦਰਤ ਵਿੱਚ ਕੋਈ ਆਤਮ-ਨਿਯਮਤਾ ਨਹੀਂ ਹੈ।

h. Developing ethical competence in individual ensures professional ethics.

व्यक्ति में नैतिक क्षमता का विकास पेशेवर नैतिकता सुनिश्चित करता है।

ਵਿਅਕਤੀ ਵਿੱਚ ਨੈਤਿਕ ਸਮਰੱਥਾ ਦਾ ਵਿਕਾਸ ਪੇਸ਼ੇਵਰ ਨੈਤਿਕਤਾ ਪੱਕੀ ਕਰਦਾ ਹੈ।

i. Existence is nature submerged in space.

अस्तित्व अंतरिक्ष मे डूबे हुए प्रकृति है।

ਅਸਤੀਤਵ ਖਲਾਅ ਵਿੱਚ ਸਮਾਈ ਹੋਈ ਕੁਦਰਤ ਹੈ।

j. The value "care" is related with body.

मूल्य "ध्यान" शरीर के साथ संबंधित है।

ਮੁੱਲ "ਧਿਆਨ" ਸਰੀਰ ਦੇ ਨਾਲ ਸਬੰਧਤ ਹੈ।

SECTION-B (5 × 4 = 20)

2. 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?

3. Explain harmony in family.

परिवार मे तालमेल के बारे में बताएं।

ਪਰਿਵਾਰ ਵਿੱਚ ਤਾਲਮੇਲ ਦੇ ਬਾਰੇ ਵਿੱਚ ਦੱਸੋ।

4. What are the basic guidelines of value education?

मूल्य शिक्षा की बुनियादी दिशानिर्देश क्या हैं?

ਮੁੱਲ ਸਿੱਖਿਆ ਦੀ ਬੁਨਿਆਦੀ ਦਿਸ਼ਾਨਿਰਦੇਸ਼ ਕੀ ਹਨ?

5. What is prosperity? What is the difference between prosperity and wealth?

समृद्धि क्या है? समृद्धि और धन के ब अंतर है?

ਖੁਸ਼ਹਾਲੀ ਕੀ ਹੈ? ਖੁਸ਼ਹਾਲੀ ਅਤੇ ਪੈਸੇ ਤ ਕੀ ਅੰਤਰ ਹੈ?

6. Explain self-organisation and health.

आत्म संगठन और स्वास्थ्य के बारे मे बताएं।

ਆਤਮ ਸੰਗਠਨ ਅਤੇ ਸਿਹਤ ਦੇ ਬਾਰੇ ਵਿੱਚ ਦੱਸੋ।

Roll No. | | | | | | | | | | | | Total No. of Pages : 02

Total No. of Questions : 07

B.Sc. (G&WD) (Sem.–2)

ENVIRONMENTAL STUDIES

Subject Code : EVS-102-18

M.Code : 77734

Date of Examination : 19-05-2024

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 do you understand by environmental science?

b) What are the major objectives of environmental education?

c) Why are decomposers called micro consumers?

d) What is a food chain and food web?

e) How will you classify natural resources?

f) Distinguish between afforestation and agroforestry.

g) What is Red data book?

h) What are endangered and endemic species? Give examples for each.

i) What do you understand by the term pollution and pollutants?

j) What do you understand by the term epicenter?

SECTION-B

2. Explain the need of public awareness about the environment and its degradation.
3. What is an ecosystem? Describe briefly the forest and aquatic ecosystem.
4. What do you mean by deforestation? Explain its causes and ill effects.
5. What do you understand by soil erosion? What are the different factors responsible for increasing the rate of erosion?
6. What is meant by biodiversity? What is its concept; describe the uses and importance of biodiversity.
7. What is ozone hole? What are the causes of ozone hole formation? Discuss the effects of ozone hole layer depletion and its remedial measures.

