

Question Bank

VS 362: Free and Open Source Software's

Que .Answer the following [8 Marks]

- 1) Describe in detail about the structure of LINUX.
- 2) What are the features of Linux operating system?
- 3) Define vi Editor and explain its modes.
- 4) Brief about the commands used in the vi Editor.
- 5) Discuss about various modes of vi editor.
- 6) Write advantages & disadvantages of Linux Operating system.
- 7) Explain Kernel architecture with suitable diagram.
- 8) Write any 8 commands used in linux.
- 9) What is Shell script? Explain type of Shell in brief.
- 10) Explain Kernel Drivers
- 11) Write and Explain linux run level
- 12) Describe in Initialization and unsetting variable in linux
- 13) Write and explain special variables in Linux
- 14) Explain VI editor.
- 15) Explain Shell in brief.
- 16) Explain uses of Linux.
- 17) Explain 'awk' process flow in brief.
- 18) Write and explain Commands for User management
- 19) Explain type of Shell in brief.
- 20) What are Process & its type?
- 21) Illustrate "awk" process flow
- 22) Explain fork() Call.

Answer the following question [2 Marks]

1. What is Operating System?
2. What is the use of pwd command?
3. What is Script?
4. What is Linux Variable?
5. Define kernel
6. What is process management?
7. Define C type shell.

8. What is VI editor?
9. What is the use of cmd command?
10. What is Shell?
11. What is Linux Variable?
12. Define Process
13. Define Bourne type shell.
14. Define mkdir command.
15. Define foreground process.
16. Define Background process
17. Define modes of vi editor.
18. Write any two example of linux OS
19. Write about fork() call?
20. What is the use of cat command.

Write a short note on [4 marks]

1. Disadvantages of Linux operating system
2. Bourne Shell
3. Unsetting Variables in Linux
4. Directories
5. File system in linux
6. System libraries
7. 5 commands of linux
8. shell prompt
9. Advantages of Linux operating system
10. C type Shell
11. Special Variables in Linux
12. Command Prompt
13. Foreground process
14. Background process
15. Commands used in VI editor
16. Commands used in process management
17. Run levels in Linux

B.Voc.III/ Software Development (Semester-VI) Examination
IT & Society (VS 363)
Subject Code:80053

Q.1) Answer the following questions.

[2 marks]

1. Write the full form of CMM and explain it.
2. What is a profession?
3. Give some examples of professions?
4. Explain the term Hacking.
5. Define computer ethics.
6. What is privacy in computer ethics?
7. Explain the concept of ISO certification.
8. Write in short about law .
9. Define Netiquette.
10. What is piracy?
11. Explain the concept of ISI.
12. Write the full form and explain about IPR .
13. How many levels of CMM are present?
14. What is moral?
15. What is patent?
16. Explain the term copyright.
17. Explain the concept of Trademark.
18. What are ethics?
19. Give some examples of values of professions?
20. What are the types of professionals.

Q.2) Answer the following questions.

[8 marks]

1. Explain any eight core qualities of a professional.
2. Explain the Environment and its impact on the work culture.
3. Explain the rights and responsibilities for moral reasoning in code of ethics.
4. Write down any eight computer ethics under the code of ethics.
5. Explain the Concept of Quality and Quality Management in detail.
6. Explain the 7 sigma principles of quality management in detail.
7. What is CMM? Explain the levels of CMM in detail.
8. What is IPR? Explain the concept of IPR and copyright.
9. Explain in detail the Indian copyright law and Indian patent law.
10. Explain in detail the free softwares and open source softwares.
11. Draw and explain the chart showing classification of professionals.
12. Explain the concept of impact and complexity on work.
13. What are the social attitudes, Beliefs and values in profession.
14. Enlist and explain internet ethics.
15. Explain the concept of code of ethics in detail.

16. Explain in detail the concept of total quality management.
17. Explain the concept of ethical theories along with its types.
18. Explain in detail what is cyber law.
19. Enlist and explain various licensing models.
20. Explain in detail the Indian law for cybercrime.

Q.3) Answer the following questions.

[4 marks]

1. Explain in detail the concept of morals and ethics.
2. Who is a professional?
3. Explain ethics and the internet.
4. Explain the concept of Patents.
5. Explain term rights in detail .
6. Explain term responsibilities in detail.
7. Which are the environment facts to be considered in work culture.
8. Which are GPL Software freedoms?
9. What are the arguments against copyrights and patents in software.
10. What are the copyrights applied to softwares.

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B.Voc.III/ Software Development (Semester-VI) Examination
Mobile Application Development (VS 364)
Subject Code:80054

Q.1) Answer the following questions.

