Dezyne École College
University Practice Paper
Subject – Java Programming (Set 1)

Time – 2 hours **M. M – 70 Marks**

Section A (2 Marks Each)
(Attempt all – approx. 50 words each)

1. Define primitive data types in Java.
2. What is type casting?
3. Explain operator precedence.
4. What is an if-else statement?
5. Define a loop. Name any two loops.
6. What is a class?
7. What is a constructor?
8. What is an array?
9. Define String in Java.
10. What is exception handling?

Section B (Attempt any FIVE)

Q1
(a) Explain Java data types, variables, and operators.
(b) Write a Java program to perform arithmetic operations on two numbers.

Q2
(a) Explain if-else-if ladder and switch statement.
(b) Write a program to check whether a number is positive, negative, or zero.

Q3
(a) Explain loops in Java (for, while, do-while).
(b) Write a program to print multiplication table using loop.

Q4
(a) Explain class, object, and constructors.
(b) Write a Java program to create a class Student with parameterized constructor.

Q5
(a) Explain arrays and multidimensional arrays.
(b) Write a program to find the sum of elements of an array.

Q6
(a) Explain String methods (length(), indexOf()).
(b) Write a program to count vowels in a string.

Q7
(a) Explain inheritance and types of inheritance.
(b) Write a program to demonstrate single inheritance.

Q8
(a) Explain interfaces and their implementation.
(b) Write a program to implement an interface.

Q9
(a) Explain exception handling and try-catch.

(b) Write a program to handle division by zero exception.

Q10

(a) Explain multithreading and thread lifecycle.

(b) Write a program to create a thread using Runnable interface.

Java Programming Language – Question Paper Set 2

Part A (2 Marks Each)

1. What are literals in Java?
2. Define variables.
3. What is type conversion?
4. What is switch statement?
5. Define break and continue.
6. What is method overloading?
7. What is StringBuffer?
8. Define inheritance.
9. What is a package?
10. What is a thread?

Part B (Attempt any FIVE)

Q1

(a) Explain primitive data types and expressions.

(b) Write a program to swap two numbers.

Q2

(a) Explain nested if and nested switch.

(b) Write a program to find largest of three numbers.

Q3

(a) Explain enhanced for loop and nested loops.

(b) Write a program to print pyramid pattern.

Q4

(a) Explain constructors and method parameters.

(b) Write a program using constructor overloading.

Q5

(a) Explain multidimensional arrays and length member.

(b) Write a program to perform matrix addition.

Q6

(a) Explain StringBuffer and StringBuilder difference.

(b) Write a program to reverse a string.

Q7

(a) Explain use of super keyword.

(b) Write a program to demonstrate multilevel inheritance.

Q8

(a) Explain multiple interfaces and extending interfaces.

(b) Write a program implementing two interfaces.

Q9

(a) Explain exception hierarchy and multiple catch blocks.

(b) Write a program to handle multiple exceptions.

Q10

(a) Explain thread priorities and synchronization.

(b) Write a program demonstrating synchronization.

Java Programming Language – Question Paper Set 3

Section A (2 Marks Each)

1. Define operators in Java.
2. What is casting?
3. Define expression.
4. What is do-while loop?
5. What is an object?
6. What is recursion?
7. What is StringBuilder?
8. What is interface?
9. Define exception.
10. What is Runnable interface?

Section B (Attempt any FIVE)

Q1

(a) Explain operator types and precedence.

(b) Write a program to calculate simple interest.

Q2

(a) Explain control statements in Java.

(b) Write a program to check even or odd number.

Q3

(a) Explain methods and parameter passing.

(b) Write a program to find factorial using recursion.

Q4

(a) Explain array reference and alternative declaration.

(b) Write a program to find maximum element in array.

Q5

(a) Explain String constructors and methods.

(b) Write a program to compare two strings.

Q6

(a) Explain constructor overloading and method overloading.

(b) Write a program demonstrating method overloading.

Q7

(a) Explain inheritance and constructor chaining.

(b) Write a program using super keyword.

Q8

(a) Explain packages and static import.

(b) Write a program using package creation and import.

Q9

(a) Explain nested try blocks and throwing exceptions.

(b) Write a program using throw keyword.

