

May '16

QP Code : 26732

(3 Hours)

Total Marks: - 80

- N.B. (1) Question No. 1 is compulsory.  
(2) Attempt any four from the remaining six questions.  
(3) Illustrate answers with neat sketches and code snippet wherever required.  
(4) Answers to questions should be grouped and written together.
- Q.1 (a) Explain the role of client and server side state management in ASP.NET. 10  
(b) What is ADO.NET? Explain various steps involved to connect a database using C# with an example. 10
- Q.2 (a) What is WPF? Describe the WPF class hierarchy. 08  
(b) Write a C# program to overload '+' operator. 07
- Q.3 (a) What is jQuery? Differentiate between jQuery and JavaScript. 08  
(b) What is Exception Handling? Explain various Exception Handling Keywords in C#. 07
- Q.4 (a) What is Constructor? Explain various types of Constructors in C# with suitable example. 08  
(b) What is AJAX? Explain Timer Control and UpdatePanel Control with suitable example. 07
- Q.5 (a) What is Silverlight? Explain various Silverlight Controls in detail. 08  
(b) Create a student registration form with appropriate fields. Validate the data using Validation controls (Make your own assumptions). 07
- Q.6 (a) Explain various ASP.NET coding modules in detail. 08  
(b) What is Web Service? Explain UDDI, SOAP, and WSDL with respect to web services. 07
- Q.7 Write the short notes on any three 15  
(a) Global Assembly Cache  
(b) Difference between Java and .Net  
(c) Use of global.asax file  
(d) Search Engine Optimization  
(e) SOAP.

QP Code : 26737

(3 Hours)

[Total Marks: 80]

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

(2) Answer any four from remaining six questions.

(3) Assumptions should be made whenever required and should be clearly stated

(4) Answers to sub questions should be answered together

(5) Illustrate answers with diagrams whenever necessary

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|-----|-----|---|----|
| Q.1 | (a) | Explain GSM architecture in detail.   | 10 |
|     | (b) | What is frequency hopping spread spectrum? List the benefits of using it.   | 10 |
| Q.2 | (a) | What are piconet and scatternet? Explain the various protocols supported by Bluetooth protocol architecture.                    | 7  |
|     | (b) | Explain the architecture and components of GPRS.  | 8  |
| Q.3 | (a) | Discuss WAP protocol architecture in detail.  | 7  |
|     | (b) | Explain the concept behind Dynamic Source Routing (DSR). How it is different from Destination Sequenced Distance Vector (DSDV)? | 8  |
| Q.4 | (a) | What are Convolution codes? Draw an encoder with value $k=1$ , $n=2$ , $K=3$ . Give example of its usage.                       | 7  |
|     | (b) | Explain Indirect TCP and Snooping TCP.  | 8  |
| Q.5 | (a) | Explain the operation of Mobile IP.   | 7  |
|     | (b) | Explain the generation of cellular networks.  | 8  |
| Q.6 | (a) | Describe WAP Programming Model.   | 7  |
|     | (b) | Describe IEEE 802.11 Architecture.  | 8  |
| Q.7 |     | Write short notes on (Any three)  | 15 |
|     | (a) | WML and WML Script  |    |
|     | (b) | Antennas  |    |
|     | (c) | Fading  |    |
|     | (d) | WIMAX   |    |

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YQ-Con. 7246-16.



QP Code : 26740

[Total Marks : 80]

(3 Hours)

- N.B.: 1) Question No.1 is compulsory.  
2) Attempt any four from the remaining six questions.  
3) Use of calculator is allowed.

