

- (B) Differentiate LAN and WAN. 6
10. (A) Explain the basic structure of HTML with example. 6
- (B) Explain the following :—
- (i) <IMG>
- (ii) <LINK>
- (iii) <HR> 6

**OR**

11. (A) Explain need and application of HTML. 6
- (B) Explain ordered and unordered list with example. 6
12. (A) What is Stylesheet ? Give applications of stylesheets. 6
- (B) Explain the background and border properties of CSS. 6

**OR**

13. (A) Explain the properties of CSS with ex. : 6
- (i) Color.
- (ii) Text.
- (iii) Font. 6
- (B) Explain Font properties of stylesheets. 6



Third Semester B. Sc. (Part - II) Examination  
**3 S : COMPUTER SCIENCE / COMPUTER  
 APPLICATION / INFORMATION  
 TECHNOLOGY**

(Object Oriented Programming with C++ and  
 Web Technology)

P. Pages : 4

Time : Three Hours ]

[ Max. Marks : 80

- Note :** (1) All questions are compulsory.  
 (2) Question No. **One** carries **Eight** marks and all other questions carry **Twelve** marks.  
 (3) Assume suitable data wherever necessary.

1. (A) Fill in the blanks :—
- (i) Assigning one or more function body to the same name is known as \_\_\_\_\_.
- (ii) The variables declared inside a class are known as \_\_\_\_\_.
- (iii) \_\_\_\_\_ are the set of rules used across the communication.
- (iv) The <TITLE> tag is always placed inside the \_\_\_\_\_ tag. 2
- (B) Choose correct alternative :—
- (i) By default the members of class are \_\_\_\_\_.
- (a) Public (b) Private  
 (c) Protected (d) None.

(ii) The \_\_\_\_\_ operator inserts the contents of the variables on its right to the object on its left.

- (a) >>                      (b) ::  
(c) <<                        (d) : :\*

(iii) \_\_\_\_\_ is one way communication.

- (a) LAN                      (b) Protocols  
(c) Simplex                (d) Server

(iv) \_\_\_\_\_ tag is used to specify the background of the document.

- (a) <FONT>                (b) <TITLE>  
(c) <BODY>                (d) <HEAD> 2

(c) Answer in **one** sentence :—

- (i) What is variable ?  
(ii) What is class ?  
(iii) What is network ?  
(iv) What is caption ? 4

2. (A) What are the applications and advantages of OOPs ? 6

(B) Explain various data types in C++. 6

**OR**

3. (A) Explain the structure of C++ programme with example. 6

(B) Explain the dynamic initialization of variable with example. 6

4. (A) Explain the concept of do..... while statement with example. 6

(B) What is Function ? Explain the concept of Function prototype with example. 6

**OR**

5. (A) Write a programme to find addition of first ten numbers by using for loop. 6

(B) Explain implicit and explicit type conversion with example. 6

6. (A) What is Class ? Explain the purpose of class specification with example. 6

(B) What is constructor ? What are the rules governing to the declaration of constructor ? 6

**OR**

7. (A) Explain the concept of Friend Function with suitable example. 6

(B) Explain the parameterized constructor with example. 6

8. (A) What is network ? What are the advantages of network ? 6

(B) Explain OSI model. 6

**OR**

9. (A) Explain the ring and multipoint network topologies. 6