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B.C.A. Semester - VI
EXAMINATION APRIL 2024
3D Modelling and Animation

[Time: 2:00 Hours]

[Max. Marks:60]

- Instructions:**i) All questions are compulsory
 ii) Figures to the right indicate full marks

- Q1 A. Fill in the blanks with appropriate answer. 5x1=5**
- i. The tool that duplicates vertices, while keeping the new geometry connected with the original vertices is _____.
 - ii. In rendering _____ is a physically based real-time renderer.
 - iii. _____ add a closed circle shaped 2D Bezier Curve made of four control points.
 - iv. The most flexible way of mapping a 2D texture over a 3D object is a process called _____.
 - v. The _____ system in Blender is used to create different real- world physical phenomena like hair, rain, cloth and fire.
- B. Define the following terms: 5x1=5**
- i. NURBS Curve
 - ii. Wave modifier
 - iii. Bevel
 - iv. Rigid Body Simulation
 - v. Knife tool
- Q2 A. Name the four standard primitive objects of Blender. 2**
- B. Write the purpose of move, rotate and scale tools in Blender. 3**
- C. Explain any five types of Computer based Animation. 5**
- Q3 A Write a note on the following mesh editing tools. 2**
- i) Loop Cut
 - ii) Inset Faces
- B. Write the purpose of Link and Append in Blender. 3**

- C. Explain the purpose of the following modifiers. 5
- i) Array
 - ii) Screw
 - iii) Boolean
 - iv) Mirror
 - v) Subdivision Surface
- Q4 A. Define i) F-Curve ii) Dopesheet. 2
- B. Write a note on the following Physics properties used in Blender. 3
- i) Particle system
 - ii) Dynamic Paint
- C. What are Constraints in animation? Explain the following constraints functions used in animation. 5
- i) Clamp to Constraint
 - ii) Copy Constraint
- Q5 A. Write the purpose of UV Editor in Blender. 2
- B. State any three points on Shader Editor in Blender. 3
- C. Explain the following Shaders in Blender. 5
- i) Principled BSDF
 - ii) Mix Shader
 - iii) Glass Shader
 - iv) Glossy Shader
 - v) Emission Shader
- Q6 A. Define Rendering. How is a still image rendered in Blender. 2
- B. Write the purpose of Camera in Blender. 3
- C. Write the purpose of lighting in a Blender scene. Explain any four light objects in Blender. 5

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B.C.A Semester - VI
EXAMINATION APRIL 2024
Content Management Systems

[Time: 2:00 Hours]

[Max. Marks:60]

- Instructions:** 1. All questions are compulsory.
 2. Figures to the right indicate full marks.

Q1 A. Name the following:**5x1=5**

- i. CSS animation property to specify a delay of 6 secs at the start of the animation.
- ii. Plugin which can be used to create backup and restore in WordPress.
- iii. CMS based on Mambo CMS and developed using PHP, Object Oriented Programming, software design patterns and MySQL.
- iv. UX blueprint for your website which maps out certain features of your site, such as menus, buttons, and layouts, while stripping away the visual design and Color scheme.
- v. An essential website function that all firms should monitor.

B. State whether the following statements are True or False:**5x1=5**

- i. Sucuri is a plugin which is used to format layout in WordPress.
- ii. In Prestashop, a module is made up of hooks.
- iii. You can use CSS Color property to change the background Color.
- iv. Global Configuration is an important part in the Joomla back-end where any changes made in this configuration, will affect the entire website.
- v. Under Transplant a module Exceptions, you are able to define where a particular module should not appear.

Q2

- A. How can we add a link to an element and menu in Wix? **2**
- B. List the steps to install and change website theme in Prestashop. **3**
- C. What is Mediawiki? List the steps to install Mediawiki. **5**

Q3

- A. How do you make your WordPress website more secure? **2**
- B. Write a note on any three CSS positioning methods used for an element. **3**
- C. Describe the structure of Joomla Control Panel. **5**

Q4

- A. Give names of two products of SocialGO. **2**
- B. List any three benefits of using CMS. **3**
- C. Explain the benefits of Joomla hosting platform. **5**

- Q5
- A. Write a note on any two benefits of user flow diagram. 2
 - B. Give three points of differences between Prestashop and WooCommerce. 3
 - C. List the steps to create e-commerce websites using WooCommerce plugin. 5
- Q6
- A. List the steps of laying out pages on Wix using template features. 2
 - B. Write a note on any three alternatives to SocialGo. 3
 - C. Explain any five course management features available in Moodle. 5

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B.C.A (Semester – VI)
EXAMINATION APRIL 2024
E-Commerce Applications

[Time: 2:00 Hours]

[Max. Marks: 60]

- Instructions:**
1. All questions are compulsory. However internal choice is available.
 2. Figures to the right indicate Full marks.
 3. Draw diagrams wherever necessary.

