Sant Lal Institute of Management & Information Technology

Internal Assignment

MULTIMEDIA AND ITS APPLICATION

1. Q-What is the capacity of network and the likely time of use?

2. Q-Explain the DCT and DWT?

3. Q-Explain the multimedia compression technique in details?

4. Q-what is the sound card? Explain its function?

5. Q-explain the various type of communication devices?

OBJECT ORIENTED ANALYSIS AND DESIGN

Q- What is object? Explain in details?

Q- What is generalization in UML? Draw a state chart diagram of UML?

Q-What is stereotype?

Q- Explain the software life cycle need in object oriented system?

Q- Write the short note

- Aggregation

- Class relationship

- Actors

Java programming

1. Q-what do you understand by object oriented programming?

2. Q-what do you understand by applet explain with example?

3. Q-how many type of inheritance support by java? Explain with example?

4. Q-write brief note on JDBC?

5. Q-write down brief note on following

- java beans

- buffer reader

- interface garbage collection

- java virtual machine

Software Project Management

Q1. What is Software Project management? Explain the activities of software project management.

Q2. Define the water fall model with its stages. Explain the advantages and disadvantages of water fall model.

Q3. What do you understand by feasibility report; explain the types of feasibility study.

Q4. Explain system testing and its types.

Q5. Write short note on

- Verification
- Validation
- Data dictionary
- Black box testing