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Roll No. | | | | | | | | | | | | | 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: 15-05-2026

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) Class

   (b) Protected

   (c) Encapsulation

   (d) Destructor

   (e) Scope resolution operator

   (f) Pure virtual functions

   (g) Base class

   (h) Ambiguity

   (i) Delete operator

   (j) Read a file

SECTION-B

2. What are the various file opening modes? Explain.
3. Explain the concept of abstraction and data hiding.
4. How constructors and destructors are executed in multi level inheritance. Explain.
5. Write a program to overload ">=" operator.
6. Differentiate between static and dynamic memory allocation.
7. What is function overriding? Discuss with help of example.

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. (GWD) (Sem.–2)

CONCEPTS OF WEBSITE DESIGNING & DEVELOPMENT

Subject Code : UGWD-1903

M.Code : 77729

Date of Examination : 12-05-2026

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 short note on the following :**

a) What is the Internet?

b) Define URL.

c) What is a web server?

d) What is bandwidth?

e) Define sitemap.

f) What are plugins in CMS?

g) What is WordPress?

h) Define permalinks.

i) What is caching?

j) What is Black Hat SEO?

SECTION – B

2.Explain the structure and working of the World Wide Web. Discuss clients and servers.

3.Explain web hosting and domain names. How are websites published?

4.Discuss concepts of web design including resolution, layout, and navigation.

5.Explain client-side and server-side scripting. Compare JavaScript and PHP.

6.Explain blogging platforms. Compare WordPress and Blogger.

7.Explain SEO techniques and best practices. How do search engines work?

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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 : 09-05-2026

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) Two uses of Statistics

b) Secondary data

c) Rounding off data

d) Tabulation

e) Histogram

f) Positional average

g) Harmonic mean

h) Range

i) Properties of a good measure of Dispersion

j) Coefficient of Variation

SECTION – B

2. What do you mean by Statistics? Discuss the scope and limitations of statistics.

3. Discuss briefly the various types of diagrams. What points should be taken into consideration while presenting the data diagrammatically?

4. In a sample study about the coffee habit in two towns, following data was observed:

- Town A: 52% people were male, 26% were coffee drinkers, 18% were male coffee drinkers.
- Town B: 54% people were males, 28% were coffee drinkers, 20% were male coffee drinkers.

Tabulate the above data.

5. From the following data, calculate mean and mode:

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

6. What are the various methods of measuring Dispersion? Explain giving their merits and demerits.

7. Compute Standard Deviation from:

Marks less than	10	20	30	40	50	60
No. of students	8	12	20	26	35	50

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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 :78477

Date of Examination : 08-06-2026

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) Pixel

b) Image Quality

c) Role of Lighting upon Portrait Image

d) Function of Camera Controls

e) Zoom in and Zoom Out

f) Aperture

g) Reflection of an Image

h) Complementary colors

i) Cropping of an Image

j) Blemishes fixing

SECTION-B

2. Explain the difference between Raster graphics and Vector graphics in detail with example.
3. Explain the working of Camera in capturing Images. How its shooting modes affect the quality of the Image? Elaborate.
4. What do you mean by Contemporary Art? Explain its shooting and editing techniques in detail.
5. Illustrate the composition tips and photography shooting methods in detail.
6. Elaborate the concept of Editing in detail. Explain how the color correction and selective edits are done for an Image.
7. Explain Portrait Image and its Types along with the genres and lighting techniques in detail.

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Total No. of Pages :02

Total No. of Questions: 07

B.Sc. (G&WD) (Sem.–3)

DATABASE MANAGEMENT SYSTEM

Subject Code: UGCA1922

M.Code: 78473

Date of Examination: 10-06-2026

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 DBMS and mention its advantages.

   (b) What is data abstraction?

   (c) Differentiate between hierarchical and relational models.

   (d) Define primary key and foreign key.

   (e) What is relational algebra?

   (f) Write any two aggregate functions in SQL.

   (g) What is a cursor in PL/SQL?

   (h) Define normalization.

   (i) What is functional dependency?

   (j) What is concurrency control?