Q1 **A. State whether the following statements are TRUE or FALSE: (5X1=05)**

- a. One of the main advantages to the wide acceptance of e-commerce by businesses and consumers alike is the perceived lack of adequate security for on-line transactions.
- b. EDI provides a standardized system for funds transactions.
- c. Display advertising means companies use text and logos to attract potential consumers who may not have otherwise seen the company.
- d. One of the online payment gateway in India is RBI.
- e. A class of advertising methods which are considered unethical and may even be illegal are malware.

B. Fill in the blanks: (5X1=05)

- i. The process of ensuring that your product database is organized, structured, and up-to-date across all online sales channels is called _____.
- ii. College LAN is an example of _____ network.
- iii. EDI Industry standard used in Construction is _____.
- iv. A computer software program that indicates the number of visitors or hits a particular web page has received is _____.
- v. A payment card that transfers funds directly from consumer's bank account to merchant's bank account is _____.

- Q2 A. List any two examples of Indian e-tailers along with the e-commerce model to which they belong. (2)
- B. Highlight any three areas with examples of businesses where m-commerce is applied in. (3)
- C. Explain how e-commerce overcomes the limitations of traditional commerce in wholesale. (5)
- Q3 A. Why is push advertising at times an irritant to customers? (2)
- B. Enumerate the measures taken to ensure email system security. (3)
- C. With the help of an example, explain the perspectives of buyers in a B2C e-commerce website. (5)
- Q4 A. How does Web Analytics help in market research? (2)
- B. Explain the use of CRM in e-commerce. (3)
- C. Illustrate the EDI architecture with the help of a neat labelled diagram. (5)
- Q5 A. State any two benefits of corporate blogs. (2)
- B. Explain the concept of Value added networks in E-business. (3)
- C. Define credit card. Explain the credit card payment process. (5)
- Q6 A. Explain the role of firewalls in the security of e-commerce. (2)
- B. What is the difference between private and public key encryption, and how does it affect e-commerce? (3)
- C. Explain how SSL helps an e-commerce system to be secure. (5)

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BCA (Semester – VI)
EXAMINATION APRIL 2024
Multimedia Technology

[Time: 2:00 Hours]

[Max. Marks:60]

Instructions:1) All questions are compulsory.
 2) Figures to the right indicate the full marks.

- Q1** **A. Define the following:** **5x1=5**
- 1) Bitrate
 - 2) Zoom effect
 - 3) Fps
 - 4) Midi
 - 5) Storyboard
- B. State TRUE/FALSE:** **5x1=5**
- 1) MPEG is the file format standard and compressed specifications for video and audio data.
 - 2) When using graphics software, a native file format means that the image properties/attributes are retained and can easily be edited.
 - 3) Discrete refers to media involving the space dimension only.
 - 4) Acoustics is the branch of physics that studies sound.
 - 5) VGA stands for Video Graphics Array.
- Q2** **A. Why TIFF file format is suitable for printing?** **02**
- B. State three points of difference between print media and electronic media.** **03**
- C. What is multimedia? Describe various multimedia applications in detail.** **05**
- Q3** **A. What is the difference between loss and lossless data compression in graphics?** **02**
- B. Compare JPEG and PNG file formats.** **03**
- C. What are bitmap images? What are the advantages and disadvantages of bitmaps over vector drawn images?** **05**
- Q4** **A. State the different types of audio file formats.** **02**
- B. Describe briefly any three different audio effects.** **03**
- C. Explain the concept of Audio Streaming.** **05**

- Q5 A. Define Video bit rate. 02
B. Differentiate between MPEG and MP4 video formats. 03
C. Explain Graphics Manipulation Effects. 05
- Q6 A. What is web based multimedia? 02
B. Explain any 3 advantages of SWF file format. 03
C. Define Compression Ratio. Discuss the use of intra, predicate and bidirectional frame in video compression. 05