Q10

(a) Explain thread communication (wait, notify).

(b) Write a program to create multiple threads.

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BCA Department – Probable Question Paper

Subject – Computer Networks

PYQ-Based Probable Question

Paper Set – 1

Section A (2 Marks Each) – Attempt All

Q1. Define Private and Public Networks.
Q2. Define Multicast with an example.
Q3. What is Subnetting?
Q4. Define NAT with an example.
Q5. Define Point-to-Point Communication.
Q6. What is Packet Switching?
Q7. Define OTcl Interface.
Q8. What is NAM?
Q9. Define Frame Relay.
Q10. Define Static Routing.

Section – B (10 × 5 = 50 Marks) Attempt any 5 Question

Q11. Explain OSI Reference Model withfunctions of each layer.
Q12. Explain IP Addressing and Class A, B, C with examples.
Q13. Describe IPv6 addressing and transition mechanisms.
Q14. Explain Subnet Mask and solve subnetting problems for Class C.
Q15. Explain Dynamic Routing and compare RIP, OSPF, and EIGRP.
Q16. Explain PPP protocol and PAP/CHAP authentication.
Q17. Explain Switching concepts and Spanning Tree Protocol.
Q18. Explain VLAN and VTP configuration.
Q19. Explain NS2 architecture and trace files.
Q20. Explain packet transmission using NS2 commands.

Computer Networks Question Paper SET – 2

Section – A (10 × 2 = 20 Marks)

Q1. Define Network Model.
Q2. What is IPv4 Address?
Q3. Define Default Subnet Mask.
Q4. What is Dynamic Routing?
Q5. Define PAT.
Q6. What is Leased Line?
Q7. Define HDLC.
Q8. What is NS2 Trace File?
Q9. Define VLAN.
Q10. What is Router?

Part – B (10 × 5 = 50 Marks)

Q11. Compare OSI and TCP/IP models.
Q12. Explain IP classes (A–E) with examples.
Q13. Describe IPv6 addressing and special addresses.
Q14. Solve subnetting problems for Class B network.
Q15. Explain Static, Default, and Dynamic Routing.
Q16. Explain NAT (Static, Dynamic, PAT) with examples. Q17. Explain WAN technologies: HDLC and PPP.
Q18. Explain MAC address configuration and switching modes.
Q19. Explain NS2 simulation process and node creation. Q20. Explain working of NS2 commands with example.

Computer Networks Question Paper SET – 3

Section – A (10 × 2 = 20 Marks)

Q1. Define Internet Basics.
Q2. What is Private IP Address?
Q3. Define Subnet Mask.
Q4. What is ACL?
Q5. Define Frame Relay.
Q6. What is Virtual Circuit?
Q7. Define PAP.
Q8. What is CHAP?
Q9. Define Simulation Object in NS2. Q10. What is Switch?

Section – B (10 × 5 = 50 Marks)

Q11. Explain OSI model with diagram.
Q12. Explain IPv4 addressing and private IP ranges. Q13. Describe IPv6 and its advantages over IPv4.
Q14. Solve subnetting problems for Class A network.
Q15. Explain EIGRP and OSPF routing protocols.
Q16. Explain PPP layers and authentication methods. Q17. Explain VLAN, VTP and STP concepts.
Q18. Explain MAC address configuration and switching operations.
Q19. Explain NS2 architecture and NAM.
Q20. Explain packet flow and traffic management in NS2.

Computer Networks Question Paper SET – 4

Section – A (10 × 2 = 20 Marks)

1. Define Private and Public Networks.
2. Define Multicast with an example.
3. What is Subnetting?
4. Define NAT with an example.
5. Define Point-to-Point (P2P) Communication.
6. What is a Packet Switched Network?
7. Define OTcl Interface in NS2.
8. What is NAM? Explain Finish Procedure briefly.
9. What is meant by Enabling Frame Relay?
10. Define Static Routing.