SECTION-B

2. Explain the three-level architecture of DBMS with neat diagram.

3. Explain relational algebra operations (Selection, Projection, Join, Union) with examples.

4. Explain First, Second, and Third Normal Forms with suitable examples.

5. Consider the following tables:

   EMPLOYEE (EmpID, Name, DeptID, Salary)

   DEPARTMENT (DeptID, DeptName)

   Write SQL queries to:

   (a) Display names of employees working in 'CSE' department.

   (b) Find the highest salary.

   (c) Display employee names with their department names (use JOIN).

   (d) Count number of employees in each department.

   (e) Increase salary of employees by 10% where salary < 50000.

6. Explain stored procedures, triggers, and cursors with examples.

7. Discuss database recovery and database security mechanisms.

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Total No. of Pages : 02

Total No. of Questions : 07

B.Sc. (G&WD/IT)/ BCA (Sem.–3)

DATA STRUCTURES

Subject Code : UGCA 1915

M.Code : 78181

Date of Examination : 12-06-2026

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 time complexity. Write the complexity of binary search.

b) Differentiate between array and linked list.

c) What is a pointer to structure?

d) Define a string. Mention any two string library functions.

e) List any two applications of stack in real life.

f) Differentiate between linear queue and circular queue.

g) Define AVL tree.

h) What is a threaded binary tree?

i) Define graph. Write two representations of graph.

j) What is collision in hashing?

SECTION-B

2. Write an algorithm and program to search an element in a one-dimensional array using linear search.
3. Write a program to implement multiple stacks in a single array.
4. Write a program to implement a circular queue and perform enqueue and dequeue operations.
5. Write algorithms to insert and delete a node in a doubly linked list.
6. Explain merge sort algorithm and trace the sorting of the array [64, 25, 12, 22, 11].
7. Write Dijkstra's algorithm to find the shortest path in a weighted graph and explain with an example.

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Total No. of Questions : 07

B.Sc. (GWRD) (Sem.–3)

ELEMENTS OF DESIGN

Subject Code :UGWD-1905

M.Code : 78472

Date of Examination : 15-06-2026

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) Negative of the photograph.

(b) 2D Rotation

(c) Contrast in graphics

(d) Gray scale Images

(e) Scaling of an object

(f) Warm colors

(g) Pattern recognition

(h) Rhythm

(i) Secondary colors.

(j) Proportion

SECTION-B

2. Explain the visual elements of design in detail. List its application in education industry.
3. How are the color wheel important in graphic designing? Elaborate.
4. Explain the role of Typography as text and image? Elaborate how typography is further helpful in pictorial representation.
5. How the alteration in element design helpful in visual element of design? List various alterations used to enhance the visual design of an object.
6. Explain the concept of color mixing in visual perception and design. How it is useful in pictorial representation.
7. Explain how the 2D-transformation element is helpful in altering the visual design of and object without changing the basic structure of an object.

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

VIDEO EDITING

Subject Code : UGWD-1911

M.Code : 79536

Date of Examination : 18-05-2026

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) Sound

(b) Critical listening

(c) Storytelling

(d) Equalizing

(e) Effects

(f) Analogue

(g) mp3 vs mp4

(h) flv format

(i) Voice sync

(j) wav format

SECTION-B

2. Discuss the interrelationship between sound, culture and media theory.

3. Write a note on working with dialogue and ear training.

4. Explain the mixing process in detail.

5. Describe any 3 digital audio formats.

6. Write in detail a note on mastering and its setup.

7. Discuss about how to lend voice to a short film.

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Roll No. | | | | | | | | | | | | Total No. of Pages :02

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

ANIMATION ART

Subject Code: UGWD1909

M.Code: 79531

Date of Examination: 12-05-2026

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. Discuss the following in brief:

a) State the significance of drawings from mannequin.

b) Give the meaning of contour drawing.

c) Mention two qualities of a good sketch line.

d) Write the significance of composition in art.

e) Indicate the use of charcoal as a drawing medium.

f) List two advantages of pencil shading techniques.

g) Mention the role of contrast in visual artwork.

h) Outline the idea of balance in artistic composition.

i) State the ways for improving drawing skills.

j) Write the meaning of form in visual art.

