

Con. 8510-13.

GS-3730

(REVISED COURSE)

(3 Hours)

[Total Marks : 100

- N.B.** (1) Question No. 1 is **compulsory**.
(2) Attempt any **four** questions out of remaining **six** questions.

1. (a) Elaborate on the different aspects to be considered while selecting intermediaries. 5
(b) Discuss the hardware and software requirements necessary to enable employee access to Internet and hosting e-commerce services. 5
(c) Distinguish between e-business and e-commerce. 5
(d) What are the different mechanisms for online auctions ? 5
2. (a) List and briefly explain the different business models identified by Timmers. 10
(b) Identify the different elements of an organisation macro-environment that impact its e-business and marketing strategy. 10
3. (a) Samsung recently released their new mobile "Galaxy Grand" with Android version 4.1. Discuss how the Internet had an impact on the buying process of a new purchaser. 10
(b) Megamart.com wishes to formulate their strategy for e-business. Identify the key strategic decisions faced by the management team developing the e-business strategy. 10
4. (a) Discuss 'SOSTAC', the generic framework for e-marketing planning. 10
(b) Describe techniques for retaining new customers and cross and up-selling using new media. 10
5. (a) List the different types of portals with their characteristics. Give examples of each type of portal. 10
(b) What technologies should we deploy for SCM and how should they be prioritized ? 10
6. (a) Analyze the procurement process for an organization with which you are familiar. Explain the changes and possible problems involved with introducing e-procurement. 10
(b) Discuss different technologies associated with mobile commerce. 10
7. Write short notes on (any two) :- 20
(a) SWOT analysis
(b) Benefits of relationship marketing
(c) E-business models.

BE. (IT) SEM III (REV)
C.C.

may 2017
2015/13

32 : 1st half.13-AM(z)

Con. 8827-13.

(REVISED COURSE)

GS-3685

(3 Hours)

[Total Marks : 100

- N.B. : (1) Question No. 1 is **compulsory**.
(2) Attempt any **four** questions from remaining **six** questions.

1. (a) What is trusted Cloud Computing ? 5
(b) Explain risks from multi-tenancy environment. How IDS can be used in cloud environment ? 10
(c) Differentiate between Normal Web Hosting V/s Paas based Web Hosting. 5
 2. (a) Explain the life cycle and Azure Services. 10
(b) Explain the Naming Services in Apps Fabric Service Bus. 5
(c) Explain REST Operations and Storage Client API for Azure Tables and Azure blobs. 5
 3. (a) Write a note on HIPAA. 5
(b) Explain Auxilliary Services in Azure. 5
(c) Explain "elastic" behaviour of cloud. 5
(d) Write a note on Internet Service Bus. 5
 4. (a) Differentiate between REST and SOA Web Services. 5
(b) How Virtualization Employed in Azure ? 5
(c) Explain basic SOA architecture. 5
(d) Explain SSL / TLS and its significance in Windows Azure. 5
 5. (a) Explain Windows Azure Architecture in detail. 10
(b) Explain Azure Queues in detail. 10
 6. (a) Design Private Cloud for the college (Hint : * aaS with college environment) 15
(b) Explain in detail, development facilities in Azure. 5
 7. (a) Enlist and explain various services model and deployment models of cloud computing. 10
(b) What is secure execution environment and communication in cloud ? Explain different threats and Vulnerability Specific to Virtual machines. 10
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Gaming Architecture &
Programming.

1 : 1st half.13-AM(y)

Con. 8226-13.

(REVISED COURSE)

GS-3286

(3 Hours)

[Total Marks : 100

- N.B. :** (1) Question No. 1 is **compulsory**.
 (2) Attempt any **four** questions out of remaining **six** questions.

1. Explain the following in detail (any **two**) :— 20
 - (a) Implicit Invocation
 - (b) Object factory
 - (c) Architectural style.

 2. (a) Explain different types of game genre with an example. 10
 (b) Discuss the contents of game design document. 10

 3. (a) What do you understand by blue-sky research ? Why is it dangerous ? 10
 (b) What are the various phases in game development ? State the process, people involved and the outcome of each phase. 10

 4. (a) Identify the tokens of any game of your choice and draw : 10
 - (i) Token interaction Matrix
 - (ii) Token class hierarchy.
 (b) Mention the components in the main tiers of game architecture. 10

 5. (a) What are Hard and Soft architectures ? Which one is preferred for easy maintenance and why ? 10
 (b) Explain Game play research. 10

 6. (a) What are Scripting languages and why are they preferred for game play ? 10
 (b) What are principles to be followed for effective use of factory method ? 10

 7. Solve any (**four**) :—
 - (a) Difference between Game and Business application 5
 - (b) Software factory 5
 - (c) Code Priority 5
 - (d) Graphic file formats and Audio formats 5
 - (e) Game display technologies. 5
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B.E (IT) VII

24/5/13

Software Project Mgmt

VT-F.H.Exam. May-13-69

Con. 9110-13.