[2 marks]

1. What is mobile Computing?
2. Give examples of mobile access devices.
3. What is protocol?
4. What is Mobile Business.
5. What is full form of SDK and also explain the term SDK in short.
6. What are emulators?
7. What are elements?
8. What are attributes?
9. Explain smart access devices.
10. What is Computing?
11. What is mobile application framework?
12. What is SIM?
13. What is a software development kit?
14. What is GSM ?
15. What are SIM's?
16. What is Wireless connectivity ?
17. What is use of mobile computing?
18. Which software is used for running android.
19. What are applications?
20. Give Examples of applications ?
21. Explain term Android.
22. Give examples of mobile computing devices.
23. What is mobile?
24. Explain term M-Business.

Q.2) Answer the following questions.

[8 marks]

1. Draw and explain the frame work of mobile computing.
2. Explain the cell structure with the help of mobile computing.
3. Draw and explain the framework of mobile connectivity in detail.
4. Explain the concept of wireless delivery technology in detail.
5. Enlist and explain any eight mobile computing applications.
6. What are mobile data bases? Explain them in detail.
7. What are the tools and technologies used in mobile Data Bases.
8. Explain in detail the concept of Integrated Development Environment (IDE).
9. Explain in detail the concept of Android Software Development Kit.
10. Explain in detail Android Development Tools.
11. Differentiate between running on emulator and running on device.

12. Explain the concept of pausing and resuming in the activity life cycles.
13. Draw and explain call backs and activity pyramids in the lifecycle activity.
14. Draw and explain network and cloud operations.
15. Explain the concept of layout hierarchies.
16. Explain trees as XML fundamentals.
17. Explain elements and attributes as XML fundamentals.
18. With the examples explain XML fundamentals.
19. Explain in detail the interaction with other apps in mobile application development.
20. Explain in detail the procedure of connecting androids to the development platforms.
21. Draw and explain the android development lifecycle.
22. What is instantiation? Explain in detail.
23. Explain in detail location aware apps.
24. What are the simple interactive programs? Explain them in detail.
25. Enlist and explain the scopes of mobile databases.

Q.3) Answer the following questions.

[4 marks]

1. Explain in detail the concept of M-business.
2. What are the usb drivers for android development.
3. Explain Android Virtual Devices.
4. Explain the starting and stopping activities in activity lifecycle.
5. Explain the concept of audio, video and photos in interaction with applications.
6. What are launcher activities?
7. Explain activity pyramid.
8. What is the saving activity in activity lifecycle of android?
9. What is the restoring activity in activity lifecycle of android?
10. Explain network operations in detail.

B.Voc. -III (Software Development) Sem.-VI Examination

Advanced JAVA (VS 366)

Question Bank

2 Marks Que

1. What is cookie?
2. Why init() method is used in applet?
3. What is JDBC?
4. What is use of repaint () method?
5. Container class belongs to which package?
6. What is servlet?
7. Why start() method is used in applet?
8. What are the types of layout manager?
9. What is JSTL?
10. What is use of repaint() method?
11. Component class belongs to which package?
12. Explain types of toggle button.
13. What is ODBC?
14. What is Java Bean?
15. Why paint() method is used in applet?
16. What are the packages used to implement Servlet?
17. What is use of Grid Layout?
18. JComponentclass belongs to which package?
19. Explain types of abstract button.

8 Marks Que

1. Differentiate between Applet and Servlet.
2. What is purpose of layout in swing?
3. Explain Servlet Lifecycle with its methods.
4. Explain Swing MVC Architecture.
5. Draw and explain Lifecycle of Applet.
6. Explain JSP tag library with examples.
7. What is JDBC drivers? List types of drivers and explain working of all drivers.
8. Explain JSP tag library and advantages of JSP.
9. Explain concept of pluggable look and feel in swing.
10. What is Applet? Explain it with a programming example.
11. Draw and explain Lifecycle of Servlet
12. Differentiate between JDBC and ODBC.
13. What is Java Beans? Explain advantages.
14. Write a program to create three radio buttons and display content from selected radio button into a textfield.
15. What is use of JCheckBox and JRadioButton? How to create objects of this classes?

4 Marks Que

1. Write short note on JDBC architecture.
2. Difference between swing and AWT.
3. Explain advantages and disadvantages of servlet.

4. Explain Applet class hierarchy.
5. Write short note on Java Bean API
6. Difference between Servlets and Applet
7. Explain advantages and disadvantages of Applet.
8. What is ResultSetMetaData?
9. Write difference between swing and AWT.