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FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE

Sixth Semester B.Sc. Degree Examination, March/April 2020

BCSS6E(01) – Cloud Computing

(2017 Admission onwards)

Time: 3 hours   Max. Marks: 80

PART A
Answer all questions.
Each question carries 1 mark.

1. What is cloud computing?

2. What is PaaS?

3. What is openVZ?

4. What is resource provisioning?

5. What do you mean by binary translation in virtualization?

6. What is Qemu?

7. What is Xen architecture?

8. What is HDFS?

9. What is the role of mapper and reducer in Hadoop platform?

10. What does Linux container mean?

11. What is MapReduce programming model?

12. What do you mean by virtual machine security?

(12 × 1 = 12 Marks)

PART B
Answer all questions.
Each question carries 2 marks.

13. Differentiate between private and public cloud.

14. What are the issues in parallel and distributed paradigms?

15. How will you implement storage virtualization at the server level?

16. What is Hypervisor technology?

17. What is Hadoop echo system?

18. Why multi-tenancy is key to successful and sustainable Software-as-a-service(SaaS)?

19. What are the phases in data security life cycle?

(7 × 2 = 14 Marks)

PART C
Answer any six questions.
Each question carries 5marks.

20. Compare the characteristics of PaaS and SaaS.

21. Explain hybrid and community cloud.

22. Explain how to virtualize CPU.

23. Write a note on OpenStack architecture.

24. Discuss about Hadoop library from Apache.

25. What is FOSS-Cloud? Explain its features.

26. What are cloud security challenges? Explain.

27. Explain about Resource provisioning and Platform deployment?

(6 × 5 = 30 Marks)

PART D
Answer any three questions.
Each question carries8 marks.

28. Explain the service models of distributed and cloud computing in detail.

29. Compare and contrast desktop virtualization and server virtualization.

30. Describe open Source Eucalyptus and Nimbus in detail.

31. Explain about MapReduce Architecture.

32. Give a detailed account on Virtual Machine Security.

(3 × 8 = 24 Marks)

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Section A
(Answer all questions)

1. _____ performs loading and link editing.

2. Meaning of the source string is determined through _____ analysis.

3. The compilation is done in two phases : _____ and _____.

4. _____ is a data structure used by compiler to keep track of semantics variable.

5. Compiler can identify
   a) Syntax error   b) Logical error   c) Semantic error

6. Variables which can only be used during expansion of macro calls are known as _____.

7. In _____ mechanism, values of actual parameters are assigned to the formal parameters.

8. Code which can be omitted from a program without affecting its result is called _____.

9. Syntax analysis is also known as _____.

10. Type-3 grammars are _____ grammars.

11. Address assigned by the linker is called _____.

12. Recursive decent parser is a _____.
    a) Top down parser   b) Bottom up parser

(12 x 1 = 12 Marks)

Section B
(Answer all questions)

13. What do you mean by symbol table?

14. What is dynamic loading?

15. List any five code optimization techniques.

16. Describe semantic analysis.

17. What is the main function of a compiler?

18. Define macro.

19. What are LEX and YACC?

(7 x 2 = 14 Marks)

Section C
Answer any six questions

20. Explain the two phases of the compiler.

21. What you mean by assembly language? Explain the elements of assembly language programming.

22. Explain syntax analysis and derivation trees.

23. What are nested macro calls? Explain with example.

24. Differentiate compilers and interpreters.

25. Explain different parameter passing mechanisms.

26. Explain with example the symbol table and entries in it.

27. Write a note on YACC

<div align="right">(6 x 5 = 30 Marks)</div>

Section D
Answer any three questions

28. Explain the design specifications of an assembler

29. Explain in detail the code optimization techniques

30. Discuss relocation and linking

31. What is a macro? What are its components? Briefly explain about macro expansion

32. Explain in detail about LEX

<div align="right">(3 x 8 = 24 Marks)</div>

PART A
Questions 1 to 12
Answer all questions- Each question carries ONE mark

1. Android is open source. State True or False.

2. Which virtual machine is used by android to run application

3. Does developing for Android require the JRE or the JDK ?

4. In which directory the string xml file is stored ?

5. Which is the latest android OS version ?

6. What is ADB ?

7. _____ is used to invoke the activity class.

