I YEAR B.Sc Semester - II

ERP MODEL PAPER

MY SQL AND WORD PRESS-CSSS

PART - A

Answer any Five Questions   5*5=25M

1. What are the MySQl data types?

2. What are the data functions in MySql?

3. What is a Cascading Style Sheets?

4. Explain properties in CSS?

5. What is pseudo class in CSS?

6. What is formatting blocks in CSS?

7. How to create list in CSS?

8. What re the advantages of word press?

9. How to working with widgets in word press?

10. What are the configuration settings in word press?

PART - B

Answer any Five Questions   5*10=50M

11. WHAT ARE THE ddL,dml Commands in MySql?

12. What are thje strring functions in MySql?

13. Explain different style sheets in CSS?

14. Explain tables in CSS?

15. Explain image gallery in CSS?

16. What is admin panel in word press?

17. Explain WAmp servers?

18. How to working with media adding, editing in word Press?

19. What are the roles of users in word press?

20. How to maintain the customizing the site?

B.Sc Semester - IV

R Programming

MODEL PAPER

PART - A

Answer any Five Questions   5*5=25M

1. What are data types in R?

2. How to reading & writing data in R?

3. Explain Matrices in R?

4. What is a function in R?

5. How to creating data Frames in R?

6. How to creating a lists in R?

7. What are the facts in R?

8. Explain passion distribution?

9. What is inheritance in R?

10. What is generic function on S class?

PART - B

Answer any Five Questions   5*10=50M

11. How to installing in R?

12. Explain different data types in R?

13. Explain vector arithmetic and logical operations?

14. Explain some important R data structures?

15. How to list indexing adding and deleting list elements?

16. Explain Math Functions in R?

17. What are functions for statistical distributions?

18. How to writing S Classes?

19. How to calculating a Probability?

20. Explain different visualization in R?

B.Sc Semester – V Paper V

AV EDITING

MODEL PAPER

PART - A

Answer any Five Questions   5*5=25M

1. What is a workflow enhancement?

2. Explain MPEG4 (legacy)?

3. What are then Tools panel and optional panel?

4. Explain setting display quality?

5. What is a change project panel view?

6. Explain start (or) Open a project?

7. What is mix audio?

8. What are the autos save settings?

9. Explain the default audio device?

10. What is step of a file based system?

PART - B

Answer any Five Questions   5*10=50M

11. Explain AAC audio?

12. Explain Dolby digital sercode audio encoding?

13. Write about work space?

14. How to viewing source and program monitor controls?

15. What are the select formates for time code displaying the project panel?

16. Explain add transactions and effects?

17. Explain audio hardware performance?

18. How to audio output mapping preferences?

19. Explain the top premiere pretrial versions?

20. Explain S –video (or) composite system?

B.Sc Semester – IV Paper V

AV EDITING

MODEL PAPER

PART - A

Answer any Five Questions   5*5=25M

1. Explain theory of recording?
2. What are the elements of recording?
3. Define units of sounds?
4. Explain types of formats?
5. What is source of sound?
6. Explain types of sounds?
7. What is sound engendering?
8. What is sound messaging?
9. Explain SMS?
10. What are there of multimedia?

PART - B

Answer any Five Questions   5*10=50M

11. Explain fundamentals of electronic sounds?

12. What are the sound and its relevant use and important in communication?

13. Explain structure of recording?

14. Explain true sound reproduction?

15. Explain microphone and their types?

16. Explain assessment of quality sounds?

17. Explain Dead Air?

18. What are the integration sounds of Visual?

19. What is the application of multimedia?

20. Explain sound bites and AV clips on internet?

Acharya Nagarjuna University

B.Sc (Multimedia)

Subject: Basics of 3D Animations

I Year – II Sem

Time: 3 hours   Max Marks: 75

Section – A

Answer any FIVE questions   5*5=25 Marks

1) Describe layout design of MAYA.
2) How to set scene for rendering.
3) Explain basics of animation.
4) Explain key forms in Animation.
5) Explain nonlinear Animation.
6) Write a note on Blending clips.
7) Explain working on squash.
8) Describe effect of forces.
9) What is rendering? Why it is needed?
10) Explain Batch rendering.

Section – B

Answer any 5 questions   5*10=50 Marks

11) Explain working principles of animation.
12) Explain Camera settings in MAYA.
13) Explain different types of animations.
14) Explain creating poses and clips.
15) Explain animation work flow.
16) What do you understand about Trux editor?
17) Explain fluid movement of cloth and hair.
18) Explain effect of forces and weight.
19) Explain Reflections and refractions;
20) How to use cameras and motion blur.