(REVISED COURSE)

GS-3943

(3 Hours)

[Total Marks : 100

- N.B. :** (1) Question No. 1 is **compulsory**.
(2) Solve any **four** questions from the remaining **six** questions.

1. Solve any **four** from following :-

- (a) Compare Gantt chart, networking diagram and PDM. 5
- (b) Compare various project implementation approaches. 5
- (c) What is the need of IT project management ? 5
- (d) Describe in brief various PMBOK knowledge areas. 5
- (e) What is a project charter ? 5

2. (a) Explain project Integration management. 10
(b) Explain project planning framework. 10

3. (a) Define following terms :- 10
(i) Project (iv) Critical path
(ii) Scope of the project (v) Projectitis.
(iii) Earned value

- (b) Explain the change management plan. 10

4. (a) Explain the framework for managing IT project risk. 10
(b) Explain the practices of exemplary leadership. 10

5. (a) Draw AON diagram and find the activities on critical path. Calculate minimum overall project completion time :- 7

Activity	Duration (wks)	Immediate Predecessor.
A	2	—
B	3	—
C	4	A
D	3	A, B
E	8	C, D
F	3	C
G	2	E
H	3	F, G

- (b) What is float time associated with each of non-critical activities in (a). 3
(c) Explain project budgeting method. 10

6. (a) Discuss the statement : "Failing to define what is not part of the project is just as important as failing to define what is part of the project." 5
(b) Choose a company that sells a product or service on the web. Using this web site as a guide develop scope statement. (Make suitable assumption). 5
(c) Distinguish Resource loading from resource levelling, why is leveling of resources preferred to large fluctuations. 10

7. Write notes on (any **three**) :- 20
(a) Ethics in project (b) Project procurement and outsourcing
(c) Extreme project management (d) Scope management plan.

Gaming Architecture &
Programming.

1 : 1st half.13-AM(y)

Con. 8226-13.

(REVISED COURSE)

GS-3286

(3 Hours)

[Total Marks : 100

- N.B. :** (1) Question No. 1 is **compulsory**.
(2) Attempt any **four** questions out of remaining **six** questions.

1. Explain the following in detail (any two) :— 20
 - (a) Implicit Invocation
 - (b) Object factory
 - (c) Architectural style.
 2. (a) Explain different types of game genre with an example. 10
(b) Discuss the contents of game design document. 10
 3. (a) What do you understand by blue-sky research ? Why is it dangerous ? 10
(b) What are the various phases in game development ? State the process, people involved and the outcome of each phase. 10
 4. (a) Identify the tokens of any game of your choice and draw : 10
 - (i) Token interaction Matrix
 - (ii) Token class hierarchy.
 - (b) Mention the components in the main tiers of game architecture. 10
 5. (a) What are Hard and Soft architectures ? Which one is preferred for easy maintenance and why ? 10
(b) Explain Game play research. 10
 6. (a) What are Scripting languages and why are they preferred for game play ? 10
(b) What are principles to be followed for effective use of factory method ? 10
 7. Solve any (four) :—
 - (a) Difference between Game and Business application 5
 - (b) Software factory 5
 - (c) Code Priority 5
 - (d) Graphic file formats and Audio formats 5
 - (e) Game display technologies. 5
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08/05/13

B.E (IT) VIII Rev

Info. Storage mgmt & Disaster Recovery

GS-3025

(REVISED COURSE)

(3 Hours)

Total Marks : 100

- N.B.: (1) Question No. 1 is compulsory.
(2) Solve any **four** questions from remaining six questions.
(3) Assume suitable data wherever necessary.

1. (a) Consider a disk I/o system in which an I/o request arrives at the rate of 60 IOPS. 10
The disk service time is 4ms.
 - (i) Compute the following : Utilization of I/o controller, Total response time, Average queue size and Total time spent by a request in a queue.
 - (ii) Compute the preceding parameter if the service time is halved.
- (b) Explain information Lifecycle. What are the key challenges in managing information? 10
2. (a) Explain the logical components of the Host in detail. 10
- (b) Explain the factors affecting NAS performance and availability in detail. 10
3. (a) Explain CAS Architecture with Examples. 10
- (b) Explain Remote replication technologies in brief. 10
4. (a) Explain various forms of virtualization and storage virtualization challenges. 10
- (b) Explain failure Analysis with respect to Business continuity. 10
5. (a) Explain fibre channel architecture. 10
- (b) Explain SCSI command model in detail. 10
6. (a) Explain following :-
 - (i) Storage security domains 5
 - (ii) Risk Triad. 5
- (b) Explain components of an Intelligent storage system in detail. 10
7. Write short notes on the following (any four) :- 20
 - (a) Zoning
 - (b) Backup in NAS environment
 - (c) Object Storage and Retrieval in CAS
 - (d) LUN and LUN masking
 - (e) Raid levels.