Section – B (10 × 5 = 50 Marks)

1. Explain the OSI Reference Model with functions of each layer and suitable examples.
2. Explain IP Addressing and discuss Class A, B, C, and D with examples and default subnet masks.
3. Describe IPv6 Addressing, host address assignment, and explain IPv6 routing concepts.
4. Define Subnet Mask. Explain Subnetting with solved examples for Class A and Class B networks.
5. Explain Dynamic Routing and discuss EIGRP and OSPF with working principles and examples.
6. Explain PPP Protocol, its layers, and the role of PAP and CHAP authentication.
7. Explain Switching Operations and differentiate between Half-Duplex and Full-Duplex communication with examples.
8. Explain MAC Address Configuration and describe VLAN configuration and VTP concepts.
9. Explain Trace Files in NS2 and describe protocol support in NS2.
10. Explain Packet Transmission in NS2, including traffic management using links and agents.

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B.C.A Semester- 3rd

Examination – Practice Paper

Subject: Web Programming

PYQ-Based Probable Question

Paper Set – 1

Section A (2 Marks)

1. What is the Hypertext In HTML?
2. What are meta tags in HTML?
3. Define table attributes in HTML.
4. What is external linking in CSS?
5. What is CSS specificity?
6. What is JavaScript expression?
7. What is constructor function in JavaScript?
8. What is event capturing?
9. What is navigator object in JavaScript?
10. What is DOM tree traversal?

Section B (10 Marks Attempt Any 5)

Q11.Explain the concept of HTML document structure. Also explain the role of: <html>, <head>, <title>, <body> with a proper example.

Q12.Explain HTML tables in detail. Create a table with: 3 rows and 3 columns. Include heading, rowspan, and colspan

Q13.Explain Cascading Style Sheets (CSS) and its types. Also explain: Selector priority, Inline vs Internal vs External CSS with examples.

Q14. Explain JavaScript data types, operators, and expressions with suitable examples.

Q15. Write a JavaScript program to: Take input from user, Check whether a number is prime or not & Display result using alert or console

Q16. Explain regular expressions in JavaScript With Suitable Example

Q17. Explain the Document Object Model (DOM) and methods to:

- Access elements
- Modify content dynamically

Q18. Write a JavaScript program to:

- Change background color of a page when a button is clicked
- Also change text font dynamically

Q19. Explain event handling mechanism in JavaScript. Differentiate between:

- Event bubbling
- Event capturing

Q20. Write a JavaScript program to: Implement drag and drop functionality

Web Programming Question Paper SET – 2

Section – A (10 × 2 = 20 Marks)

1. What are different versions of HTML?
2. What is hyperlink?
3. Define and tags.
4. What is inline CSS?
5. What are font properties in CSS?
6. What is function in JavaScript?
7. Define regular expression in JavaScript.
8. What is DOM tree?
9. What is event bubbling?
10. What is element visibility?

Section B (10 Marks Attempt Any 5)

11. Explain HTML forms and frames with examples.
12. Describe table layout and presentation in HTML.
13. Explain CSS box model and background properties.
14. Write a JavaScript program to demonstrate string operations and pattern matching.
15. Explain object creation and constructors in JavaScript.
16. Explain arrays and their operations with examples.
17. Explain DOM2 event model and event propagation.
18. Write a program to change color and font dynamically using JavaScript.
19. Explain navigator object and its properties.
20. Write a program to move an element slowly across the screen.

Web Programming Question Paper SET – 3

Section – A (10 × 2 = 20 Marks)

1. What is HTML attribute?
2. What is image tag in HTML?
3. Define list types in HTML.
4. What is external CSS?
5. What is conflict resolution in CSS?
6. What is object in JavaScript?
7. Define control statement.
8. What is DOM manipulation?
9. What is event listener?
10. What is stacking of elements?

Section – B (10 Marks Attempt Any 5)

11. Explain HTML elements, attributes, and syntax with examples.
12. Explain insertion of images, links, and backgrounds in HTML.
13. Explain CSS properties: color, alignment, and lists.
14. Write a JavaScript program to demonstrate input/output operations.
15. Explain JavaScript expressions and operators.
16. Explain error handling in JavaScript with examples.
17. Explain DOM tree traversal and modification methods.
18. Write a program to handle events from textbox and password fields.
19. Explain locating mouse cursor and reacting to mouse events.
20. Write a program to implement dragging of elements.

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B.C.A Semester- 3rd

Examination – Practice Paper

Subject: Financial Accounting

PYQ-Based Probable Question

Paper Set – 1

Section A (2 Marks)

Q.1 Define Computerised Accounting System (CAS). How does it differ from Manual Accounting?

