B.E. (Computer Engineering) Semester Third (C.B.S.)

Concepts in Computer Engineering Paper - III

P. Pages: 2 KNT/KW/16/7249 Time: Three Hours Max. Marks: 80 Notes: 1. Solve Ouestion 1 OR Ouestions No. 2. Solve Question 3 OR Questions No. 4. 2. Solve Question 5 OR Questions No. 6. 3. Solve Question 7 OR Questions No. 8. 4. Solve Ouestion 9 OR Ouestions No. 10. 5. Solve Question 11 OR Questions No. 12. 6. Due credit will be given to neatness and adequate dimensions. 7. Illustrate your answers whenever necessary with the help of neat sketches. 8. 1. Explain magnetic hard disk in detail. 5 a) 9 b) Explain: **MICR** i) ii) **OCR** iii) Bar Coding OR What is memory cell? Explain memory organization in brief. 7 2. a) Explain physical devices used to construct memories. b) 7 3. a) Explain generation of computers in brief. 8 Explain HYPCOM processor in detail. 5 b) OR 4. Write a machine language program for HYPCOM to find greatest among 3 numbers. 7 a) Explain: b) 6 Moor's law i) ii) Parallel computers. 5. Differentiate procedural language and non-procedural language. a) 4 What is HTML? List and explain any five tags in HTML. **10** b) OR Write an algorithm to check the number is even or odd. Also draw a flow chart for the 8 6. a) same. Explain various generation of programming languages. b) 6

7.	a)	Explain the following. i) Linker ii) Loader iii) Debugger	6
	b)	Explain unique application program in detail.	7
		OR	
8.	a)	Explain system management programs.	7
	b)	What is software? Also list various types of computer softwares.	6
9.	a)	What is open source? Explain phases of open source software development.	7
	b)	What is free software? Explain various free software license providers.	6
		OR	
10.		Explain following in brief: i) MAC O.S. ii) UBUNTU iii) UNIX iv) FOSS	13
11.	a)	How moving image is captured with camera?	4
	b)	Write a note on:	9
		i) Speech processing.	
		ii) Compression of Audio signals.	
		iii) Representation of an images.	
		OR	
12.	a)	Explain compression of video signals in brief.	6
	b)	Explain acquiring & storing of audio signals.	7

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