SECTION-B

2. Explain the importance of perspective in drawing, explaining one-point and two-point perspective with examples.
3. Demonstrate the method of drawing human figures, highlighting structure, posture and movement.
4. Describe different materials and tools used in drawing, such as graphite pencils, charcoal, ink and erasers, along with their uses.
5. Discuss the approaches used in landscape drawing, including the treatment of foreground, middle ground and background.
6. Give details of the process of creating still-life drawings, focusing on arrangement, lighting and tonal values.
7. Discuss the storyboard for a short-animated sequence for a simple event of a bouncing ball. Clearly indicate scene progression, camera view, character movement and brief action descriptions.

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Roll No. | | | | | | | | | | | | Total No. of Pages :02

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

PROGRAMMING IN PYTHON

Subject Code: UGCA1914

M.Code: 79530

Date of Examination: 09-05-2026

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 are the main features that make Python a popular programming language?

b) Define identifier and keyword with examples.

c) What is indentation and why is it important in Python?

d) Write any two differences between list and tuple.

e) What is the use of the break and continue statements?

f) Define a function and mention one advantage of using functions.

g) What is the difference between module and package in Python?

h) Explain try-except block with a simple example.

i) What are the basic operations that can be performed on a file in Python?

j) Define class and object with an example.

SECTION-B

2. Explain the history, features, and limitations of Python. Write and explain a simple Python program to print the sum of two numbers.
3. Discuss data types in Python. Write a Python program to demonstrate type conversion and multiple assignment.
4. Explain decision-making and looping statements in Python with suitable examples. Write a program to find the factorial of a number using a loop.
5. What are functions in Python? Write user-defined and anonymous function examples. Explain how pass by value and pass by reference work in Python.
6. What are exceptions in Python? Write a program to handle division by zero using try, except, else, and finally blocks.
7. Explain the concept of classes and objects in Python. Write a class Student with attributes name, rollno, and marks, and methods to display the student details.

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

LINUX OPERATING SYSTEM

Subject Code : UGCA1935

M.Code : 90380

Date of Examination : 19-06-2026

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 Linux operating system and state its features.

(b) Differentiate between Linux and Unix.

(c) State the role of shell in Linux.

(d) Outline standard input and output in Linux.

(e) Define file structure in Linux.

(f) State common file management commands.

(g) Define superuser in Linux.

(h) Outline system run levels.

(i) Define pipes in Linux.

(j) State the role of kernel in Linux.

SECTION-B

2. Present the history of Linux and Unix along with overview and structure of Linux operating system, including installation steps.
3. Illustrate shells in Linux environment, including types of shells, shell configuration, initialization files, aliases, and filename expansion.
4. Develop a shell script to accept a number from the user and determine whether it is even or odd, displaying the result.
5. Illustrate Linux file system structure and commands used for managing files and directories, including commonly used utilities.
6. Present Linux administration tasks including user management, superuser control, and system run levels.
7. Develop a shell script to accept a number n and display the sum of first n natural numbers using a loop.

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

MULTIMEDIA 2D & 3D DESIGNING

Subject Code: UGWD1913

M.Code: 90377

Date of Examination: 16-06-2026

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 the difference between a bitmap image and a vector image?

(b) What is frame rate and why is it important in animations?

(c) Write two advantages of using text tools in creating animations.

(d) Define a walk cycle in animation.

(e) What is lip-syncing in character animation?

(f) Differentiate between gesture and posture in animation.

(g) Define creativity in the context of animation.

(h) What is the role of facial expressions in lip-syncing?

(i) Define spacing in animation

(j) Differentiate between motion tween and shape tween.

SECTION – B

2. What is a timeline in animation software? Explain step by step how you can create an animation sequence using key frames in a timeline.
3. What is a bitmap image? Explain the process of importing bitmap images into animation software and discuss their advantages and limitations in animation.
4. Describe the complete procedure of importing sound files into animation software and explain how they can be used in the timeline.
5. What are the acting methods that animators can study to improve performance? Explain Character with examples.
6. Explain how accents and dialects can influence characterization in performances. Give animated two suitable examples.
7. (a) Explain how gestures contribute to storytelling in character animation.

