IVC CODE: 319

COMPUTER SCIENCE & ENGINEERING (C.S.E.)

SECOND YEAR (w.e.f. 2019-20)

VOCATIONAL PRACTICAL QUESTION BANK

PAPERI: OOPS & JAVA

PAPER II: SQL, PHOTOSHOP & FLASH PLAYER

PAPERIII: INTERNET TECHNOLOGY

STATE INSTITUTE OF VOCATIONAL EDUCATION

O/o the Commissioner Of Intermediate Education

GUNTUR, A.P.

SRI.KANTILAL DANDE, I.A.S.

Commissioner&Secretary
INTERMEDIATE EDUCATION
Amaravathi, A.P.

SIVE COORDINATING COMMITTEE

Podili Yerraiah, M.Sc., B.Ed.
Professor, S.I.V.E.
O/o the C.I.E.
Guntur, A.P.

Dr. G.V.S.R. Murthy, M.Sc., Ph.D.
Lecturer, S.I.V.E.
O/o the C.I.E.
Guntur, A.P.

AUTHORS

N.Sreerama Murthy
Junior Lecturer in CSE
Govt. Junior College(G)
CHIRAALA

VRSKS SastryTanikella
Junior Lecturer in CSE
Govt. Junior College
KOTHAPETA

I.Murali Krishna
Assistant Professor
PSCMR College of Engg. &Tech.
VIJAYAWADA

COMPUTER SCIENCE & ENGINEERING
Second Year (319/71)
PAPER-I : OOPS & JAVA
QUESTION BANK

SECTION – I   1 X 40 = 40 Marks

1. Java program to find out the given number is even or odd

2. Java program to find the (given number is) big number in given 3 numbers. Using nested ifstatement.

3. Java program to find a day name by entering a number using switch condition

4. Java program to calculate sum of two numbers using Buffered Reader class.

5. Java program to print 1 to 10 natural numbers using for loop.

6. Java program to calculate factorial value for a given number.

7. Java program to find out of the Reverse number

8. Java program to find out the given number is Armstrong (or) Not

9. Java program to find prime numbers from 2 to N.

10. Java program to read and print student data using class.

11. Java program to read & print employee data (e-code, name, designation, Salary) using class.

12. Java program to find the sum of numbers using overloading.

13. Java program using Default Constructor.

14. Java program to find the Area of the circle using constructor.

15. Java program on using "this" object.

16. Java program using inheritance.

17. Java program on Overriding

18. Java program on Abstract Class

19. Java program on Packages

20. Java program to read N values using Single Dimensional Array.

21. Java program Transpose of Given Matrix.

22. Java program to find out the (or) Matrix Addition.

23. Java program to print Matrix Multiplication.

24. Java program to find out given string is PALINDROME (OR) NOT.

25. Java programs multiple Inheritance using Interfaces.

26. Java program on Exception Handling.

27. Java program on Multithreading.

28. Java programs to create an applet with some background colour and Foreground colour with a message

SECTION -II

Record	-	5 marks
Viva	–	5 marks

COMPUTER SCIENCE & ENGINEERING
Second Year (319/71)
PAPER-I : OOPS & JAVA
MODEL QUESTION PAPER

Time: 3 Hrs   **Max.Marks : 50**

SECTION – I   1 X 40 = 40 Marks

8. Java program to find out the given number is Armstrong (or) Not

SECTION -II

Record   5 Marks

Viva   5 Marks

Note 1. In practical examination, only the serial number of the questions will bé given. The examiner shall decode it with question Bank and give the questions by taking **draw.**

Note 2. Model question paper will bé generated by random sélection of any five Questions from the question bank.

COMPUTER SCIENCE & ENGINEERING
Second Year (319/71)
PAPER-I : OOPS & JAVA
SCHEME OF VALUATION

Time: 3 Hrs   **Max.Marks: 50**

SECTION – I   1 X 40 = 40 Marks

    i.   Write the Java Program   10 Marks

    ii.   Compilation and Execution of the program   20 Marks

    iii.   Show the Output on system   10 Marks

SECTION –II

       Record   5 Marks

       Viva   5 Marks

PAPER – II

SQL, PHOTOSHOP & FLASH PLAYER

COMPUTER SCIENCE AND ENGINEERING
Second Year (P.C. 319 / 72)
PAPER – II: SQL, PHOTOSHOP & FLASH PLAYER
QUESTION BANK

Time: 3hours   Max. Marks: 50

Section-I   **1 x 40 = 40Marks**

1. Demonstrate and execute procedure for create table with the name student with the columns admnno, stdname, phone number, gap, alter the properties of any two columns, rename the table student to student2019, describe the properties of the table student2019 and finally drop the table student2019 using ddl commands in sql.

2. Create table with the name student, set admnno as primary key, insert ten records, modify the data of two students, delete two records from the table, , and display the data of the student table at each stage.

3. Demonstrate different numeric functions with proper syntax and by taking examples.

4. Demonstrate different string and date functions with proper syntax and by taking examples.

5. Write a pl/sql program to check whether given number is Armstrong or not.

6. Write a pl/sql program to print the factorial of a given number.

7. Write a pl/sql program to print the Fibonacci series.

8. Write a pl/sql program to check given string is palindrome or not.

9. Write a pl/sql program to findsum of n numbers.

10. Write a pl/sqlprogram for addition of two numbers

11. Write and demonstrate the purpose of tools in tool box of Photoshop.

12. Demonstrate using or selecting a tool and editing tool preferences in Photoshop.

13. Write and demonstrate the procedure to design a visiting card containing at least one graphic and text information and prepare a cover page for the book

in your subject area using photo shop. Plan your own design.

