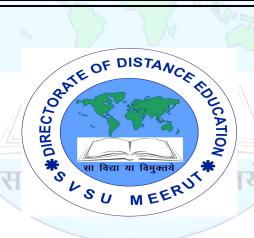# BACHELOR OF COMPUTER SCIENCE

(BCA)

BCA/ASSIGN/ IV/SEM/C-2020

Assignments

(For DECAMBER Calendar Batch-2020)

BCA-1, BCA-2, BCA-3, BCA-4,

Directorate of Distance Education
Swami Vivekanand Subharti University
I Year

Detail of Program

Directorate of Distance Education
Swami Vivekanand Subharti University
I Year

Course Code   :   BCA -1

Course Title   :   Computer Communication Networks

Assignment No.   :   BCA -1/ C-2020

Maximum Marks   :   15

Words   :   100 words

Attempt all questions.

All questions carry equal marks.

Q.1 What is computer network?

Q.2 Explain different types of networks.

Q.3 What are the advantages of using a VPN?

Q.4 What are nodes and links?

Q.5 What is the basic of networking?

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I Year

Course Code   :   BCA -2

Course Title   :   Computer Graphics & Multimedia Applications

Assignment No.   :   BCA -2/ C-2020

Maximum Marks   :   15

Words   :   200 words

Attempt all questions.

All questions carry equal marks.

Q.1 What are the raster and vector graphics?

Q.2 Write the important applications of computer graphic?

Q.3 Write the difference between vector and raster graphics?

Q.4 What is scaling in computer graphics?

Q.5 What are the hardware devices used for computer graphics?

Directorate of Distance Education
Swami Vivekanand Subharti University
I Year

Course Code   :   BCA -3

Course Title   :   Object Oriented Programming & C++

Assignment No.   :   BCA -3/ C-2020

Maximum Marks   :   15

Words   :   200 words

Attempt all questions.

All questions carry equal marks.

Q.1 What is object-oriented programming?

Q.2 What are the different types of inheritance?

Q.3 What is hybrid inheritance?

Q.4 What is a superclass?

Q.5 What is the difference between multiple and multilevel inheritance?

Directorate of Distance Education
Swami Vivekanand Subharti University
I Year

Course Code   :   BCA -4

Course Title   :   Principles of Animation

Assignment No.   :   BCA -4/ C-2020

Maximum Marks   :   15

Words   :   200 words

Attempt all questions.

All questions carry equal marks.

Q.1 What is the main purpose of the principles of animation?

Q.2 What does anticipation do for animation?

Q.3 Who or what does the arc principle apply to?

Q.4 What does solid drawing mean?

Q.5 What is important to a character when it concerns appeal? Why?