NOTE: -   2 QUESTIONS MUST BE FRAMED FROM EACH UNIT AND SECTION.

ACHARYA NAGARJUNA UNIVERSITY

B.Sc (Multimedia
Working with 3D
I year – I Sem

Time : 3 hours   Max Marks: 75

Section – A

ANSWER ANY FIVE QUESTIONS.   5*5=25 Marks

1) Write different multimedia software's.
2) Write about Primitive objects of MAYA.
3) What are the principles of animation?
4) Explain Pole vector.
5) Explain menus in surface.
6) How to apply color to object?
7) Write short note on color theory of light.
8) Write short note on Batch Reading.
9) Explain different types of particles?
10) How to set particle life span?

Section – B

ANSWER ANY FIVE QUESTIONS.   5*10=50 Marks

11) Explain MAYA interface with neat diagram.
12) Explain about channel Box and Hot Box.
13) Explain hot to set camera Animation and Resolution.
14) Write differences between local axis and world axis for joints.
15) Explain editing numbers and polygons.
16) Explain UV mapping manipulation.
17) How to change the color of the light? Explain.
18) Write the difference between Vector Reading & Mental Reading.
19) Explain the dynamics of particles.
20) What do you know about Soft Body and Rigged Bodies?

NOTE: 2 QUESTIONS MUST BE FRAMED FROM EACH UNIT AND EACH SECTION.

Advanced Accounts with Tally – I

Semester – III   Paper – 3

Part – A

Answer any five questions   5*5=25Marks

1. Features and advantages of Tally.

2. Difference between manual Accounting and Accounting packages.

3. Explain Gateway of Tally.

4. Explain predefined groups.

5. Explain types of vouchers.

6. How to create new registers.

7. Explain profit & loss Account.

8. How to create journal registars.

9. Explain Advance & balance payments of Tax.

10. What are the features of GST.

Part- B

Answer any five questions.   5*10=50Marks

1.   Explain meaning of journal.
2.   Explain Terminology related to Accounts credit & Debit.
3.   How to creation of new groups.
4.   Explain getting more options in ledgers through configuration.
5.   Explain Receipt voucher.
6.   How to deletion of voucher.
7.   Explain balance sheet.
8.   Explain list of Accounts.
9.   Explain generation of TDS reports.
10. How to creation of ledgers & recording of vouchers.

E-Commerce and Net Banking

Semester- IV   Paper- V

<u>Part-A</u>

<u>Answer any five questions</u>   5*5=25Marks

1. Explain goals of E-Commerce.
2. Explain Inter organizational value chains.
3. Explain types of E-Commerce.
4. Explain concept of EDI and applications of EDI.
5. Explain Architecture of the internet.
6. Explain structures of Extranets.
7. Explain Ethical and Other public policy issues.
8. Explain DES and RSA algorithms.
9. Explain types of Networks.
10. How to chatting on the Web.

<u>Part-B</u>

<u>Answer any five questions.</u>   5*10=50Marks

1. Explain Functions of E-Commerce.
2. What is proter's value chain model.
3. Explain models of B2BEC.
4. Explain EDI model.
5. Explain Applications of Extranets.
6. Explain Issues and Challenge of Electronic payment systems.
7. How to protecting Intellectual properties.
8. Explain legal incidents.
9. What is a Internet protocols.
10. What is Multimedia delivery?