14. Write and demonstrate the procedure to extract the flower only from given photographic image and organise it on a background. Selecting your own background for organisation. Adjust the brightness and contrast of the picture so that it gives an elegant look using photo shop.

15. Procedure to take a photographic image. Give a title for the image. Put the border. Write your names. Write the name of institution and place. Apply the effects shadow emboss using Photoshop.

16. Demonstrate the work space of flash.

17. Demonstrate the procedure to create an animation using flash.

18. Procedure to create an animation to represent the growing moon.

Section-II

Record	: 5 Marks
Viva	: 5 Marks

COMPUTER SCIENCE AND ENGINEERING
Second Year (P.C. 319 / 72)
PAPER – II: SQL, PHOTOSHOP & FLASH PLAYER
MODEL QUESTION PAPER

Time: 3hours   Max. Marks: 50

Section-I   **1 x 40 = 40Marks**

2. Create table with the name student, set admnno as primary
    key, insert ten records, modify the data of two students,
    delete two records from the table, , and display the data of
    the student table at each stage..

Section – II

                Record   :   5Marks

                Viva   :   5Marks

Note 1. In practical examination, only the serial number of the questions will bé
given. The examiner shall decode It with question Bank and give the questions by
taking **draw.**

Note 2. Model question paper will bé generated by random sélection of any five
questions from the question bank.

COMPUTER SCIENCE AND ENGINEERING
Second Year (P.C. 319 / 72)
PAPER – II: SQL, PHOTOSHOP & FLASH PLAYER
SCHEME OF VALUATION

Time: 3hours   Max. Marks: 50

Section-I   **1 x 40 = 40Marks**

    (i)   Procedure   : 10Marks

    (ii)   Demonstration   : 20Marks

    (iii)   Result   : 10Marks.

Démonstrations includes doing expriment on the computer system and explantation of the expriment by the student.
.

Section – II

    Record   : 5Marks

    Viva   : 5Marks

PAPER – III
INTERNET TECHNOLOGY

COMPUTER SCIENCE AND ENGINEERING
Second Year (319/73)
PAPER – III: INTERNET TECHNOLOGY
QUESTION BANK

Time :3hours   Max. Marks :50

Section-I   **1 x 40 = 40Marks**

1. Write and demonstrate the procédure for network connectivity Hardware Wi ring
2. Write and demonstrate the procédure to establish network connectivity using Wired dévies Modem and Network Interface Card
    1. Write and demonstrate the procedure to establish Network Connection using Dial up
2. Write and demonstrate the procedure to establish Network Connection using ISDN connection
3. Write and demonstrate the procedure to send an Email and File Transfer
    4. Write and demonstrate the procedure to send an Internet Fax and Web Surfing
5. Write and demonstrate the procedure to rectify the trouble shoot of the following
a) Diagnose the problem when the computer does not run properly.
b) How trouble shoot when the printer is not printing.
6. Writeanddemonstratetheprocedure to rectify the trouble shoot of the following
a) Trouble shoot the problem when the keyboard does not respond and constant beeping noise when booting up
b) Diagnose mouse when acting as erratic.
c) Trouble shoot when the computer has no sound and also no sound is heard from audio media
7. Write a HTML program using <p>, <b>, <block quote>, headings: <h1>, ….<h6>, bold, italic and horizontal line tags.
8. Write a HTML program using Basic tags for a website - HTML, head, title, body.
9. Write a HTML program using tags for lists: Ordered and unordered list
10. Write a HTML program to create a web page to redirect to Google, yahoo,facebook, and twitter using tags for hyperlinks
11. Write a HTML program using to create a table of images using Images and table tags

12. Write a HTML program using tags for Tables
13. Write a HTML program using tags for creating Forms and hyperlinks
14. Write a HTML program using to Creating a website to display the information about your college
15. Write a HTML program using to create a website for a product company to display their product and price.

Section - II

Record   : 5 Marks

Viva   : 5 Marks

COMPUTER SCIENCE AND ENGINEERING
Second Year (319/73)
PAPER – III: INTERNET TECHNOLOGY
MODEL QUESTION PAPER

Time: 3hours   Max. Marks: 50

Section-I   1 x 40 = 40Marks

5. Write and demonstrate the procedure to send an Email and File

Transfer

Section – II

     Record   :   **5Marks**

     Viva   :   **5Marks**

Note 1.: In practical l examination, only the serial number of the questions will be given. The examiner shall decode it with question Bank and give the questions by taking **draw.**

Note: Model question paper will be generated by random selection of any five

Questions from the question bank.

COMPUTER SCIENCE AND ENGINEERING
Second Year (319/73)
PAPER – III: INTERNET TECHNOLOGY
SCHEME OF VALUATION

Time: 3hours   Max. Marks: 50

Section-I   **1 x 40 = 40Marks**

i.	Aim and Procedure	: 15Marks
ii.	Demonstration or program Description	: 15Marks
iii.	Result	: 10Marks.

Démonstration includes doing expriment on the computer system and explantation of the expriment by the student.
.

Section – II

Record   : 5Marks

Viva   : 5Marks