- Q.1 Attempt the following
- A) What is fuzzification? Explain in brief intuition method. 5
  - B) Explain in brief reinforcement learning. 5
  - C) Write a short note on mutation operator in GA. 5
  - D) Differentiate between Hard Computing and Soft Computing. 5
- Q.2 A) What is defuzzification? What are the different methods of defuzzification process? 8
- B) Explain architecture of Adaline with its training algorithm. 7
- Q.3 A) Using Zadeh's notation, determine the  $\lambda$ -cut sets for the given fuzzy sets: 8
- $$A = \left\{ \frac{0}{x_1} + \frac{0.1}{x_2} + \frac{0.2}{x_3} + \frac{0.3}{x_4} + \frac{0.4}{x_5} + \frac{0.5}{x_6} + \frac{0.6}{x_7} \right\}$$
- $$B = \left\{ \frac{1}{x_1} + \frac{0.9}{x_2} + \frac{0.8}{x_3} + \frac{0.7}{x_4} + \frac{0.6}{x_5} + \frac{0.5}{x_6} + \frac{0.4}{x_7} \right\}$$
- Express the following for  $\lambda=0.4$
1.  $\bar{A}$  2.  $A \cup B$  3.  $A \cap B$  4.  $A \cup \bar{A}$  5.  $\bar{A} \cap \bar{B}$  6.  $\bar{A} \cup \bar{B}$  7.  $\overline{A \cap B}$  8.  $\overline{A \cup B}$
- B) Explain in brief fuzzy approximate reasoning. 7
- Q.4 A) Explain in brief individual and Multi-person fuzzy decision making techniques with the help of suitable example. 8
- B) Consider two fuzzy sets R and S 7
- |     |    |     |     |  |    |     |     |
|-----|----|-----|-----|--|----|-----|-----|
|     |    | Y1  | Y2  |  | Z1 | Z2  | Z3  |
| R = | X1 | 0.4 | 0.6 |  | Y1 | 1   | 0.4 |
|     | X2 | 0.3 | 0.5 |  | Y2 | 0.7 | 0.2 |
- Find Max-min composition  $T = R \cdot S$  and Max-product composition  $U = R \cdot S$
- Q.5 A) What is Fuzzy Inference system (FIS)? Explain it along with its types. 8
- B) What is the difference between Genetic algorithm and traditional algorithm? Explain encoding techniques in GA. 7
- Q.6 A) Using inference method, find the membership values for each of the triangular shapes (I, R, E, IR, T) for each of the following (all in degrees): 8
- i) 20, 40, 120
  - ii) 45, 45, 90
- B) Explain in brief architecture of Fuzzy Logic Controller (FLC). 7
- Q.7 Write a short note on any three 15
- i) Associative Memory Networks
  - ii) Crossover operator in GA
  - iii) Travelling Salesman Problem
  - iv) Operations on Fuzzy Relations
  - v) Special Networks

# V-CCBSAS) / Distributed Computing & Cloud Computing

**QP Code : 26741**

**May -2016**

**3 HOURS**

**Total Marks: 80**

**N.B. 1. Question No. 1 is compulsory.**

**2. Answer any FOUR from the remaining SIX questions**

**3. Figures to the right indicate full marks.**

**Q1a Attempt the following (any five)**

i What are the issues in designing distributed systems?

i Explain Mutual Exclusion.

iii Name the various consistency models in distributed shared memory (DSM).

iv What is Virtualization?

v Name the benefits of service oriented computing.

vi Write a note on False sharing .

b What is cloud computing? What are the benefits of cloud models? 10

Q2a What is clock synchronization? Explain with a diagram, how logical clocks are implemented with counters and physical clocks. 08

b Discuss implementation of DSM systems . 07

Q3a Discuss Implementation of RPC mechanism. 08

b What are different address space transfer mechanism used in process transfer? 07

Q4 a Discuss various techniques of DFS implementation. 08

b Explain Load Balancing Model. 07

Q5a What is ordered message delivery? Compare the various ordering semantics for message passing. 08

b Discuss IPC in MACH. 07

Q6a What are the various consistency models in distributed shared memory (DSM)? 08

Discuss any one in detail.

b What is software oriented Architecture (SOA)? 07

Q7 Answer any three:

a Fault tolerance with respect to distributed systems 15

b Map reduce

**YQ-Con. 7250-16.**

**[TURN OVER**

- c Grid computing versus cloud computing
  - d Discuss software as a service
  - e Group communication
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**YQ-Con. 7250-16.**

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