13DD 44 – V (54)

B.Sc. V Semester Degree Examination, Nov./Dec 2013
COMPUTER SCIENCE
Paper – 5.1 : Multimedia and Windows Programming

Time : 3 Hours Max. Marks : 80

Instruction : ***All*** *Sections* ***are compulsory.***

SECTION – A

I. Answer **any ten** of the following : **(10×2=20)**

1) List the text file formats used in multimedia.
2) Expand –
   a) MIDI b) MPEG
3) What is an image ?
4) What are the hardware requirements of multimedia ?
5) Define action.
6) What do you mean by an entertainment ?
7) What is the use of form layout window ?
8) What is menu ?
9) What is menu editor in VB ?
10) What is subroutine ? Give an example.
11) What is static and dynamic arrays in VB ?
12) What is hotkey in VB ? Give an example.

SECTION – B

II. Answer **any six** of the following : **(6×5=30)**

13) Explain the software for creating and editing text.
14) Explain –
   a) Sound b) Text
15) Define variable and explain the rules used for naming variables.

P.T.O.

16) Write a VB to find whether the entered no. is prime or not.

17) Explain message box with an example.

18) Write the procedure to add menus to a VB project.

19) Explain two types of declaring variables in VB.

20) Explain MDI.

SECTION – C

III. Answer **any three** of the following : **(3×10=30)**

21) Explain the growth of multimedia.

22) What is dialog box ? Explain different types of dialog boxes.

23) Design an user interface and write a VB program to simulate traffic signal.

24) Write a VB program to find the GCD and LCM of a given two integer numbers and displays the result in immediate window.

25) Explain :

a) Digital audio

b) Sampling process

c) Bandwidth

d) Pixel

e) Hyper text.

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B.Sc. V Semester Degree Examination, Nov./Dec. 2013
CS 502 (Paper – II) : COMPUTER SCIENCE
OOP with C++

Time : 3 Hours Max. Marks : 80

I. Answer **any ten** of the following : **(10×2=20)**

1) List the different OOP languages.
2) Mention any two benefits of OOPs.
3) Define an object and give an example.
4) What are cout and cin in a C++ program ?
5) What are new and delete operators ?
6) Define function prototype.
7) Write the syntax of template class.
8) Mention the different types of constructor.
9) What is overloaded function ?
10) What are datamembers of a class ?
11) What are early binding and late binding ?
12) What is a stream ?

II. Answer **any five** of the following : **(5×6=30)**

1) Differentiate between POP and OOP.
2) Write a C++ program to find maximum of two items of types int, float using overloaded function.
3) Explain C++ tokens.
4) Define a destructor and mention its characteristics.
5) Write a C++ program for friend function.
6) Mention different types of defining member functions of a class and explain any one.
7) Define an inheritance and explain its different forms with example.
8) Explain stream class hierarchy.

P.T.O.

III. Answer **any three** of the following : **(3×10=30)**

1) Define the term function template with syntax and write a C++ program to swap two data types using function template.
2) Define a class, explain its parts and give an example.
3) Define a constructor and write a program for constructor.
4) Write a C++ program to show how the unary minus operator is overloaded.
5) Explain :
   a) Encapsulation
   b) Polymorphism
   c) Data abstraction.