   (b) What is meant by spacing in acting performance?

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B.Sc (G&WD) (Sem.–5)

LIGHTING AND RENDERING

Subject Code : UGWD-1914

M.Code : 90378

Date of Examination: 13-06-2026

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 light sampling and quantization?

(b) What is major limitation of a digital graphics display system?

(c) Define ambient light model.

(d) Compare CMYK and RGB color models.

(e) What is the purpose of mental ray in object shading.

(f) Differentiate 'global illumination' and 'ray-tracing' modeling.

(g) What is the effect of source-light 'absorption', 'reflection' and 'refraction' in CG.

(h) What are the applications of body sub-divisions in CG rendering.

(i) Calculate how much total true colors are possible using 24-bit RGB color model?

(j) Compare .png vs .jpg and .avi vs .mpeg file formats.

SECTION-B

2. Discuss contrast, illumination and intensity in computer graphics rendering systems. How these attributes are used in multimedia applications to enhance the visualization.
3. What are ' multimedia graphics system' requirements? List and discuss various hardware and software components require for these types of systems.
4. Discuss various properties of Maya shader for rendering different lighting effect models to create virtual real environment.
5. What is a shader? Discuss different types of shaders used to visualize 3D graphics renderings creating effects of different types of material surfaces.
6. Discuss motion-blur effects. How these are created and processed to reconstruct high-quality 3D scenes. Also give the tool and its properties used to corrected motion-blur.
7. What is an image-based lighting model and its applications. How image-sampling and quantization is used to visualize high resolution images.

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

ARTIFICIAL INTELLIGENCE

Subject Code: UGCA-1945

M.Code: 90381

Date of Examination: 11-06-2026

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. Answer the following questions:

(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) What is the use of conceptual dependency in artificial intelligence?

(j) What do you mean by heuristic? What is the role of heuristic techniques in artificial intelligence?

SECTION - B

2. What is an Al. Discuss any one Al problem?

3. What are horn clauses. Using the resolution principle from the following premises:

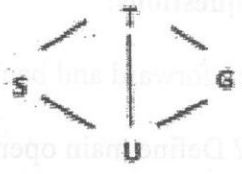
   (a) If it is raining, then the ground is wet.

   (b) Either the ground is not wet or the grass is green.

   (c) It is raining.

   Conclusion: The grass is green

4. Find the optimal path cost from A to G using A* when edge cost S→T = 2, S→U = 5, T→G = 3, U→G = 4, T→U = 1 and Heuristic values (h(n)) to goal G: h(S) = 4, h(T) = 3, h(U) = 2, h(G) = 0



5. Discuss knowledge representation techniques in Al, 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. Discuss the working of a genetic algorithm. What is the significance of fitness function? What are the uses of genetic algorithm?

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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 : 09-06-2026

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) PHP Script

b) Variable Scope

c) Superglobal Array

d) File Pointer

e) Primary Key

f) DML

g) Form Action Attribute

h) fopen() Function

i) GD Library

j) mysqli_connect()

SECTION-B

2. Differentiate between PHP data types with suitable examples for each type. Also illustrate how PHP handles automatic type conversion (type juggling) during arithmetic operations.
3. What is variable scope in PHP? Differentiate between local, global, and static variables. Write a PHP program that demonstrates all three types of scope with clear output.
4. Build a Student Report Card Form: Accept student name, roll number, and marks in five subjects through an HTML form. Write the PHP code to calculate total marks, percentage, and assign a grade (A/B/C/Fail). Display all results in a formatted table.
5. List and demonstrate any six file handling functions available in PHP. Also write a PHP program that reads content from one file line by line and copies it into a new file, displaying each copied line on screen.
6. How is a MySQL database connected in PHP? Write a complete PHP program that connects to a database, creates a table called 'students', inserts three records, and fetches and displays all records in an HTML table.
7. Outline the basic concepts of computer graphics in PHP. Write a PHP program using the GD library to create a canvas and draw the following shapes with different colors: (a) Line (b) Rectangle (c) Ellipse (d) Arc. Output the image as PNG in the browser.