8. On which life cycle state the user can interact with an activity ?

9. Status data will be exposed to the rest of the android system via_____

10. What is TextView in Android ?

11. Immediate base class for activity and service is _____

12. _____ is the configuration file for android

<div align="right">(12x1=12 Marks)</div>

PART B
Questions 13 to 19
Answer all questions- Each question carries TWO marks

13. List any two perspectives provided by Android SDK

14. What is an AVD ? What do you use for ?

15. what is geo coding ?

16. What is R- Java ?

17. Define android context

18. what is fragments in Android

19. What is adapter in android

<div align="right">(7x2=14 Marks)</div>

PART C
Questions 20 to 27
Answer any SIX questions- Each question carries FIVE marks

20. What is container in Android

21. How is spinner different from the other list controls ?

22. What are Broadcast receivers ?

23. List different screen resolutions are supported by Android

24. What is the importance of XML based layouts

25. Name the classes used for dealing with JSON message

26. Write a note on location based services in android

27. Write a note on ruby on rail ?

(6x5=30 Marks)

PART D
Question 28 to 32
Answer any THREE questions- Each question carries EIGHT marks

28. Explain the layout managers in Android UI development with code snippet.

29. How do you notify an activity from a Broadcast Receiver ? Explain.

30. What are the methods used for monitoring a location? Explain.

31. Explain Bluetooth device connection requirements.

32. Discuss the steps to connect to a relational database from java.

(3x8=24 Marks)

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Name: ....

FAROOK COLLEGE (AUTONOMOUS), KOZHIKODE
Sixth Semester B.Sc. Degree Examination, March/April 2020
BCSS6B12 – Computer Graphics
(2017 Admission onwards)

Time: 3 hours   Max. Marks: 80

PART – A
Answer all questions.
Each question carries one mark

1. LCD means.........

2. The processes of mapping a world window in world coordinate system to viewport is called ....

3. The transformation that produces a parallel mirror image of an object is called.............

4. .... is very important in creating animated images on the screen.

5. Raster graphics are composed of...............

6. RGB model are used for ....

7. Define Computer Graphics

8. What is Bitmap?

9. What is resolution?

10. Define view port.

11. What is a true color system?

12. Any CRT based display must be refreshing at least ....times a second.

(12 x 1 = 12 Marks)

PART – B
Answer all questions.
Each question carries two marks

. Define Rotation.

. Enumerate the various methods for selecting a color in GIMP.

. What do you mean by projection?

. Differentiate between CRT & LED monitors.

. Write short note on scaling.

. What is aspect ratio? Explain.

. What is frame buffer? Explain.

(7 x 2=14 Marks)

PART – C
Answer any *six* questions.
Each question carries *five* marks.

20. Explain the Cohen Sutherland line clipping procedure.

21. What is the importance of homogeneous coordinate system in computer graphics?

22. Explain Raster and Random scan display

23. Discuss about shear in two dimensional transformations.

24. Explain how a circle is generated with the help of midpoint circle generation algorithm.

25. List any five applications of Graphics.

26. Explain the components and working of a CRT monitor.

27. What is Sutherland Hodgeman polygon clipping?

(6 x 5 =30 Marks)

PART – D
Answer any *three* questions
Each question carries *eight* marks

28. Explain different color model?

29. Discuss about clipping?

30. Explain about i) Beam penetration method   ii) Shadow mask method

31. Explain the features & capabilities of GIMP.

32. Explain in detail about the DDA scan conversion algorithm.

(3x 8 =24 Marks)