Exam Date & Time: 01-Oct-2020 (10:00 AM - 01:45 PM)

PSG COLLEGE OF ARTS AND SCIENCE

Note: Writing 3hrs: Checking & Inserting Image : 30mins + Grace Time : 15mins

BBA DEGREE EXAMINATION MAY 2020
(Sixth Semester)

Branch - BUSINESS ADMINISTRATION (INFORMATION SYSTEMS)
WEB DEVELOPMENT AND MULTIMEDIA [14ISU32]

Marks: 75   **Duration: 225 mins.**

SECTION A

Answer all the questions.

1)	What is web server?	(2)
2)	List out the tags used for creating tables.	(2)
3)	Define event model.	(2)
4)	Write how you create simple animation.	(2)
5)	Expand JPEG and MPEG.	(2)
6)	Write the tag used for rolling a text.	(2)
7)	Write about 2D transformations.	(2)
8)	What are the types of tweening?	(2)
9)	Write 3D animation software you know.	(2)
10)	Write about Maya.	(2)

SECTION B

Answer all the questions.

11)	Explain detail about web browsers and web servers.	(5)
a)		
[OR] b)	Prepare briefly about HTML structure with simple example.	(5)
12)	Describe briefly about event model.	(5)

a)

[OR]   Explain dynamically positioning elements in webpage.
b)   (5)

13)   Prepare short notes on Forms in Web studio 5.0.

                                                                                          (5)

a)

[OR]   Narrate about time and multimedia requirements.
b)   (5)

14)   Describe in detail about 2D viewing.

                                                                                          (5)

a)

[OR]   Explain in detail on creating key frames.
b)   (5)

15)   Describe briefly about 3D transformations.

                                                                                          (5)

a)

[OR]   Describe in detail about 3DS Max.
b)   (5)

SECTION C

Answer 3 out of 5 questions.

16)   Discuss in detail about HTML forms and controls.
                                                                                         (10)

17)   Examine how styles and transition can be done in DHTML.
                                                                                         (10)

18)   Discuss JPEG and MPEG in detail.
                                                                                         (10)

19)   Highlight in detail about various GUI and interactive input methods.
                                                                                         (10)

20)   Summarise briefly about 3D animation.
                                                                                         (10)

-----End-----