

BE - Sem - VIII - INFT - Information Storage Management &  
Disaster Recovery

**Q.P. Code : 8121**

(3 Hours)

[Total Marks : 100]

- N.B:** (i) Question No. 1 is **compulsory**.  
(ii) Solve any **four** from the **remaining**.  
(iii) **Draw suitable diagram** and **assume needed data**.

- 1(a) The average I/O size of an application is 64 KB. The following specifications are available from the disk manufacturer: average seek time = 5 ms, 7,200 rpm, transfer rate = 40 MB/s. Determine the maximum IOPS that could be performed with the disk for this application. Taking this case as an example, explain the relationship between disk utilization and IOPS. 10
- (b) Explain RAID levels in detail with neat diagram. 10
- 2 (a) What are various features and benefits of CAS 10  
(b) Explain Failure Analysis with respect to business continuity 10
- 3 (a) Explain SNIA storage virtualization taxonomy with its configuration implementations 10  
(b) Explain SCSI Command Model in detail 10
- 4 (a) Explain forms and configurations of storage virtualizations 10  
(b) Explain Object storage and Retrieval in CAS 10
- 5 (a) Explain the components of Intelligent Storage systems 10  
(b) Explain FC protocol stack 10
- 6 (a) Explain factors affecting NAS performance and availability 10  
(b) Explain Backup and Restore process 10
7. Write notes on (any two) : 20
- (a) Disk Drive components
  - (b) Remote Replication Technologies
  - (c) NAS Components
  - (d) Monitoring of Storage Infrastructure

42  
40

B.E- Sem- VIII - (Rev) - INFT- Gaming Architecture & Programming

QP Code : 8202

(3 Hours)

[ Total Marks : 100

- N.B.** (1) Question No. 1 is **compulsory**.  
(2) Solve any **four** questions from remaining **six** questions.

1. (a) Discuss the contents of game design document. 5  
(b) What is the need for good architecture design. 5  
(c) What are the tools for game development. 5  
(b) Describe a recommended directory structure for starting a project. 5
  2. (a) What are the steps followed in creating the game specifications 10  
(b) Explain Tokenization with an example. 10
  3. (a) What are Research goals and Research resources. 10  
(b) Explain Reusability in software. 10
  4. (a) Explain implicit invocation architectural style. 10  
(b) Explain the seven golden principles of effective design. 10
  5. (a) What are smart pointers ? Explain Shared\_ptr and weak\_ptr with an example. 10  
(b) Explain popular source control actions. 10
  6. (a) What are user interface components ? Explain the different ways of user interface. 10  
(b) Explain the properties required in a sprite class for animation. 10
  7. Write short notes on any **four** of the following :— 20
    - (a) Stage 1 of game loop
    - (b) Resource file structure
    - (c) Lex and Yacc
    - (d) 3D graphics pipeline
    - (e) Scene node.
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E Sem VIII (R) 2015, Branch:- I-T  
Sub:- Software Project Management.

QP Code : 8339

(3 Hours)

[Total Marks : 100

N. B.

1. Question No. **One** is compulsory
  2. Solve any **four** questions from remaining six questions
- 

- Q. 1 Solve any **Four** from following
- |   |   |    |
|---|---|----|
| A | What is outsourcing? What are its advantages and disadvantages? | 05 |
| B | What is project management? Why is it needed?                   | 05 |
| C | Define project. What are the attributes of project?             | 05 |
| D | What is project integration management?                         | 05 |
| E | What is relation between MOV, scope and WBS                     | 05 |
- Q. 2
- |   |  |    |
|---|--|----|
| A | Explain project procurement management.          | 10 |
| B | What are the methods of budgeting for a project? | 10 |
- Q. 3
- |   |  |    |
|---|--|----|
| A | Explain the project Scheduling techniques        | 10 |
| B | Explain IT project risk identification framework | 10 |
- Q. 4
- |   |  |    |
|---|--|----|
| A | Explain the various leadership styles      | 10 |
| B | Explain the project change management plan | 10 |

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- Q. 5 A Explain scope management plan 10  
 B Explain the project implementation approaches 10

- Q. 6 A Explain project planning framework 10  
 B Define critical path. Draw AON diagram and find critical path for 10

Activity	Predecessor	Duration in days
A	-----	2
B	A	5
C	A	2
D	B	5
E	B	5
F	C	5
G	D	1
H	D	1
I	G	2
J	E, F, H, I	1

- Q. 7 Write short note on any *Two* 20  
 A Resource loading and resource leveling  
 B Dealing with resistance and conflicts in project  
 C Project communication plan

N.B.: (1) Question No.1 is compulsory.

(2) Students are required to solve any four questions out of remaining six questions.

Q1. Explain the following (in brief):

[20 marks]

- a) Summarize three reasons why a company may wish to introduce e-commerce.
- b) Describe the three main alternative locations for trading within the electronic marketplace.
- c) How should the e-commerce manager monitor and respond to technological innovation?
- d) What are the goals of acquisition and retention in an online context.

Q2. (a) Explain the different layers of governance of the internet.

[10Marks]

(b) Discuss different mechanisms for online auctions.

[10Marks]

Q3. (a) Explain the purpose of environmental scanning.

[10 Marks]

(b) Outline the stages involved in developing a strategic e-marketing plan.

[10Marks]

Q4. (a) What is the difference between a push orientation to the value chain and pull orientation?

[10Marks]

(b) Explain the elements of a generic strategy process model.

[10Marks]

Q5. (a) Name four approaches a company can take to increase retention of technical staff.

[10Marks]

(b) Give three different transaction types that an industry marketplace could offer to facilitate trade between buyers and suppliers.

[10Marks]

Q6. (a) List and explain the main benefits of e-procurement.

[10Marks]

(b) How can an e-commerce site be used to achieve extension in CRM.

[10Marks]

Q7. (a) Explain the relationship between Analysis, Design and Implementation for an e-commerce site. [10Marks]

(b) Outline four different methods for building website traffic.

[10Marks]