

UNIT V

(MCS 40112)

9. (a) Write a Servlet program for reading the Servlets Parameters. (7)
- (b) Explain about JSP components and its advantages. (7)

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Or

10. (a) Describe the processing of ASP Scripts with forms. (7)
- (b) How do we establish the connection to data with ASP? Explain. (7)

Computer Science

Paper I — WEB TECHNOLOGIES

(Regulation 2012)

Time : Three hours

Maximum : 70 marks

Answer ALL questions One from each Unit.

UNIT I

1. (a) Describe the Client / Server model of the web and how do we retrieve the information from the web. (7)

- (b) Describe about TCP and UDP. (7)

Or

2. (a) Define Internet. Describe the services provided by the internet and what are the protocols used in the internet. (7)
- (b) Describe about Telnet and FTP. (7)

UNIT II

6. Explain about:

(14)

3. (a) Explain about Multicast Sockets with a simple example. (7)
(b) Describe about developing a Content Handler. (7)

- (a) Cookies Variables
(b) Creating a Cookie

Or

4. (a) What is HTML? Explain all the basic tags used in the body section in HTML code. (7)
(b) Discuss about Images, Frames and Lists in HTML with examples. (7)

- (c) Cookie with Multiple values
(d) Reading a cookie value.

UNIT III

UNIT IV

5. (a) Explain about creating a form in Java script with the following items: (10)

- (i) Text Boxes
(ii) Text areas
(iii) Radio Buttons
(iv) Check Boxes
(v) Select

7. (a) Explain about Filters and Transactions. (7)
(b) Describe about DTD attributes. (7)

Or

- (b) Differentiate between Window object and Document object. (4)

8. (a) Briefly describe about CGI Server and Client side applets. (7)

- (b) Discuss about DTD. (7)

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Paper II — ARTIFICIAL INTELLIGENCE

(Regulation 2012)

Time : Three hours

Maximum : 70 marks

Answer ALL questions.

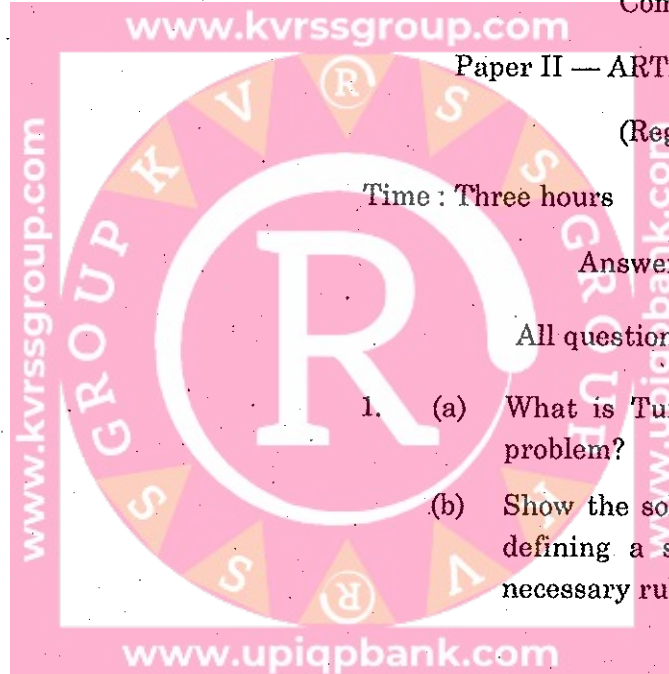
All questions carry equal marks.

1. (a) What is Turing Test? What is Tic-Tac-Toe problem? (4)

(b) Show the solution for Water jug problem by defining a suitable state space suggesting necessary rules. (10)

Or

(c) Explain the different ways through which a problem can be analysed. Give suitable examples. (14)



2. (a) What is the role of Inheritable knowledge as an approach to knowledge representation? (5)
- (b) Consider the following facts: (9)
- (i) Marcus was a man.
 - (ii) Marcus was a Pompeian.
 - (iii) All Pompeians were Romans.
 - (iv) Caesar was a ruler.
 - (v) All Romans were either loyal to Caesar or hated him.
 - (vi) Everyone is loyal to someone.
 - (vii) People only try to assassinate rulers they are not loyal to.
 - (viii) Marcus tried to assassinate Caesar.
 - (ix) All men are people.

Prove that 'Marcus was not loyal to Caesar' using Backward chaining.

Or

- (c) Discuss (i) Procedural knowledge, (ii) Forward reasoning and (iii) Matching with variables. (14)
3. (a) Explain (i) Nonmonotonic logic, (ii) Default logic, (iii) Abduction, (iv) Closed world assumption and (v) Circumscription. (14)

Or

- (b) Construct Semantic net representations for (i) John is taller than Bill and (ii) Mary gave the green flowered vase to her favourite cousin; and Partitioned Semantic net representations for (iii) Every batter hit a ball and (iv) All the batters like the pitcher. Explain your justification for each representation. (14)

4. (a) Explain Nonlinear planning with the help of a Blocks world problem. (14)

Or

- (b) Explain Top-Down versus Bottom-Up parsing in Syntactic processing. (4)
- (c) Design an ATN for the sentence: 'The long file has printed' and show the execution of ATN. (10)

5. (a) Explain the role of Qualitative physics in understanding the physical processes. (7)

- (b) What is Case-based reasoning? How is it helpful in solving problems? Explain. (7)

Or

- (c) What is an Expert system? Describe how domain knowledge is represented and used in Expert systems. (7)

- (d) Write about the Explanation facility provided by an Expert system. (7)

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Paper III — MOBILE COMPUTING

(Regulation 2012)

Time : Three hours

Maximum : 70 marks

Answer ALL questions.

UNIT I

1. (a) Explain the applications of Mobile Computing. (4)
- (b) Explain the architecture of Mobile Computing. (10)

Or

2. (a) Explain the security in mobile computing. (7)
- (b) Write about the design considerations for mobile computing. (7)

UNIT II

3. Explain in detail about the IPV6. (14)

Or

4. (a) Explain Bluetooth architecture. (7)
- (b) Explain mobile computing through telephone. (7)

UNIT III

5. Explain the GSM architecture in detail. (14)

Or

6. (a) Explain the authentication and security in GSM. (7)
- (b) Write about SMS. (7)

UNIT IV

7. Explain the different Layers of WAP. (14)

Or

8. (a) Explain the network architecture of GPRS. (7)
- (b) Write about limitations of GPRS. (7)

UNIT V

9. (a) Explain wireless LAN architecture. (10)
- (b) Write about SIP (session initiation protocol). (4)

Or

10. Write about the different security issues in mobile computing. (14)