Roll No. ☐☐☐☐☐☐☐☐☐☐

S. No. of Question Paper : **313**

Unique Paper Code : **290663**　　　　　　　　　　　　**E**

Name of the Paper : **Computer Application-II**

Name of the Course : **B.A. (Prog.) Application Course—Computer Application**

Semester : **VI**

Duration : **3 Hours**　　　　　　　　　　　　　　　Maximum Marks : **45**

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

Question No. **1** is compulsory.

Attempt any *five* questions from the rest.

1.　(*a*)　Give the name of the tags used in HTML for the following :　　3

　　　　(*i*)　Line break

　　　　(*ii*)　Horizontal line

　　　　(*iii*)　Italics

　(*b*)　What do you understand by dot pitch of computer monitors ?　　2

　(*c*)　What is a web page ?　　2

　(*d*)　What do you mean by the term DVD-ROM ? Explain.　　2

　(*e*)　Explain kinematics and morphing effects in animation.　　2

　(*f*)　Explain the advantages of digital camera.　　2

　(*g*)　What is the structure of HTML ?　　2

2. Explain any *three* modes in which graphics can be presented in multimedia.   6

3. (a) Differentiate between internet and extranet.   4

   (b) Give the names of any *two* sound editing operations in multimedia.   2

4. (a) Write HTML code to create the following table structure :   4

A	B	C	D
	E		F
G		H	I
J	K	L	M

   (b) Give the syntax for inserting an image in the web page with *two* attributes.   2

5. Design a web page with the following display of items :   6

   (a) Pizza

       (i) Veg

           (1) Tomato and Capsicum

           (2) Cheese and Paneer

           (3) Onion and Mushrooms

       (ii) Non-Veg

           (1) Chilly chicken

           (2) Chicken ham

           (3) Mixed spicy

(b) Add-ons

    (i) Veg

        (1) Chilly Potato

        (2) French Fries

    (ii) Non-veg

        (1) Drums of heaven

        (2) Chilly Chicken

6. Explain any six minimum hardware configuration required by multimedia system.   6

7. (a) What do you understand by aspect ratio of computer monitors ?   2

   (b) Differentiate between impact and non-impact printers.   4

8. (a) Explain scanners.   2

   (b) Explain the use of animation in terms of visualizing 3D-structures and attracting attention.   4