BACHELOR OF COMPUTER APPLICATION I YEAR EXAMINATION, 2010

Paper — BCAD-101

COMPUTER FUNDAMENTALS

Time : 2½ Hours   *Maximum Marks : 70*

(Write your Roll No. at the top immediately on receipt of this question paper.)

Answer all Sections as per instructions given in each Section

SECTION - A   (1 × 10 = 10)

Answer ALL questions. Each carries one mark.

Fill in the blanks:

1. A_____ is a pointing device often used for playing games.

2. 1 Giga Byte (GB) is equal to _____ MB.

3. The CPU consists of a set of _____ .

4. VGA stands for _____ .

5. UNIX is a _____ operating system.

P.T.O.

6. Processor's speed is measured in terms of _____.

7. _____ is a technique that addresses the issue of speed mismatch between devices.

8. _____ service allows users to browse Web pages.

9. _____ is a volatile memory.

10. _____ is a technique of information presentation using combination of more than one form of data.

SECTION - B   (6 × 5 = 10)

Answer any SIX questions. Each carries 5 marks.

11. Write short note on fifth generation computers.

12. What are the Digital, Analog and Hybrid computers ? Explain in brief.

13. Explain the working of CPU.

14. Differentiate between the Parallel port and Serial port.

15. Convert the following binary numbers to decimal numbers.
   a) 101110,　b) 1001

16. Explain in brief : a) Real-time processing; b) Batch processing.

17. Explain the application requirement of multimedia system.

18. How does buffering enhance the computer's performance?

SECTION - C $(3 \times 10 = 10)$

Answer ALL questions. Each carries 10 marks.

19. Define the following in detail:
    a) Personal computer
    b) Mainframe
    c) Supercomputer.

20. What do you mean by output devices ? Discuss the structure, working and uses of the common output devices.

21. How are the Internet, Intranet and Extranets similar to and different from each other ? Explain each with example.

22. What is networking? Discuss LAN, WAN and MAN in detail.

23. Write short notes on the following:
    a) Feasibility study
    b) Analysis
    c) Design
    d) Implementation
    e) Post implementation maintenance.