

This question paper contains 3 printed pages]

AG—46—2014

FACULTY OF COMPUTER STUDIES

B.Sc. (C.S.) (Fourth Semester) EXAMINATION

MARCH/APRIL, 2014

(New Course)

COMPUTER SCIENCE

Paper S4.10

(Windows Programming Using VB 6.0)

(Tuesday, 1-4-2014)

Time : 2.00 p.m. to 5.00 p.m.

Time—Three Hours

Maximum Marks—80

N.B.:— (i) Attempt *All* questions.

(ii) Assume suitable data if necessary.

1. Attempt the following : 20

(a) Explain in detail form layout window.

(b) Explain scope of variables with an example.

(c) Explain in detail label control.

(d) Explain with an example while wend statement.

P.T.O.

2. (a) Explain in detail project types in VB. 8

(b) Explain the basic data types in VB. 7

Or

(c) Explain string functions in VB with suitable examples. 8

(d) Explain in detail data grid control. 7

3. (a) Write a VB application to demonstrate the use of Check Box and Option Button. 8

(b) Explain with an example IF.....ELSE statements in VB. 7

Or

(c) Write a VB application to find factorial of a number. 8

(d) Explain file controls in brief. 7

4. (a) Explain with a suitable example Do while loop statement. 8

(b) Explain the properties of Text Box Control. 7

Or

(c) What is a Collection ? Explain with an example adding objects to a collection. 8

(d) What is API ? Explain in detail declare statement with the suitable example. 7

5. Write short notes on (any *three*) :

15

- (a) Code window
- (b) Constants
- (c) Picture control
- (d) ODBC and ISAM
- (e) Dynamic link libraries.

This question paper contains 3 printed pages]

AG—47—2014

FACULTY OF COMPUTER STUDIES

B.Sc. (C.S.) (Fourth Semester) EXAMINATION

MARCH/APRIL, 2014

(Revised Course)

COMPUTER SCIENCE

Paper S4.5

(Multimedia)

(Tuesday, 1-4-2014)

Time : 2.00 p.m. to 5.00 p.m.

Time—Three Hours

Maximum Marks—80

N.B.:— (i) Attempt *All* questions.

(ii) Assume suitable data if necessary.

1. Attempt the following : 20

(a) Explain the concept of Multimedia Highway.

(b) Explain in brief windows platform for multimedia.

(c) Explain the terms :

(i) Image editing

(ii) Hypertext.

(d) Explain the principle of animation.

P.T.O.

2. (a) Explain the applications of multimedia. 8
(b) Explain in brief storage devices. 7

Or

- (c) Explain in detail hyper media structures. 8
(d) Explain in brief printing and drawing tools. 7
3. (a) Discuss the problems encountered using text across computer platforms and in different languages. 8
(b) Explain in detail computer color models. 7

Or

- (c) What is bitmap ? Explain in detail bitmap sources. 8
(d) Explain in detail making of animation with the example of bouncing ball. 7
4. (a) Explain in detail typical methods forward searching in hypermedia systems. 8
(b) Explain in detail font editing tools. 7

Or

- (c) Explain the various types of character sets. 8
(d) Explain in brief sound editing tools. 7

5. Write short notes on (any *three*) :

15

- (a) Broadcast video standard;
- (b) Languages in the world of computers;
- (c) HTML documents;
- (d) Text editing tools;
- (e) Natural light and color.