Con. 2998-11.   (REVISED COURSE)   RK-4806

(3 Hours)   [Total Marks : 100]

N.B. : (1) Question No. **1** is **compulsory**.
    (2) Students are **required** to solve any **four** questions out of remaining **six** questions.
    (3) Assume **suitable** data wherever **necessary** but **justify** the same.
    (4) **Figures** to the **right** indicate **full** marks.

Q1.
    (A) Explain buy side e-commerce and sell side e-commerce   [5]
    (B) State the difference between e-commerce and e-business.   [5]
    (C) What are the requirements of a secure e-commerce site?   [5]
    (D) What are the risks and impacts of e-procurement?   [5]

Q2.
    (A) Discuss the revenue model of milliondollarhomepage.com how is it different
        than the other revenue models.   [10]
    (B) What is intermediation, disintermediation and reintermediation, explain with
        examples.   [10]

Q3.
    (A) Describe the micro environment and the macro environment in e business.   [10]
    (B) Outline the stages involved in developing a strategic e-marketing plan.   [10]

Q4.
    (A) Propose a start up venture for any e- business. Make a business plan.   [10]
        The business plan should include executive summary, business description
        (should include mission statement, business goals etc.),business environment
        analysis industry background ,competitor analysis, market analysis,
        marketing plan operations plan, management summary and financial plan
    (B) Explain SLEPT factors in e-business.   [10]

Q5.
    (A) Using industry examples summarize three benefits of using ecommerce to
        streamline supply chain.   [10]
    (B) Formulate an effective strategy using ERRC grid and strategy canvas to
        compete with amazon.com.   [10]

Q6.
    (A) What are the implementation challenges in m-commerce?   [10]
    (B) What is e-CRM and what are its benefits.   [10]

Q7.
    (A) Prioritize with justification your recommendations for outsourcing these
        functions e-commerce strategy, hosting and content updating.   [10]
    (B) Explain the concepts of digital keys and digital signatures and how they relate.[10]

P4-Exam.-May-11-110

Con. 3047-11.   (REVISED COURSE)

(3 Hours)   [Total Marks : 100]

N.B.: 1) Que. No.1 is compulsory.

2) Solve any <u>four</u> questions from remaining 6 questions.

3) Assume suitable data wherever necessary.

Q1.a) What are the various features and benefits of CAS. (20)

b) What are the benefits of information life cycle management?

c) Explain in brief four primary services of security.

d) Explain how performance of NAS can be affected if the TCP window size at the sender and at the receiver are not synchronized.

Q2.a) What is the difference between general purpose servers and NAS devices? Give in brief various benefits that NAS offers. (10)

b) Explain SCSI-3 client server model along-with SCSI communication model. (10)

Q3.a) Discuss the impact of RAID on disk performance related to IOPS. Explain with example. (10)

b) Explain synchronous and asynchronous replication mode along-with network bandwidth requirement. (10)

Q4.a) Explain SCSI command model in detail. (10)

b) Explain FC-AL (arbitration loop) connectivity and hence describe how data transmission in FC-AL takes place. (10)

Q5.a) Explain FC protocol stack. (10)

b) Explain backup and restore process in detail. (10)

Q6.a) Discuss the various factors that affects the NAS performance and availability. (10)

b) Explain how failure analysis is done at the data center and how fault tolerance mechanisms are implemented. (10)

Q7. Write short notes on the following (any <u>four</u>): (20)

a) Storage virtualization challenges.

b) BC planning life cycle.

c) LUN and LUN masking.

d) Local replication technology.

e) Monitoring storage infrastructure.

Con. 2991–11.   (REVISED COURSE)   **RK–4797**

(3 Hours)   [Total Marks : 100

N.B. : (1) Question No. 1 is **Compulsory**

(2) Attempt any four questions from Q.Nos 2 to 7

(3) Assume suitable data if necessary.

(4) Figures to the right indicate full marks.

1. a) Write a program in C++ to capture the mouse and draw lines.   10

   b) What are Sprites and why are they used ? Write a basic Sprite class and explain the various properties in it. ?   10

2. a) What are the phases in Gameplay development ? Explain the process, people involved in each phase ?   10

   b) Describe Blue –Sky research in detail   05

   c) Define Middleware ? Describe the popular 3D engines currently in use ?   05

3. a) Explain in detail the Cleanup process to be followed during and after the game exit.   10

   b) What are tokens ? Explain tokenization in Pong game specifying interaction matrix and the sequence of events that occur when a goal is scored.   10

4. a) State the design patterns that are commonly used in game design and explain any four with examples.   05

   b) Discuss the seven golden principles of effective game design .   05

   c) Give a practical example of –   05

   i.   Using Inheritance over Containment

   ii.   Using Containment over Inheritance

   d) Describe the game build process   05

5. a) Explain why game development has to be tier – based ? Describe the application of Tier-based approach to architecture design ?   10

   b) What is Source Control? Explain in brief the different functionalities provided by Source Control System.   10

6. a) Explain the various platforms on which game can be deployed on? What are the Advantages and disadvantages of each of these platforms?   10

   b) Describe the 3D graphics pipeline in detail. Explain the various inputs to this pipeline and the operations performed on it by graphics pipeline.   10

7. Write Short note on. (Any four) ;   20

   a.   PeekMessage method

   b.   Hard and soft architectures

   c.   Chroma Key

   d.   Scene nodes

   e.   Stack memory Vs Heap memory

   f.   Audio Formats

(REVISED COURSE)

RK-4800

(3 Hours)

[Total Marks : 100

N.B: 1) Question No.1. Is compulsory
    2) Attempt any four questions out of remaining six questions.

Q.1.a) what is project? Explain project management.	(10)
b) Explain PLC and SDLC.	(10)
Q.2.a) Explain Information Technology Project Methodology (ITPM).	(10)
b) Explain project Integration Management.	(10)
Q.3.a) Explain Organization and Project Planning.	(10)
b) Explain the scope of management plan.	(10)
Q.4.a) Explain Work Breakdown Structure (WBS) with example.	(10)
b) Explain Software engineering Metrics and approaches.	(10)
Q.5.a) Explain project risk management planning process.	(10)
b) Explain IT project Quality plan.	(10)
Q.6.a) Explain project procurement management.	(10)
b) Explain project Scheduling Methods.	(10)
Q.7.a) Explain project leadership and Ethics.	(10)
b) Explain Project budgeting methods.	(10)