

N.B. : (1) Question No. 1 is compulsory.

(2) Solve any four questions from the remaining six questions.

(3) Assume suitable data wherever required.

- Q. 1. (a) Define Web application and Web engineering. (04)
 (b) Explain the categorization of characteristics of Web applications along dimensions according to ISO/IEC 9126-1 standard. (08)
 (c) Explain Web developer's principles for performing RE activities. (08)
- Q. 2. (a) Explain in detail Hypertext, Hypertext Structure and Access Modeling with diagram. (10)
 (b) Explain with diagram basic components of Web application architectures. (10)
- Q. 3. (a) Describe the history of Web application modeling method with the help of diagram. (10)
 (b) What is streaming technologies? Explain streaming media architecture using point to point connection and broadcasting infrastructure. (10)
- Q. 4. (a) How RTP and RTSP are useful for multimedia data transmission. (06)
 (b) Explain Cocoon 2 with pipeline model. (04)
 (c) Explain lifecycle of Servlet. Differentiate between HTML and DHTML. (10)
- Q. 5. (a) Explain XML and XSL with example. (10)
 (b) Explain URI Handlers and 3-layer architecture. (10)
- Q. 6. (a) Explain the characteristics of conventional and agile testing approaches and show how they differ. (10)
 (b) Explain the Test scheme for Web applications. (10)
- Q. 7. (a) Write short note on (i) Risk Management and (ii) Project Tracking. (10)
 (b) Explain Interaction Design by considering all aspects for Web application. (10)