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

ARTIFICIAL INTELLIGENCE

Subject Code: UGCA-1945

M.Code: 90381

Date of Examination: 11-06-2026

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. **Answer the following questions:**

(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) What is the use of conceptual dependency in artificial intelligence?

(j) What do you mean by heuristic? What is the role of heuristic techniques in artificial intelligence?

SECTION - B

2. What is an Al. Discuss any one Al problem?

3. What are horn clauses. Using the resolution principle from the following premises:

   (a) If it is raining, then the ground is wet.

   (b) Either the ground is not wet or the grass is green.

   (c) It is raining.

   Conclusion: The grass is green

4. Find the optimal path cost from A to G using A* when edge cost S→T = 2, S→U = 5, T→G = 3, U→G = 4, T→U = 1 and Heuristic values (h(n)) to goal G: h(S) = 4, h(T) = 3, h(U) = 2, h(G) = 0

5. Discuss knowledge representation techniques in Al, 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. Discuss the working of a genetic algorithm. What is the significance of fitness function? What are the uses of genetic algorithm?

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Total No. of Questions: 07

B.Sc.(G&WD) (Sem.–6)

PROGRAMMING IN JAVA

Subject Code: UGCA1932

M.Code: 92001

Date of Examination: 23-05-2026

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.Answer the following questions:

(a) Define variables and literals.

(b) What are threads in Java?

(c) What is the use of break and continue statements? What is the use of final keyword?

(d) What are access specifiers? Name any two.

(e) What is exception handling?

(f) Difference between application and applet.

(g) What is multiple inheritance using interfaces?

(h) What are packages?

(i) Difference between while and do-while loop.

(j) What is string concatenation? Give one example.

SECTION-B

2. Difference between Java and C++. Highlight strength of Java programming language.
3. (a) Explain file input and output stream with example.

   (b) What is thread? Explain inter-thread communication with example.
4. Discuss various loop statements and branching statements available in Java. Show their syntax.
5. Explain exception handling in Java. Discuss try, catch, finally, throw, and multiple catch blocks with examples.
6. What do you understand by the concept of inheritance? How is multiple inheritance implemented in Java? Give simple code to explain.
7. What is an applet? Explain applet life cycle and event handling with examples.

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Total No. of Pages : 02

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

DIGITAL MARKETING

Subject Code : UGCA1947

M.Code : 91999

Date of Examination : 21-05-2026

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) Differentiate between Inbound Marketing and Outbound Marketing.

   b) Explain P-O-E-M Framework.

   c) What is dedicated emails and transactional email?

   d) Differentiate between Viral Marketing and referral Marketing.

   e) Differentiate between organic SEO and Non-organic SEO.

   f) What is Digital Marketing? Explain.

   g) What is Online Advertisement?

   h) What is Digital Media?

   i) What is Social Media Optimization (SMO)?

   j) What is Keyword Analysis Tool?

SECTION-B

2. What is Social Media Marketing? Compare various social media platforms used in digital marketing and explain how businesses can use them effectively for promotion and customer engagement.
3. What is SEO? Discuss the techniques of off-page SEO with example.
4. Discuss the importance of keyword research in digital marketing. Explain how business analysis influences keyword selection and describe various tools used for effective keyword analysis.
5. Describe the Pay Per Click (PPC) model and explain key metrics such as CPC, CPM, CTR, and Conversion Rate (CR) with examples.
6. Explain how a business can improve its web presence and increase website traffic using SEO (keywords), email marketing, social media content, blogging, and content management tools.
7. Explain Web Analytics and discuss its types (On-site and Off-site) with suitable examples.

