



MONAD University  
N.H. 24, Delhi Hapur Road,  
Village & Post Kastla, Kasmabad, P.O Pilkhuwa - 245304,  
Dist. Hapur (U.P.), India

## Assignment No: 2

Programme (Branch)/Sem:.....

Course Name:-.....

**Submitted by :-**

Candidate's Name:.....

Enrollment No.:- .....

Roll No. :- .....

Date of Submission:- .....

**Submitted to:-**

.....



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& U/S 2 (f) of U.G.C. Act 1956

**Programme: Diploma (CS-V<sup>th</sup> Sem)**  
**Course Name: Internet and Web Technology**  
**Course Code: DIPCS-311**  
**Assignment No: 2**  
**Due date of submission: 23.10.2017**

### **Instructions**

1. Write the responses to the assignment in your own handwriting.
2. Submit the responses to your HoD within the due date.
3. Write your Name, Programme and Enrollment No. clearly at the top of page.

### **Q.1**

- a) As you are aware of XML and HTML. So, you can give the differences between them. Do it.
- b) As you are aware of XML DTD. So, you can explain the construction of XML DTD with example. Do it.

### **Q.2**

- a) As you know about JavaScript. So, you can explain all the loops available in java script with the help of an example of each. Do it.
- b) As you are aware of Events. So, explain all the events in JavaScript.



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**Programme: Diploma (CS-V<sup>th</sup> Sem.)**  
**Course Name: Computer Graphics**  
**Course Code: DIPCS-312**  
**Assignment No: 2**  
**Due date of submission: 23.10.2017**

### **Instructions**

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### **Q.1**

- a) You are aware of Transformation. Define transformation and discuss different types of transformation in detail.
- b) You know the concept of 3D computer graphics. You will learn more about 3D computer graphics, if you explain Translation, Rotation, and Scaling with their matrix representation in 3D. Do it.

### **Q.2**

- a) You are aware of Projection. Define projection and also discuss Parallel and Perspective projection with the help of an example of each.
- b) You are aware of clipping. You will learn more, if you discuss different types of clipping with suitable example of each. Do it.



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**Programme: Diploma (CS-V<sup>th</sup> Sem.)**  
**Course Name: Software Engineering**  
**Course Code: DIPCS-313**  
**Assignment No: 2**  
**Due date of submission: 23.10.2017**

### **Instructions**

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### **Q.1**

a) A university registrar's office maintains data about the following entities:

- i. courses, including number, title, credits, syllabus, and prerequisites;
- ii. course offerings, including course number, year, semester, section number, instructor(s), timings, and classroom;
- iii. students, including student-id, name, and program;
- iv. instructors, including identification number, name, department, and title.

Further, the enrollment of students in courses and grades awarded to students in each course they are enrolled for must be appropriately modeled. Construct an E-R diagram for the registrar's office.

Document all assumptions that you make about the mapping constraints.

b) As we have discussed some fundamentals of software engineering, now, tell what do you understand by the term Software Development Life Cycle (SDLC)? Why is it important to adhere to a life cycle model while developing a large software product? Discuss.

### **Q.2**

a) Discuss the prototyping model. What is the effect of designing a prototype on the overall cost of the project?

b) Explain the following in your words

- i) ER Diagram & its components
- ii) DFD and its components
- iii) Spiral Model
- iv) COCOMO Model



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**Programme: Diploma (CS-V<sup>th</sup> Sem.)**

**Course Name: Java Programming**

**Course Code: DIPCS-314**

**Assignment No: 2**

**Due date of submission: 23.10.2017**

### **Instructions**

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### **Q.1**

- a) As you are aware of inheritance. You will learn more if you attempt to explain different types of inheritance in java. Go ahead.
- b) As you are aware of package in java. So, you can explain the concept of package with the help of java program. Do it.

### **Q.2**

- a) As you know about exception handling. So, you can explain the different blocks to handle exceptions in java. Do it.
- b) As you know about interface. You will learn more about interface, if you attempt to explain it with the help of java program. Go ahead.