

**RASHTRASANT TUKADOJI MAHARAJ NAGPUR UNIVERSITY,
NAGPUR**

BOARD OF COMPUTER APPLICATION

BACHELOR OF COMMERCE - (COMPUTER APPLICATION) - (BCCA)

Course: BCCA – III (Semester – VI)

Subject: Web Technology & Multimedia

Paper - I

Unit – I

2 Marks

1. Define Internet and Intranet.
2. What is the World Wide Web (WWW)?
3. Name any two popular web browsers.
4. What is the role of a web server?
5. What is a client server architecture?
6. Define HTTP.
7. What is the full form of FTP? State any one use of FTP.
8. State any two purpose of a domain name.
9. Define URL with an example.
10. What is client-side scripting?
11. State any two advantages of web services.

3 Marks

1. Describe the working of the HTTP protocol.
2. Explain static and dynamic web pages.
3. Write short note on POP and IMAP protocols.
4. Describe the domain name hierarchy.
5. Explain the process of domain name registration.
6. Differentiate between TCP and UDP protocols.
7. What is server-side scripting? Explain with an example.
8. Outline the components of a web service.
9. Explain the working and advantages of the ICMP protocol.
10. State are any three principles of website design.
11. Write a short note on URL.

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Paper - I

5 Marks

1. Differentiate between static and dynamic web pages with examples.
2. Describe the Client-Server Architecture. Explain the two-tier and multi-tier architecture with diagrams.
3. Explain the working of SMTP and its role in email communication.
4. Explain the working of the HTTP protocol, including the HTTP request and response process with diagram.
5. Differentiate between client side and server side scripting.
6. What are the key components of a web service? Explain its features and advantages.
7. State the planning process for creating a website.
8. Discuss in detail about website navigation.

10 Marks

1. Explain the architecture and working of the TCP/IP protocol suite with diagram.
2. Describe any five following internet protocols in detail:
 - HTTP
 - FTP
 - POP
 - SMTP
 - SFTP
 - ICMP
 - UDP
 - IMAP
3. Explain the web architecture and the role of web standards in modern web development.
4. Describe the domain name system (DNS) in detail with examples.
5. Explain the features, advantages, components, and working of web services in detail.
6. What is the role of ICMP and TELNET protocols in networking?

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Paper - I

Unit – II

2 Marks

1. What is the purpose of the <nav> tag in HTML5?
2. Define the <section> tag in HTML5.
3. What is the HTML5 doctype declaration?
4. Mention any two features introduced in HTML5.
5. Define the <article> tag in HTML5.
6. Name two input types in HTML5 forms.
7. What is the purpose of the <footer> tag in HTML5?
8. What are media tags in HTML5? Name two examples.
9. Define Dynamic HTML (DHTML).
10. Mention one advantage and one disadvantage of DHTML.
11. What is XHTML?

3 Marks

1. Explain the <header> and <aside> tags in HTML5.
2. Describe the structure of an HTML5 document.
3. List the components of Dynamic HTML (DHTML).
4. State the uses of DHTML with examples.
5. What are the main uses of the <audio> and <video> tags in HTML5?
6. Differentiate between HTML5 and DHTML.
7. What are the features of XHTML?
8. Compare <section> and <article> tags in HTML5.
9. Describe the advantages of XHTML over HTML.

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Paper - I

5 Marks

1. Discuss the key features of HTML5 in detail.
2. What are the form elements introduced in HTML5? Explain any three with examples.
3. Explain the structure of an HTML5 document with an example.
4. Explain the components, features, and advantages of Dynamic HTML (DHTML).
5. What are the differences between HTML and DHTML? Provide examples.
6. Compare the features, advantages, and events of XHTML with those of HTML.

10 Marks

1. Explain the structure of an HTML5 document and describe the purpose of tags like `<nav>`, `<header>`, `<footer>`, `<article>`, and `<section>`.
2. Explain the HTML5 structure and the importance of the HTML5 DocType declaration with an example.
3. Describe any five HTML5 Form Elements in detail.
4. Compare and contrast HTML, XHTML, and DHTML, highlighting their key differences and use cases.
5. Discuss the features, advantages, events, and applications of XHTML in modern web development.

