

Objective:

This assignment helps the student to clearly understand and differentiate between different concepts of Operating systems

Q1. What is an Operating System? What are the different types of Operating Systems?

Q2. Discuss any three page replacement algorithms.

Q3. Discuss various preemptive and non preemptive scheduling algorithms.

Q4. What is a deadlock? What are the pre conditions of a deadlock?

Q5. Discuss disk scheduling in detail.

Procedure:

For completing the assignment students should refer to the books mentioned in syllabus and they can take help from internet. The assignment should be handwritten and properly filled. Students should make assignment in the following manner:

1. Cover page
2. Objectives
3. Index
4. Content
5. Conclusion
6. References

Outcome:

Operating system is the most important and the most powerful system software present in the computer system. The need and role of Operating System will be understood in depth by the student with the help of this assignment.

References:

Operating system concepts, Abraham Silberschatz, Wiley publications

OBJECTIVE

To enable professional undergraduate students to understand the importance of computer Graphics.

QUESTIONS

- 1) Write the steps of Midpoint Subdivision algorithm.
- 2) What are Homogeneous Coordinates and Matrix Representation of 2D Transformations?
- 3) Explain the User Interfaces for Solid Modeling.
- 4) Discuss Depth-Buffer (z-buffer) method.
- 5) Write Depth-sorting Method (Painter's algorithm).

PROCEDURE:

For completing the assignment students should refer to the books mentioned in syllabus and they can take help from internet. The assignment should be handwritten and properly filled. Students should make assignment in the following manner:

1. Cover page
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7. Softcopy AND Hardcopy
8. Give proper headings and subheadings
9. Explain every topic in points and using diagrams.
10. Put Examples

OUTCOME:

After doing this assignment, students will come to understand the importance computer Graphics.

REFERENCE BOOKS:

TEXT BOOKS:

- [T1] Foley, Van Dam, Feiner, Hughes, Computer Graphics Principles & Practice, 2000, Pearson
[T2] Chennakesava R. Alavla "Computer Graphics", PHI Learning Pvt. Limited

REFERENCE BOOKS:

- [R1] D. Hearn & Baker: Computer Graphics with OpenGL, Pearson Education, Third Edition, 2009.
[R2] Foley, J.D. & Van Dam, A: Fundamentals of Interactive Computer Graphics.
[R3] Rogers & Adams, "Mathematical Elements for Computer Graphics", McGraw-Hill, 1989.

Objective: - To understand the process of Electronic commerce and Business Strategy involved in it.

Questions- (Attempt all questions)

1. Define E-commerce and its Role in day to day life.
2. Define various models of E- Commerce.
3. Explain the different ways of payment processing in E- commerce
4. What is Electronic Wallet explain with the help of Example.
5. Explain the Following in detail :-
 - Internet
 - Intranet
 - Extranet

Procedure:-

1. Assignment should be Hand written.
2. Give proper headings and subheadings.
3. Use examples.

Students should make assignment in the following manner:

1. Cover page
2. Objectives
3. Index
4. Content
5. Conclusion
6. References

Text Books:

1. E-commerce: Strategy, technologies and applications, David Whiteley, Tata McGraw Hill.
2. E-commerce: The cutting edge of Business, KK Bajaj & Debjani Nag, McGraw Hill.

Reference Books:

1. The complete reference: Internet, Margaret Levine Young, Tata McGraw Hill.
2. E-commerce: Concepts, models, strategies, CSV Murthy, Himalayas Publishing House.
3. Frontiers of Electronic Commerce, Ravi Kalakota & Andrew B. Wilson, Addison-Wesley(An Imprint of Pearson Education)
4. Network Security Essentials: Applications & Standards, William Stallings, Pearson Education.

Aim: To highlight the features of different technologies involved in Web Development

Objectives

- Students should be able to design and implement a basic website.
- Students should be able to implement different navigation strategies.
- Students should be able to develop simple back-end database to support a website.
- Students should be able to recognize and evaluate website organizational structure and design elements.

Attempt the following questions:

Q1. How can we create the connection and access the details from database and print by PHP file?

Q2. Short notes on:

a) Session b) Cookies c) Application state d) Query strings.

Q3. How can we work with forms in PHP? Explain with example.

Q4. Explain all the components of File with example by creating a PHP File.

Q5. What is web applications and web server? Explain.

Q6. What is PHP? Explain the Data Types in PHP with Example.

Procedure: -

- Assignment should be handwritten.
- Give proper headings and subheadings.
- Use examples.

Students should make assignment in the following manner:

- Cover page
- Objectives
- Index
- Content
- Conclusion
- References

OUTCOME:

After doing the assignment, students understand the various basic concept of the Web Based Programming (PHP)

REFERENCE BOOKS:

- 1) Programming PHP. Rasmus Lerdorf, Kevin Tatroe. (O'Reilly, ISBN 1565926102).
- 2) PHP, MySQL, and JavaScript: A Step-By-Step Guide to Creating Dynamic Websites by Robin Nixon O'Reilly Media; 1 edition