



H-1866

Second Year B. C. A. (Sem. IV) Examination

March / April – 2009

Multimedia & Web Design : 404

Time : Hours]

[Total Marks : 70

Instructions :

(1)

नीचे दशांशविक निशानीवांगी विगतो उत्तरवडी पर अवश्य कपवी. Fillup strictly the details of signs on your answer book.	Seat No.:
Name of the Examination :	4 0 0 3 7 4
S.Y. B.C.A. (SEM. 4)	S.P. Mistry Student's Signature
Name of the Subject :	
MULTIMEDIA & WEB DESIGN : 404	
Subject Code No. : 1 8 6 6	Section No. (1, 2,.....) : NIL

(2) Numbers written to the right side indicate marks.

1 Answer the following :

14

- Write full form of JPEG, GIF and PNG?
- How will you write Java script in your HTML page? Explain with example.
- Write Attributes of FONT tags.
- Why are vector graphics resolutions independent?
- What is difference between '2D' and '3D' Animation?
- What is filtering of image?
- What is difference between key frame and blank frame?

2 (a) What is DNS? Explain in detail how it works

7

OR

(a) How will you create Input form in HTML? Explain with taking Bio-data form for Matrimonial purpose.

7

(b) Discuss different views of FrontPage.

4

OR

(b) Explain any one HTML non-container element in detail giving example.

4

(c) Explain different Text formatting tags. 3

OR

(c) Explain in detail image scanning and printing. 3

101 (1) beam

① 3 ✓ (a) Explain different drawing tools in flash. 7

OR

(a) Give difference between vector and bitmap graphics 7

3 ✓ (b) Write steps to create the Hyperlink in FrontPage. 3

OR

(b) Explain structure of Java Script. 3

R7 chuma ✓ (c) Explain FTP in detail. Comment on file security in FTP. 4

OR

(c) What is use of conformation box? Write a script to demonstrate it. 4

4 (a) Explain different mouse, keyboard events of DHTML. 7

OR

✓ (a) Explain different image types and compression techniques in detail. 7

(b) Explain in detail image capturing a BML 5

OR

(b) Write a Java script which will take number and display reverse of it. 5

(c) List attributes of marquee 2

5 Write a short note on following (any two) 14

(a) Tools and techniques for 3-D Animation

(b) Video, audio file formats how

(c) Color Models.