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Paper - I

Unit - III

2 Marks

1. What is the full form of XML?
2. Write basic XML syntax.
3. State any two purposes of XML attributes?
4. Mention any two key components of XML.
5. What is a namespace in XML?
6. Define XML DOM.
7. What is the role of XML DTD?
8. Mention any two uses of XML.
9. What is meant by a "well-formed" XML document?
10. Define XSL.
11. What are DTD entities?
12. What is a node in XML DOM?
13. What is XML Parser?

3 Marks

1. What is the purpose of XML namespaces?
2. Differentiate between DTD and XML Schema.
3. What are the uses of XML with applications?
4. Explain the structure of an XML element with an example.
5. Describe the purpose of XML parsers.
6. What is the significance of XSLT in XML?
7. List and explain the building blocks of a DTD.
8. What is a NodeList in XML DOM?

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Paper - I

5 Marks

1. Explain the structure of an XML tree with an example.
2. Discuss XML elements and attributes with examples.
3. What are XML namespaces? Why are they important?
4. Compare XML DTD and XML Schema in terms of features and usage.
5. Describe the key components of XML and their roles.
6. Illustrate how XSL and XSLT are used for displaying XML data.
7. What is the difference between DTD and XML Schema?

10 Marks

1. Discuss in detail the syntax, structure, and components of XML with examples.
2. Explain the concepts of DTD, including its building blocks, elements, attributes, and entities.
3. Elaborate on XML DOM, its nodes, accessing nodes, and the NodeList concept with examples.
4. Explain the use of XML with applications, along with the role of XSL and XSLT in transforming and displaying XML data.
5. What is the role of an XML parser? Explain how it works and the types of parsers available for XML processing.

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Paper - I

Unit – IV

2 Marks

1. Define multimedia.
2. Name any two input and output devices used in multimedia applications.
3. Write the full form of MPEG and MOV.
4. Mention any two components of multimedia.
5. Mention two examples of application of multimedia.
6. State any two applications of multimedia in business.
7. What is electronic mail?
8. What is image morphing?
9. What do you mean by tweening?
10. Name two examples of image editing software used in multimedia production

3 Marks

1. What is the function of a CD-ROM in multimedia systems?
2. What is the role of a sound card in a multimedia computer?
3. What are the uses of multimedia in edutainment?
4. Explain the concept of video conferencing.
5. What are bitmap images?
6. Describe the role of multimedia in business communication.
7. Write a short note on animation in multimedia.
8. Why is RAM important for the performance of a multimedia computer?
9. What are multimedia digital libraries?
10. What do you mean by multimedia-based FAX?

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Paper - I

5 Marks

1. Explain the key hardware requirements for a multimedia computer, including CPU, monitor, and input/output devices.
2. Explain the stages of multimedia production: design, production, and distribution.
3. What are the applications of multimedia in knowledge transfer and public access communication?
4. Describe multimedia's role in business communication based on voice mail and electronic mail.
5. Elaborate on any two multimedia services offered through communication technology?
6. Explain the importance of video-on-demand and home shopping in multimedia services.
7. Discuss graphics and animation components of multimedia.
8. Write a short note on
 - (i) Interactive Single and Multiuser Games
 - (ii) Interactive Entertainment

10 Marks

1. Discuss in detail the hardware requirements for multimedia systems.
2. Explain the design, production, and distribution stages of multimedia.
3. Elaborate on the application areas of multimedia.
4. Write short note on the following:
 - i) Home Shopping
 - ii) Financial transaction
 - iii) Digital Multimedia Libraries
 - iv) Digital Audio
5. Describe the role of multimedia in communication technology.
6. Discuss in detail the software used for multimedia.
7. Discuss components of Multimedia in detail.