Q.2 Name any four types of Accounting Vouchers in Tally along with their shortcut keys.

Q.3 What is Grouping of Accounts in CAS? Give two examples of sub-groups under Fixed Assets.

Q.4 Distinguish between a Stock Group and a Stock Category in Tally's Inventory Masters.

Q.5 What is Tally Vault? How does it differ from regular Security Controls in Tally?

Q.6 State any two advantages and two limitations of a Computerised Accounting System.

Q.7 What is a Contra Voucher in Tally? Give one practical example of its use.

Q.8 Distinguish between Data Backup and Data Restore in Tally. State the navigation path for each.

Q.9 What is a Trial Balance in Tally? How is it different from a Day Book?

Q.10 What is an Outstanding Statement in Tally? Name its two types and state their purpose.

Section – B (10 Marks Attempt Any 5)

Q.1 Explain the Introduction, Components, Salient Features, Advantages, and Limitations of Computerised Accounting System (CAS) in detail.

Q.2 Describe the process of Company Creation, Alteration, Deletion, Data Backup & Restore, and Import/Migration of Data in Tally with exact navigation steps.

Q.3 Explain all types of Accounting Vouchers in Tally — Contra, Payment, Receipt, Journal, Sales, Purchase — with their purpose, shortcut keys, and suitable examples.

Q.4 Explain Accounting Masters in Tally — Groups, Multiple Groups, Ledgers, and Multiple Ledgers — with navigation paths, creation steps, and practical examples.

Q.5 Discuss the Technological Advantages in Tally — Tally Vault, Security Controls, Tally Audit, Split Company Data, Import/Export of Data, and Printing of Reports and Cheques — with navigation paths.

Q.6 Explain the Inventory Vouchers in Tally — Receipt Note, Delivery Note, Rejection In/Out, and Stock Journal (including Manufacturing Journal) — with purpose, steps, and examples.

Q.7 Explain all major Financial Reports in Tally — Trading Account, Profit & Loss Account, Balance Sheet, Trial Balance, Day Book, and List of Accounts — with navigation paths and significance.

Q.8 Explain Inventory Masters in Tally — Stock Groups, Stock Categories, Units of Measure, Stock Items, and Multiple Stock Items — with creation steps and suitable examples.

Q.9 Describe all reports available in Tally under: Accounts Books, Inventory Books, Stock Summary, Exception Reports, Statutory Reports, Payroll Reports, and Outstanding Statements — with navigation paths.

Q.10 Explain Order Vouchers in Tally — Purchase Order and Sales Order — including the complete Orderto-Invoice flow, creation steps, and practical examples.

Financial Accounting Question Paper Set – 2

Section – A (10 × 2 = 20 Marks)

Q.1 What are the main components of a Computerised Accounting System? List any four with their functions.

Q.2 Define a Voucher in Tally. Why is it considered the basis of all accounting entries?

Q.3 What is Codification of Accounts? Give an example of a numeric codification structure.

Q.4 Distinguish between a Purchase Voucher (F9) and a Purchase Order Voucher in Tally.

Q.5 Define Tally Audit. State any two benefits of using the Tally Audit feature.

Q.6 What is the difference between a Group and a Ledger in Tally's Accounting Masters?

Q.7 What is 'Split Company Data' in Tally? When and why is this feature typically used?

Q.8 What is a Stock Journal Voucher in Tally? When is it used? Give one example.

Q.9 Distinguish between a Sales Voucher and a Sales Order Voucher in Tally.

Q.10 Name any four Inventory Vouchers available in Tally and state the purpose of each.

Section – B (10 Marks Attempt Any 5)

Q.1 Explain Grouping of Accounts and Codification in CAS. How does proper grouping and codification contribute to efficient and accurate accounting? Illustrate with detailed examples.

Q.2 Explain all Accounting Vouchers and Inventory Vouchers in Tally with a Chart of Vouchers, their shortcut keys, purpose, and a practical example for each type.

Q.3 Describe Company Creation, Alteration, Deletion in Tally, Backup, Restore, and Import/Migration of company data with exact navigation paths.

