

Nalanda Open University
Assignment Questions(Session-2017-20)
(Year of Issue -2018 for Examination 2019)
Master of Computer Application (M.C.A.)Part-II)

Method of Submission of Assignment

Each student shall be required to submit two assignments of 20 marks in each theory paper of all programmes where no practical/project work is prescribed. For this purpose, the University administration will set out and provide to each student three different topics in each theory paper; out of which he/she will be required to write out and submit assignment work only on two topics of his/her choice in the answer book provided to him/her for this purpose by the University. Both the assignments, each carrying equal marks, shall be evaluated for the purpose of examination. It is again emphasized that writing of two assignments in each theory paper, where no practical / project work is prescribed, is compulsory and unless it is done and assignment copy submitted to the University on the date of the examination of the theory portion of the concerned paper, the study requirement of the student will not be taken to have been completed and he/she will be declared to have failed. Besides, it has, now, been decided by the University to club the marks obtained by a student in his/her assignment work /project work with the marks obtained by him/her in the written examination of that paper to determine his/her pass percentage in the concerned paper. Hence, it is in student's interest that he/she submits the assignment work in time. Students are also advised to prepare their assignments very carefully and meticulously. They must write assignment in their own handwriting. Assignment answers should not be copied from the learning material supplied by the University or from any other source. Assignments must be submitted in the answer books provided to the students by the University for this purpose. In no case, assignment written in private copy will be accepted by the University. In case of loss of assignment copy, fresh assignment copy may be procured from the University on payment of Rs.100.00 by bank draft. Similarly, Project-Work, wherever prescribed, must also be submitted by the fixed date, failing which the student will be deemed to have failed in the concerned subject.

ASSIGNMENT QUESTIONS

Master of Computer Application (M.C.A.) Part-II) (New Syllabus)

Paper-IX

(Internet Concepts and Web Design)

(Practical Work)

Paper-X

(Computer Graphics and Multimedia)

Answer Any Two Questions. (सभी प्रश्न 10-10 अंकों के हैं)

1. Discuss CAD and CAM processes. What is Photorealism?
2. Describe some input devices used in graphics.
3. Describe Polygon filling technique with an example.

Paper-XI

(Software Engineering)

Answer Any Two Questions.(सभी प्रश्न 10-10 अंकों के हैं)

1. Explain System Development Life Cycle in detail.
2. What are the basic building blocks of coding? Explain with examples.
3. What is system modeling? Explain UML class diagram with an example.

Paper-XII

(Management Information System)

Answer Any Two Questions (सभी प्रश्न 10-10 अंकों के हैं)

1. Explain information system architecture in detail.
2. Explain the concept of Vertical and Horizontal Organizations.
3. Define system. Explain different types of systems.

Paper-XIII
(Operating System)
Practical
Paper-XIV
(Database Management Systems)

Practical
Paper-XV
(Object Oriented Programming (Using JAVA))
Practical
Paper-XVI
(Computer Network)

Answer Any Two Questions. (सभी प्रश्न 10-10 अंकों के हैं)

1. What is networking? Describe OSI model of networking.
2. Explain the difference between Client/server and peer to peer architecture with diagram.
3. Explain various channel allocation methods and their advantages

ASSIGNMENT QUESTIONS

Master of Computer Application (M.C.A.) Part-II (Old Syllabus)
Paper-XI, XV and XX
(Practical Work)

Paper-XII

(MCS-032(Object Oriented Analysis And Design))

Answer Any Two Questions. (सभी प्रश्न 10-10 अंकों के हैं)

1. Explain the concept of Conceptual and external schema with example.
2. What are the steps in constructing a functional model?
3. Explain the Concurrency Identification concept for the real life objects.

Paper-XIII

(MCS-034(Software Engineering)

Answer Any Two Questions. (सभी प्रश्न 10-10 अंकों के हैं)

1. Compare and contrast Waterfall Model with Spiral Model.
2. What is software review? Explain in detail with an example.
3. Define SRS. Write the structure of SRS.

Paper-XIV

(MCS-035 (Accountancy and Financial Management)

Answer Any Two Questions. (सभी प्रश्न 10-10 अंकों के हैं)

1. Define Accounting and throw light on its scope.
2. What is working capital ? Describe its sources.
3. Define financial management and describe its features.

Paper-XVI

(MCS-021(Data and File Structures)

Answer Any Two Questions. (सभी प्रश्न 10-10 अंकों के हैं)

1. What is merge sort? Give an example of merge sort.
2. What is an array? Why it is used? Write a program to multiply two matrix.
3. Explain garbage collection and compaction methods with an example.

Paper-XVII

(MCS-022(Operating system concepts and networking management)

Answer Any Two Questions. (सभी प्रश्न 10-10 अंकों के हैं)

1. What is Token Ring? How does it work? Differentiate between token ring and token bus.
2. What is X-Window system? Explain the X-Window library and X-Toolkit.
3. Explain the characteristics of multiprocessor operating system.

Paper-XVIII

(MCS-023(Introduction to Database Management Systems)

Answer Any Two Questions. (सभी प्रश्न 10-10 अंकों के हैं)

1. Discuss with examples :(i) Lossless Decomposition (ii) Dependency Preserving Decomposition
2. Explain Serial schedule and Serializable schedule with a suitable example.

3. Explain the advantages and disadvantages of DBMS. Also discuss some applications of DBMS.

Paper-XIX

MCS-024(Object Oriented Technologies and Java Programming

Answer Any Two Questions. (सभी प्रश्न 10-10 अंकों के हैं)

1. What is multithreading? What are the advantages of multithreading? What is a main thread in the context of Java?
2. What is a Package in Java? How are they related to CLASSPATH? Explain with the help of an example program.
3. What is an Interface in Java? How are they different from ABSTRACT classes? Write a program in Java to implement Interface.