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Question Paper Code : Q 2162

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2009.

Sixth Semester

(Regulation 2004)

Computer Science and Engineering

CS 1351 — ARTIFICIAL INTELLIGENCE

(Common to B.E. (Part-Time) Fifth Semester Regulation 2005)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Define an agent.
2. State on what basis search algorithms are chosen.
3. What is the advantage of heuristic function?
4. Define metareasoning.
5. Name two standard quantifiers.
6. What is the purpose of unification?
7. What is regression?
8. Define direct utility estimation.
9. What is speech act?
10. Information retrieval — Define.

PART B — (5 × 16 = 80 marks)

11. (a) Explain the properties of environment.

Or

- (b) Discuss any two uninformed search methods with examples.

12. (a) Discuss how to minimize total estimated solution cost using A^* search with an example.

Or

- (b) Give a brief summary on backtracking search for constraint satisfaction problem.

13. (a) Explain the resolution procedure in detail.

Or

- (b) Discuss forward and backward chaining.

14. (a) Give a brief overview on decision tree inductive learning algorithm.

Or

- (b) Discuss the following:

(i) Passive reinforcement learning.

(ii) Active reinforcement learning.

15. (a) Describe augmented grammars with examples.

Or

- (b) Give a brief description on information retrieval.

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Question Paper Code : Q 2166

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2009.

Sixth Semester

(Regulation 2004)

Computer Science and Engineering

CS 1354 — GRAPHICS AND MULTIMEDIA

(Common to B.E. (Part-Time) Fifth Semester — Regulation — 2005)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. How is the frame buffer loaded when straight-line segments and other objects are scan converted for display with a raster system?
2. What do you mean by spline curves? What are the two boundary conditions to obtain those curves?
3. Define projection. What are its methods?
4. What is morphing? Where it can be applied?
5. What is the use of OCR technology? How this technique should process the captured information?
6. What are the three classes of single-monitor architecture?
7. What are the techniques used for image enhancement by the image scanners?
8. How do you measure the performance of the voice recognition software?
9. Define video panning and zooming.
10. What is hypermedia messaging?

PART B — (5 × 16 = 80 marks)

11. (a) Explain midpoint ellipse generating algorithm in detail. (16)
- Or
- (b) Discuss all two-dimensional geometric transformation in detail. (16)
12. (a) (i) Explain three dimensional transformations. (8)
- (ii) Write about RGB color model briefly. (8)
- Or
- (b) (i) Write short notes on animation. (4)
- (ii) Write down a program for conversion between HSV and RGB color models. (12)
13. (a) (i) Write about multimedia application in detail. (6)
- (ii) What are the evolving technologies for multimedia systems? Explain them briefly. (10)
- Or
- (b) Explain the multimedia databases in detail. (16)
14. (a) Explain JPEG methodology and discuss their advantages. (16)
- Or
- (b) Explain RAID in detail. (16)
15. (a) Discuss the design issues and types of multimedia authoring systems. (16)
- Or
- (b) Describe distributed multimedia systems. (16)

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Question Paper Code : Q 2757

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2009.

Seventh Semester

Computer Science and Engineering

CS 1402 — OBJECT ORIENTED ANALYSIS AND DESIGN

(Common to B.E.(Part-Time) Sixth Semester Regulation 2005)

(Regulation 2004)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Give the characteristics of object oriented system.
2. What is an object? Give an example.
3. Give a note on patterns and its necessity.
4. Mention the models in Object Modelling Techniques in Rumbaugh methodology and its role for describing the system.
5. List out the steps for finding use cases?
6. Give the hint to identify the attributes of a class?
7. Define axiom along with its types.
8. For the schema employee (emp-id, emp-name, street, city) give the class representation along with the attribute types.
9. Mention the purpose of view layer interface.
10. What are client / server computing? Give two applications which work on this basis?

PART B — (5 × 16 = 80 marks)

11. (a) Explain and develop the payroll system using the steps of Object Oriented approach. (16)

Or

- (b) Explain the following
- (i) Object Modelling Technique. (8)
 - (ii) Compare Aggregation and Composition with a suitable example. (8)

12. (a) Explain the relationships that are possible among the classes in the UML representation with your own example. (16)

Or

- (b) What are the various diagrams that are used in analysis and design steps of Booch methodology? Explain with your own example. (16)

13. (a) Explain the method of identifying the classes using the common class approach with an example. (16)

Or

- (b) Consider the Hospital Management System application with the following requirements

- System should handle the in-patient, out-patient information through receptionist.
- Doctors are allowed to view the patient history and give their prescription.
- There should be an information system to provide the required information.

Give the use case, class and object diagrams. (4 + 8 + 4)

14. (a) With a suitable example explain how to design a class. Give all possible representation in a class (name, attribute, visibility, methods, responsibilities) (16)

Or

- (b) Design the access layer for the Students information management which includes personal, fees and marks details. (16)

15. (a) (i) Explain the various Testing strategies. (12)
- (ii) Give the use cases that can be used to generate the test cases for the Bank ATM application. (4)

Or

- (b) (i) How will you measure the user satisfaction? Describe. (6)
- (ii) Perform the satisfaction test for any client / server application. (10)

Object (16)

le. (8)

UML (16)

steps (16)

class (16)

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