J.S University

Assignment For B.TECH in computer science Engineering 6TH Sem.

The Assignment will consist of two parts, A and B. Part A will have 5 short answer questions(40-60 words) of 4 marks each. Part B will have 2 long answer questions of 10 marks each

All questions are compulsory.

These Assignments should be completed and submitted in written form by the student to his/her respective Faculty/ Examiners. Assignment Submission Dates are:

List Of Suggested Questions

The list of suggested questions are for students to practice. Although optional, we recommend that students solve these questions, as they will help them in preparing for exams as well as in clearing the important concepts of the subject.

List of Practical and suggested practical's

The list of practical's should be done by the students in their Lab Sessions. These are the basic practical's, which each student should be able to do himself independently. While the list of suggested practicals are optional, but it is recommended that students should perform those practical so as to have a thorough knowledge of the subject

Education Delivery Schedule (EDS)

As per University Semester scheme, the minimum contact hours of each paper has been Divided into two hours theory and practical class.
The faculty will maintain this attendance paper wise for his/her batch.

J.S UNIVERSITY

Cover page of Assignment

ID NUMBER   ……………………………………

NAME   ……………………………………

COURSE   B.TECH

STREAM   CS …………………………………

SEM 6TH SEM…………………………………

SUBJECT CODE   ……………………………………

SUBJECT NAME   ……………………………………

ASSIGNMENT

J. S. University

ASSIGNMENT

B.Tech CS 6th Semester

Computer Network

<u>Part-1</u>

1. Explain in brief about Network Topologies.

2. Differentiate between Wired and Wireless Networks.

3. What are Advantages and Disadvantages of Infrared wireless transmission?

4. Explain in brief the term Noise in reference to transmission impairments.

5. Explain the term checksum in reference to error detecting codes.

<u>Part-2</u>

6. Differentiate between TCP and UDP Protocols.

7. What is IP addressing? How it is classified?

Software Engineering

Part-1

1. What are the pros and cons of drive software development models?
2. What are the golden rules for an interface design.
3. Write a note on FURPS model of design quality.
4. List some of the good coding practices.
5. How will you test a simple loop?

Part-2

6. Define Risk and list its types.
7. Discuss about COCOMO II model for software estimation.

Compiler Design

Part-1

1. What is the Symbol Table?

2. List of various compiler construction Tools?

3. List the rules that form the BASIC ?

4. What do you mean by handle Pruning?

5. Explain the phases of compiler with the neat diagram?

Part-2

6. Explain the need for grouping of phases?

7. Write an algorithm for minimizing the number of states of a DFA?

Concurrent Systems

Part-1

1. Write an Introduction to concurrent systems and Formal Methods.

2. Define the Formal methods for reactive systems.

3. Explain the Operators for process modeling.

4. Describe the Pi-calculus.

5. Write about Asynchronous Pi Calculus.

Part-2

6. Explain an Introduction to type systems.

7. Write the Experimental practice on mobility workbench (MBW).

E-Commerce

Part-1

1. Definition of Electronic Commerce and explain it.

2. Explain needs of E-Commerce, advantages and disadvantages.

3. Define the Internet and Intranet based E-commerce- Issues.

4. Explain the Wireless Application Protocol.

5. Define the Mobile Information device.

Part-2

6. Importance of Firewall and components of Firewall.
7. Explain Digital Signatures and Virtual Private Network.

INDUSTRIAL MANAGEMENT

Part-1

1. List out the functions of a good management.

2. What is Taylor's Scientific Management Theory?

3. What do you mean by virtual organization?

4. Describe the inverted pyramid structure.

5. What are the objectives of operations management?

Part-2

6. What do you understand by Maslow's theory of human needs?

7. State and describe the various systems approaches to management.