COMPUTER SCIENCE & ENGINEERING

II YEAR

PAPER I OOPS & JAVA

Time:- 3 Hrs Max.Marks:- 50

SECTION-A

Note:- 1. Answer ALL Questions: **10 x 2=20**
Each Question carries 2Marks.

1. Define oops.
2. What is mixed mode?
3. What is the syntax of if statement?
4. What is goto statement?
5. Define an Array.
6. Define Polymorphism.
7. Define an interface.
8. What is an exception?
9. What is debugging?
10. Define an Applet.

SECTION - B **5 x 6 = 30**

Note:- 1. Answer ANY FIVE Questions:
Each Question carries 6 Marks.

11. Describe the main features of OOPS.
12. Describe the main data types in Java.
13. Explain the loop statements in java.
14. Write a program for matrix multiplication.
15. Explain Inheritance with an example.
16. Explain Packages in Java with an example.
17. Write about the types of errors?
18. What are the differences between Multitasking and multithreading.

COMPUTER SCIENCE & ENGINEERING

II YEAR

PAPER II RELATIONAL DATABASE & MANAGEMENT SYSTEM

TIME: 3 Hours **Max. Marks:50**

SECTION-A

Note:- 1. Answer ALL Questions: **10 x 2=20**
2. Each Question carries 2Marks.

1. Define DBMS.
2. Expand DDL and DML.
3. What is Entity and Relationship?
4. What are different types symbols used in E-R Diagram?
5. What are the different types of attributes in relational model?
6. What are the unary operations in relational model?
7. Write the structure of SQL.
8. What are basic operations in SQL?
9. Define a system.
10. What are the testing methods?

SECTION – B

5 x 6 = 30

Note:- 1. Answer any FIVE Questions:
Each Question carries 2Marks.

11. Explain the advantages of DBMS over File processing system.
12. Write the functions of Database Administrator.
13. Draw an ER diagram to show relation between a Student and Bank.
14. Explain basic structure of Relational Model.
15. Explain Binary operations in Relational data base.
16. Write about CODD rules.
17. Explain any five DDL commands with an example.
18. Explain various stages of System Development Life Cycle.

COMPUTER SCIENCE & ENGINEERING

II YEAR

PAPER III DATA COMMUNICATIONS AND COMPUTER NETWORKS

TIME:3 HoursMax. Marks:50

SECTION-A

Note:- 1. Answer ALL Questions: **10 x 2=20**
Each Question carries 2Marks.

1. Define Data Communication.
2. What is Computer Network?
3. What is Network Topology
4. What is HUB? Write types in it.
5. What are layers in OSI model?
6. Expand TCP/IP.
7. What is an E-Mail?
8. What is search Engine?
9. What is Trouble shooting?
10. Give the possible reasons for the printer not printing.

SECTION - B

5 x 6 = 30

Note:- 1. Answer ALL Questions:
Each Question carries 2Marks.

11. Explain basic of modes of Data Transmissions
12. Explain about LAN,WAN and MAN
13. Explain any three network topologies.
14. Explain about ROUTER and Bridge
15. Explain briefly the OSI model.
16. Explain any three web browsers.
17. Explain different types of firewalls.
18. Explain how will you trouble shoot when system is not functioning.