

Reg. No. :

D 715

Q.P. Code : [D 07 P1T 06]

(For the candidates admitted from 2007 onwards)

M.Sc. DEGREE EXAMINATION, DECEMBER 2009.

First Year

Information Technology

COMPONENT BASED SYSTEMS

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions. (5 × 20 = 100)

1. Explain the need for component concepts and also explain their benefits.
2. List out the various services provided by CORBA and highlight the features of each services.
3. What is Garbage collection? Explain destroying objects using Garbage collections.
4. Describe in detail ORB interface in ORB run time systems.
5. Explain about Transaction management in distributed object DBMS.

6. Explain object migration and object clustering.

7. Given a bank account number, write a Java ORB application to display the balance amount.

8. Explain various controls provided by ATL.

Reg. No. :

D 710

Q.P. Code : [D 07 PTT 01]

(For the candidates admitted from 2007 onwards)

M.Sc. DEGREE EXAMINATION, DECEMBER 2009.

First Semester

Information Technology

OBJECT ORIENTED ANALYSIS AND DESIGN

Time : Three hours

Maximum : 100 marks

Answer any **FIVE** questions.

Each question carries 20 marks.

(5 × 20 = 100)

1. Discuss OOSD life cycle in detail.
2. Explain the concepts of the Micro Development and Macro Development process in detail.
3. Explain the methods and technology employed in unified approach.
4. Explain Associations and aggregations with examples.
5. What are Design rules? Explain in detail.

6. What is OODBMS? Explain in detail.

7. Define UML and what are the different UML diagrams. Explain in detail about the dynamic UML diagrams with examples.

8. Write about system usability and measuring user satisfaction.

Reg. No. :

D 711

Q.P. Code : [D 07 PTT 02]

(For the candidates admitted from 2007 onwards)

M.Sc. DEGREE EXAMINATION, DECEMBER 2009.

First Year

Information Technology

ADVANCED JAVA PROGRAMMING

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

Each question carries 20 marks.

(5 × 20 = 100)

1. Define multi-threading. Explain multi-threading in Java.
2. Write a JAVA program to arrange the given 'N' numbers in ascending order using any one of the sorting method.
3. What are Java Beans? Explain in detail.
4. Explain about object serialization in detail.

5. What is meant by JDBC? Explain in detail.

6. Explain about creating multimedia databases in detail.

7. What is meant by swing programming? Explain in detail.

8. What are JAR files? Explain in detail.

Reg. No. :

D 712

Q.P. Code : [D 07 PT 03]

(For the candidates admitted from 2007 onwards)

M.Sc. DEGREE EXAMINATION, DECEMBER 2009.

First Year

Information Technology

DISTRIBUTED COMPUTING

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

(5 × 20 = 100)

1. Discuss the various issues in designing distributed system.
2. Explain how to manage the distributed resources in detail.
3. Explain about the pros and cons of distributed processing.
4. Explain about network database design consideration in detail.
5. Discuss about synchronization of network data bases in detail.

6. Describe the issues with respect to file servers.

7. What is a distributed database system? What are the principles of distributed database system? Describe the advantages of it over a centralized system.

8. Discuss about R⁺ project technique problem.

Reg. No. :

D 713

Q.P. Code : [D 07 PIT 04]

(For the candidates admitted from 2007 onwards)

M.Sc. DEGREE EXAMINATION, DECEMBER 2009.

First Year

Information Technology

MULTIMEDIA SYSTEMS

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

Each question carries 20 marks.

(5 × 20 = 100)

1. Describe the building blocks of multimedia systems.
2. What are the various storage and communication devices used in multimedia PC? Explain in detail.
3. What is meant by SCSI? Explain its function.
4. Explain the document architecture in detail.
5. What are the different output hardware devices essential for a multimedia project? Discuss on any three of them.

6. List and explain any ten features of painting and drawing tools.

7. Describe the concept of multimedia synchronization.

8. Explain the various data structures for storing multimedia information and retrieval.
