B.C.A. (Part - II) EXAMINATION, 2017
(Faculty of Science)
(Three-Year Scheme of 10 + 2+ 3 Pattern)
Paper - 235
WEB DESIGNING AND MULTIMEDIA

Time : Three Hours]   [Maximum Marks : 100

Answer of all the questions (short answer as well as descriptive) are to be given in the main answer -book only. Answers of short answer type questions must be given in sequential order. Similarly all the parts of one question of descriptive part should be answered at one place in the answer-book. One complete question should not be answered at different places in the answer-book. Write your roll numbers on question paper before start writing answers of questions.

Question paper consists of three Parts
All THREE Parts are compulsory

Part I: (Very short Answer) consists of 10 questions of two marks Maximum limit for each question is up to 40 words.

Part II: (Short answer) consists of 5 questions of four marks Maximum limit for each question is up to 80 words.

Part III: (Long answer) consists of 5 questions of twelve marks each with one question from each unit with internal choice.

PART - I

1. a) What is Web Page?   [10×2=20]

    b) What is a Web Browser?

    c) What is the difference between HTML elements and tags?

    d) What are three ways to reduce page load time?

    e) How can you refer to CSS file in the web page?

f) What hierarchy is being followed when uses style sheets?

g) What is a named function in JavaScript? How to define a named function?

h) What are all the looping structures in JavaScript?

i) What are Lasso tools and name them?

j) What is Pen Tool in coral draw?

PART - II

2. a) What do you mean by web portal?   [5×4=20]

   b) What are the ways to link an image, a website, and an email address?

   c) What are the components of a CSS Style?

   d) What are the valid scopes of a variable in JavaScript?

   e) List the features of Photoshop?

PART - III
UNIT - I

3. What are search engines? Explain Plug Ins.   [12]

                          OR

   What is a Firewall? Explain.   [12]

UNIT - II

4. Write the significance of markup language and web graphics in detail.   [12]

                          OR

   What are Frames, Frameset is HTML? Explain with example.   [12]

UNIT - III

5. Explain the following: [12]
   a) IFrame
   b) Layer Tag

OR

What are Cascading Style Sheets? What is CSS rule 'ruleset' and grouping? Explain. [12]

UNIT - IV

6. Explain the Java script object model in detail. [12]

OR

What do you mean by validation? Using JavaScript, validate an input-filed that contains an E-mail address? [12]

UNIT - V

7. Differentiate between PNG, GIF and TIFF Image File Format. Which are the main considerations to choose the necessary image file type? [12]

OR

What is CorelDraw? For what purpose we use this software? Explain five Perfect Shapes of coral draw. [12]