Q.4 Explain Stock Journal, Invoicing (Item Invoice and Account Invoice modes), and Order Vouchers in Tally with purpose, creation steps, and the complete Order-to-Invoice workflow.

Q.5 Discuss the Technological Advantages in Tally — Tally Vault, Security Controls, Tally Audit, Backup & Restore, Split Company Data, Import & Export — with navigation paths and practical relevance.

Q.6 Explain the meaning, components, salient features, advantages, and limitations of a Computerised Accounting System. Also compare CAS with Manual Accounting on at least five parameters.

Q.7 Explain the process of generating Financial Statements in Tally — Trading Account, Profit & Loss Account, Balance Sheet, Trial Balance, and Day Book — including their significance and navigation paths.

Q.8 Explain Inventory Masters in Tally with complete creation steps — Stock Groups, Multiple Stock Groups, Stock Categories, Multiple Stock Categories, Units of Measure, Stock Items, and Multiple Stock Items.

Q.9 Describe all reports available in Tally under: Accounts Books, Inventory Books, Stock Summary, Exception Reports, Statutory Reports, Payroll Reports, and Outstanding Statements with paths.

Q.10 Define Depreciation. Explain the Straight Line Method (SLM) and Written Down Value Method (WDV) with formulas, a numerical example, and a comparative analysis of both methods.

Financial Accounting Question Paper Set – 3

Section – A (10 × 2 = 20 Marks)

Q.1 List any four salient features of a Computerised Accounting System (CAS) with brief explanation.

Q.2 Define Security Controls in Tally. Name three user roles available and their access levels.

Q.3 What is the Double Entry System of Accounting? State the rule for Real Accounts.

Q.4 Distinguish between the Straight Line Method (SLM) and Written Down Value Method (WDV) of depreciation.

Q.5 Distinguish between Import and Export of data in Tally. Name any two supported export formats.

Q.6 Distinguish between a Ledger Report and a Day Book in Tally.

Q.7 What is meant by 'Books Beginning From' in Tally Company Creation? Why is it important?

Q.8 Define 'Sundry Debtors'. Under which predefined group in Tally are they placed and why?

Q.9 What is a Stock Summary in Tally? What information does it display and what is its navigation path?

Q.10 What is meant by Company Creation in Tally? Name any four mandatory fields required during creation.

Section – B (10 Marks Attempt Any 5)

Q.1 Explain Depreciation — its meaning, causes, and need — and describe both SLM and WDV methods with formulas, a complete 5-year numerical example under both methods, and a comparative analysis.

Q.2 Explain the meaning, scope, objectives, and limitations of accounting. Also describe the Double Entry System, types of Accounts, Books of Accounts, and the Cash Book with examples.

Q.3 Explain the preparation of Financial Statements — Trading Account, Profit & Loss Account, and Balance Sheet — including their components, format, preparation rules, and the concept of Marshalling of Assets and Liabilities.

Q.4 Explain the Computerised Accounting System — its introduction, components, salient features, advantages, and limitations — and compare it with Manual Accounting on at least five parameters with suitable examples.

Q.5 Explain the generation of all major reports in Tally — Financial Statements (Trading A/c, P&L, Balance Sheet), Books of Accounts, Inventory Reports, and Outstanding Statements — with navigation paths and the significance of each report.

Q.6 Explain the complete process of creating a new company in Tally covering all creation fields and their significance, followed by creating at least five accounting ledgers and five stock items with opening balances.

Q.7 Explain in detail all the types of Accounting Vouchers in Tally — Contra, Payment, Receipt, Journal, Sales, Purchase, Debit Note, Credit Note — and describe how each voucher affects the relevant ledgers with journal entries and examples.

Q.8 Discuss the Technological Advantages in Tally — Tally Vault, Security Controls, Tally Audit, Split Company Data, Import & Export of Data.

Q.9 Explain the concept and preparation of a Balance Sheet — its meaning, format (horizontal and vertical), components, and how Tally auto-generates it. Include a specimen Balance Sheet with suitable figures.

Q.10 Explain all types of Accounting Vouchers in Tally — Contra, Payment, Receipt, Journal, Sales, Purchase, Debit Note, and Credit Note — with purpose, shortcut keys, and examples.