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Total No. of Pages : 02

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

MOTION GRAPHICS & COMPOSITION

Subject Code : UGWD-1917

M.Code : 91998

Date of Examination : 18-05-2026

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 compositing in motion graphics?

b) Define "broadcast design" and give an example.

c) List any two principles of motion graphics.

d) What is the function of the Timeline panel in Adobe After Effects?

e) Differentiate between Footage and Composition in After Effects.

f) What is pixel aspect ratio?

g) Define Mask layer and Solid layer.

h) What is meant by Bezier interpolation in animation?

i) Explain the purpose of Render Queue in After Effects.

j) Name two audio effects commonly used during sound editing in motion graphics.

SECTION – B

2. Explain the concept of Motion Graphics and discuss its workflow with suitable examples from broadcast design.
3. Describe the GUI of Adobe After Effects. Explain the functions of the Project Panel, Composition Panel, Timeline, and Effect Controls.
4. Write detailed notes on Compositions and Layers. Explain Trimming, Splitting, In and Out points, and Layer stacks with examples.
5. Discuss the process of animating objects in After Effects. Explain the use of Keyframes, Motion Paths, and the Graph Editor in animation.
6. Explain Color Correction and Color Management in After Effects. How are broadcast-safe colors maintained during post-production?
7. Write short notes on the following:

   (a) Audio synchronization and editing

   (b) Rendering and exporting video projects

   (c) Converting footage from NTSC to PAL

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B.Sc. (G&WD) (Sem.–6)

INFORMATION SECURITY

Subject Code: UGCA1948

M.Code :92003

Date of Examination: 14-05-2025

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 :**

   a) Define use of Cryptography?

   b) Write the working of DES Algorithm?

   c) Why viruses are dangerous to computer?

   d) What is malicious code?

   e) Write example of secure operating system?

   f) Define multilevel database?

   g) Write advantages of multilevel security?

   h) Define secure Email?

   i) What is software failure?

   j) Write the importance of Ethical Issues?

SECTION-B

2. a) Write about Asymmetric and Symmetric cryptography?

   b) What are uses of Encryption/Decryption?

3. Explain the example of trusted operating system design?

4. a) What is File protection mechanism in operating system?

   b) Discuss the importance of Firewall in security?

5. Give the introduction of Network Security Controls in Information System?

6. What is security planning? How organizational security policies are implemented?

7. Explain some of the rights of Employees in Corporate related to Security?

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B.Sc (GWD) (Sem.–6)

INTRODUCTION TO GAMING

Subject Code: UGWD1918

M.Code :92000

Date of Examination: 08-05-2026

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) Game

b) Popular Titles

c) Roles

d) Game Testing

e) Phaser

f) Game Interface

g) Cloud Gaming

h) Github

i) Turbulence

j) Frame per second

SECTION-B

2. Write down the generations of gaming.
3. Define gaming. Discuss current affairs and its history.
4. Write a note on different theories of fun and flow.
5. Discuss various game development languages and difference between them.
6. Explain the procedure in testing and debugging the games.
7. Present a case study in game design and development.

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B.Sc (GWD) (Sem.–6)

INTRODUCTION TO GAMING

Subject Code: UGWD1918

M.Code :92000

Date of Examination: 08-05-2026

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) Game

b) Popular Titles

c) Roles

d) Game Testing

e) Phaser

f) Game Interface

g) Cloud Gaming

h) Github

i) Turbulence

j) Frame per second

SECTION-B

2. Write down the generations of gaming.
3. Define gaming. Discuss current affairs and its history.
4. Write a note on different theories of fun and flow.
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B.Sc. (G&WD) (Sem–6)

MACHINE LEARNING

Subject Code : UGCA-1950

M.Code : 92002

Date of Examination : 05-05-2026

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) Logistic regression

b) Unsupervised learning

c) Decision tree

d) Gradient descent

e) Clustering

f) Machine learning

g) Exploration

h) Q values

i) Random search

j) SVM

SECTION-B

2. Define classification. Discuss its use cases.

3. Explain in detail machine learning process flow.

4. Describe the working of k-means algorithm with an example.

5. Differentiate between linear and logistic regression.

6. What is Naive Bayes? How does it work? Explain.

7. Write a note on reinforcement learning. Explain its elements.

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