B.E. comp- sem VIII M-2014 SUB- DC. 03/06/14

Q P Code: MV-19366

(3	Hour	:s)
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N.I	•	Question No. 1 is compulsory. Solve any four from the remaining six questions.	
1.	(a) (b)	What is the need of removing unreferenced entity? "Vector Time Stamp mechanism for synchronization is used for capturing casuality of events". Justify.	5
	_(e) (d)	What are goals of distributed system? What are he statefull and stateless servers.	5
2.	(a)	Explain distributed algorithm for mutual exclusion. What is the advantages and	10
	(b)	the disadvantages of it over centralized algorithm. Explain Absolute Ordering and Casual Ordering Process with the help of examples for many to many communication.	10
3.	(a) (b)	Discuss issues concerned with parameter passing in RPC. What are good features of a Distributed File Systems? Explain file sharing semantics of it.	10 10
4.	(a) (b)	Explain recursive name resolution with advantages and disadvantages. Define Thrashing. What are the methods used for solving thrashing problems?	10
5.	(a) (b)	Explain the design issues with respect to Distributed Computing Environment. What is the notion of a context in namespace? Explain the different clustering and context binding strategies of names.	10
6.	(a)	Explain the different load estimation policies and process transfer policies used by load balancing algorithms.	10
	(b)	Explain various forms of message oriented communication with suitable examples.	10
7.	Wri	te short note on following any two. (a) Object Adapter (b) Light-weight RPC (c) Consistancy Models (d) Fault Tolerance.	20

B.E. - COMP- 8cm - VIII 28/5/14 MSD -

QP Code: MV-19188

(3 Hours)

N.B.:	(1) Question NO.1 is compulsory.		
	(2) Solve any four questions from the remaining six questions.		
	(3) Assume suitable data wherever required.		
1.	a) You are appointed as a consultant to develop an implementation strategrated automated tourist system that helps its customers to plan these tours. The system agencies that provides services like air, railway, luxury, economic planning hotels, services etc. for such a system — Design the multimedia authoring systems also specify the multimedia data base schema for the same.	stem ha of tour	
	b) Draw and explain workstation based architecture for multimedia system. Also hardware and software expected at each layer (if any) considering an example.	- ·	
2.	a) Explain Chroma sub sampling.	[05]	
	b) What is HDTV standard?	[05]	
	c) Explain different motion vector search techniques.	[10]	
3.	a) How to manage resources during multimedia transmission.	[10]	
	b) Explain different audio compression algorithm.	[10]	
4.	a) Explain JPEG methodology, compare it with JPEG2000 std.	[10]	
	b) Compare and contrast TIFF file format with RIFF file format.	[05]	
	c) Explain elements of multimedia systems.	[05]	
5.	a) Explain distributed client server operation.	[10]	
	b) Explain human factors and design considerations related to virtual reality.	[10]	
6.	a) Draw neat labeled diagram for flat bed scanner. Explain scanning mechanism used in scanning operation.	and CC[[10]	
	b) Explain copyright act of multimedia.	[10]	
7.	Write short notes on following (Any two)	[20]	
	a) Digital camera b) Distributed Multimedia databases c) MIDI communication protocol.		

22/May 2014,

Q P Code: MV-19129

N.B.	`	1) Question No. 1 is compulsory. 2) Attempt any four questions from the remaining.	
1.	(a) (b)	What are different types of connectors based on interactive services? What do you mean by Architectural degradation? Explain architectural drift and architectural degradation?	5 5
	(c) (d)	Differentiate between Software Architecture and Software Design. Explain how Middleware and component framework induces Architectura! Styles.	5 5
2.	(a)	Design a Domain Specific Software Architecture (DSSA) for the Airline Ticket Management System. Assume suitable entities, Attributes etc. Domain model must consist of the following: (i) Domain Dictionary and Information Model	10
		(ii) Feature Model and Operation Model	10
3.	(a)	List various Architectural Styles? Explain any two in detail? What is the difference between Architectural Styles & Architectural patterns.	10
	(b)	Explain with an examples Stakeholder driver modeling.	10
4.		Explain the various features of xADL used as a modeling language. Explain MVC Architectural pattern and give an example of an application where it is used.	10 10
5.		1)	
6.		What is a mapping problem in implementation? Differentiate between one way and round trip mapping.	10
		Explain different criteria for evaluating implementation frame work. Explain simulation based framework.	6
7.	Write	e short notes on the following:— (a) Ambiguity, Accuracy and precision in the characterization of Architectural models.	20
		 (b) Different dimensions of dependability (c) Design issues for NFPs:-Complexity, Heterogeneity (d) Lightweight C2 framework. 	

Advanced Internet Technology (Rev) BE comp sem -XIII 31/5/2014

QP Code: MV-19057

(3 Hours)

	N. B.: (1) Question No. 1 is compulsory.(2) Attempt any four questions out of remaining six.	
1.	(a) Explain working of a search engine(b) Discuss working of DHCP (Dynamic Host Configuration Protocol) and give its packet format	10 10
2.	(a) What is AJAX? Explain its role in web applications with example(b) Describe Virtual Private Network (VPN) and state its usefulness	10 10
3.	(a) Explain working of File Transfer Protocol (FTP) with suitable diagram(b) What is a web service? Explain its architecture	10 10
4.	(a) Discuss various security issues in cloud(b) Explain working of Bittorent (Peer to peer architecture)	10 10
5.	(a) What is RSS? Explain its advantages(b) Describe various deployment techniques in cloud computing.	10 10
6.	(a) Give working of Amazon cloud(b) What is resource oriented architecture (ROA)? Explain its different feaures / properies.	10 10
7.	Write a short note on (any two):— (a) HTML 5 (b) Integrating PHP and AJAX (c) Secure payment mechanism.	20

		QP Code: MV-19051
	(3 Hours)	[Total Marks: 100
N.B.	 (1) Please mention your answers with nea (2) Question No. 1 is compulsory (3) Solve any four questions from remain (4) Answers to each new question to be seen 	ing questions.
1.	(a) Explain principles of good design.	1
	(b) Explain various types of text input dev	ices 1
2.	Develop system menus & navigation me for generation of transcript (which is su student who has completed the course.	immary of academic record) for
3.	(a) What are mental models & why are the	y important in interface design. 1
	(b) What are different styles of interaction is	in human computing interaction. 1
4.	(a) What are sensory memory, long term now Why they are important in interface de-	
	(b) Explain physical characteristics of the user interface design.	user that should be considered in 1
5.	(a) Distinguish between GUI & web interf	face.
	 (b) Explain the following requirements ga (a) Traditional Focus Group (b) Competitor Analyses (c) Support Line (d) User Interface prototyping (e) Card sorting for web sites 	thering techniques in brief. 1
6.	(a) What are various types of device based & scr	reen based controls? Explain in brief. 1
	(b) Explain importance of communication you mean by clear text messages? Expl	
7. V	 Write a short note on (any two): (a) User focus & design focus (b) Interaction design process (c) Software building tools for interface d (d) Statistical graphs. 	esign.

Con. 10060-14.