BASIC OF COMPUTER GRAPHICS
SEMESTER-I   PAPER-I

PART-A

Answer any five questions   5*5 = 25 m

1. What is multimedia?

2. What are the advantages of multimedia?

3. Explain types of colors

4. Explain line drawing skill

5. What is graphic design?

6. What is Digital Typography?

7. Explain Multimedia Formats.

8. Explain LAB color

9. Explain printing techniques

10. What is impact printer & non-impact printers?

PART-B

Answer any five questions   5*10 = 50 m

1. Explain importance of Multimedia

2. Difference between Graphic & Multimedia design

3. How to working with strokes

4. Explain working with 2D & 3D Drawing

5. What is Raster Graphic & Post Production?

6. Explain pre production & post production

7. Explain CMYK colors

8. Explain basic color theory

9. Explain flat bed scanner making layouts for real printing

10. What is fine art paper?

WEB DESIGN & APPLICATION

SEMESTER-II   PAPER-II

PART-A

<u>Answer any Five questions</u>   5*5 = 25 m

1. Explain World Wide Web

2. Explain hyper link

3. Explain Development life cycle

4. Explain Types of websites

5. Explain heading tags in HTML

6. Explain images with examples

7. Define style & Explain elements of styles

8. How to creating on your own style sheets

9. How to create the website

10. How to creating titles for webpage

PART-B

Answer any Five questions   5*10 = 50 m

1.Explain Roll of Multimedia objects in WebPages

2. Explain types of Net works

3. How to analyzing the project

4. Explain basic structure of an HTML Document

5. Define list and explain Different types of list

6. Define table and explain the table tags with example

7. Define CSS and explain the Different types of style sheets

8. Explain CSS properties

9. Explain Navigation bar

10. Define form and explain form elements with examples

YOUTUBE AND ONLINE STREAMING

SEMESTER-V   PAPER-VII

Part - A

<u>Answer any Five questions</u>   5*5 = 25 m

1. How to working with youtube?

2. How to youtube contain creation hardware?

3. How to create sophisticated video?

4. What are the web-services?

5. Explain system requirements?

6. Explain studio mode?

7. Explain plugin sources?

8. Explain encoding acceleration?

9. Explain tools menu?

10. Explain profile menu?

Part - B

<u>Answer any Five questions</u>   5*10 = 50 m

1. How to creating youtube channel?

2. What are the youtube terms?

3. What are recording for web-services?

4. Explain the OBS studio?

5. Explain layers concept?

6. Overview of open broad cast software studio?

7. Explain transactions?

8. Explain hardware acceleration?

9. Explain Canvas preview area?

10. Explain Post OBS studio log-file online?

<u>Java Script</u>

<u>SEMISTER-V</u>   <u>Paper-VII</u>

<u>Part-A</u>

<u>Answer Any Five Questions</u>   5*5=25M

1. What is DHTML?
2. Explain Mathematical Function
3. Explain Regular expression
4. Explain driven Handling
5. What is Cookies? How it works in cookies
6. Explain HTML Document object Model
7. Explain is Data validation
8. Explain text only Menu system
9. Explain Asan components
10. What are the Fade Anything Technique library

<u>Part-B</u>

<u>Answer Any FIVE Questions</u>   5*10=50M

1. Explain variables in Java Script
2. Explain concept of Arrays
3. Explain built in objectives
4. Explain Exception handling in JavaScript
5. How to reading and deleting a cookie
6. Explain working with HTML Form and its elements
7. Explain message and confirmations
8. Explain Rollover buttons
9. Explain JavaScript libraries
10. Explain progating client side view state direct web remoting

C- Programming

PART-A

Answer any FIVE Questions   5*5=25M

1. Explain key features of Algorithm
2. Explain Input and Output statements in C
3. Explain branching statements in C language
4. Write about break and continue statement
5. Define Function? And Advantages of functions
6. What is return statement?
7. Define Array? Advantages of Arrays
8. How to calculating the length of Array
9. Define String? Explain different string handling function
10. How to declaration of strings

PART-B

Answer any FIVE Questions   5*10=50M

1. Explain Algorithms and flowchart
2. What is Type conversion and Type casting
3. Explain Nested loops
4. Explain looping statements in C-language
5. Explain storage classes in C
6. What is recursion? Advantages and disadvantages of recursion
7. Explain one Dimensional and two Dimensional Array
8. Explain one Dimensional array for inter function communication
9. How to represent pointers with strings
10. How to read a string? Explain one Example

PHOTOGRAPHY & VIDEOGRAPHY

Semister IV   Paper: IV

PART-A

Answer the any five questions   5*5=25M

1. Write about digital photography?

2. Explain outdoor and indoor?

4. Explain various zooms?

5. What is video production?

6. Explain equipment performances?

7. What are production techniques single?

8. Explain the persuasive camera from beginning to ending?

9. Explain the features of camera craft?

10. What is the image sensor sensitivity?

PART-B

Answer any five questions   5*10=50M

1. Expliain selection image size and quality?

2. How to product photography interior and exterior?

3. What are the uses different types of angle lenses?

4. How to finish and select the equipment the location?

5. How to organizing the production Art?

6. Concept of goals and objectives target?

7. Explain production methods?

8. How do you visualize something that does not exist?

9. How to controlling and handling the camera?

10. Explain planning head or tripod head