

**Avinashilingam Institute for Home Science and Higher Education for Women  
(Deemed to be University) Coimbatore – 641 043.  
Bachelor's Degree Examination-November 2018  
I Semester**

**Class : I UG  
Major : Information Technology**

**Time : 3 hrs.  
Max.Marks : 100**

**18BITC01 Introduction to Information Technology  
Part – A**

10 x 1 =10

**Choose the correct answer**

1. \_\_\_\_\_computers are defined as large systems often filling an entire room and can process thousands of millions of instructions per second.  
a. Mainframe                      b. Digital                      c. Analog                      d. Super
2. An \_\_\_\_\_device presents data to the processing unit in a machine-readable form.  
a. output                      b. input                      c. memory                      d. logic
3. \_\_\_\_\_ is a telecommunication media.  
a. Coaxial cable                      b. Modem                      c. Concentrator                      d. Switch
4. \_\_\_\_\_is the transmission of signs, signals, messages, words, writings, images and sounds or information of any nature by wire, radio, optical or electromagnetic systems.  
a. Telecommunication      b. Transmission                      c. Telemagnetic system                      d. Both (a) and (b)
5. LAN stands for\_\_\_\_\_  
a. Locate Area Network                      b. Local Area Network                      c. Land Area Network                      d. None of these
6. An \_\_\_\_\_is a private network accessible only to an organization's staff.  
a. WAN                      b. LAN                      c. intranet                      d. extranet
7. \_\_\_\_\_is content that uses a combination of different content forms such as text, audio, images, animations, video and interactive content.  
a. Multimedia                      b. Media                      c. Digital media                      d. Cinematography
8. \_\_\_\_\_is an interactive computer-generated experience taking place within a simulated environment.  
a. Virtuality                      b. Virtual reality (VR)                      c. Reality                      d. Both (a) and (b)
9. OLAP stands for \_\_\_\_\_.  
a. Online Analytical Processing                      b. Ontime Analytical Processing                      c. Online Analytical Processor                      d. Online Analyzing Processing
10. IoT stands for \_\_\_\_\_.  
a. Intranet of Things                      b. Internet of Things                      c. Introspect Things                      d. Both (a) and (b)

**Part B**

**5x 6 = 30**

**Answer the following**

**Answer should not exceed 400 words or two pages**

- 11 a. Explain the classification of computers.  
Or  
b. Explain in brief any two output devices.
- 12 a. Discuss the importance of privacy.  
Or  
b. List the career opportunities in IT
13. a. Illustrate the types of network.  
Or  
Inspect the use of Internet and WWW.
- 14 a. Explain about history of virtual reality.  
Or  
b. Define the importance of multimedia.
- 15 a. Explain the use of hypermedia.  
Or  
b. Examine the use of Data Analytics.

**Part C**

**5 x12 = 60**

**Answer the following**

**Answer should not exceed 800 words or four pages**

- 16 a. Describe in detail the Anatomy of a Digital computer.  
Or  
b. Discuss elaborately the use of Input Devices.
- 17 a. Discover the impacts of cyber attacks.  
Or  
b. Discuss about communication media and its characteristics.
- 18 a. Distinguish with diagram types of network topologies.  
Or  
Analyze different types of network architecture.
- 19 a. Evaluate the tools of Multimedia.  
Or  
b. Discuss in detail the concepts and future of virtual reality.
- 20 a. Analyze the service and deployment models of cloud.  
Or  
b. Define IoT and interpret the applications of IoT.

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SET A – Scheme of Valuation

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18BITC01 Introduction to Information Technology 10 \* 1  
=10  
Part – A

Choose the correct answer

1. a. Mainframe
2. b. Input
3. a. Coaxial cable
4. a. Telecommunication
5. b. Local Area Network
6. c. intranet
7. a. Multimedia
8. b. Virtual reality (VR)
9. a. Online Analytical Processing
10. b. Internet of Things

Part B

5\* 6 = 30

Answer the following

Answer should not exceed 400 words or two pages

- 11 a. Digital computer, Analog computer, Super computer, Mainframe computer, Mini-computer and Embedded computer.  
Or  
b. Printer : (i) Ink-jet Printer, (ii) Laser Printer, (iii) Line Printer, (iv) Thermal printer  
Plotter: Plotter is a device that draws pictures on paper based on commands from a computer
- 12 a. Because of the need of protection of personal information, there are many add-ons and tools designed to help you uncover which sites transmit data to third parties without your knowledge and to protect your online privacy.  
Or  
b. Software developer, Systems analyst, Business analyst, IT support analyst, Network engineer, IT consultant, Technical sales representative, Project manager.
13. a. Personal Area Network (PAN) ,Local Area Network (LAN) ,Wireless Local Area Network (WLAN) ,Campus Area Network (CAN) , Metropolitan Area Network (MAN) ,Wide Area Network (WAN) ,Storage-Area Network (SAN)  
Or  
While the Internet is a global network comprised of computers, the World Wide Web is an extremely common application used online and it uses the hypertext transfer protocol, or http, to navigate across different websites.
- 14 a. The use of the term "virtual reality," however, was first used in the mid-1980s when Jaron Lanier, founder of VPL Research, began to develop the gear, including goggles and gloves, needed to experience what he called "virtual reality."  
Or  
b. Multimedia is anything and everything that you watch and listen. It is graphics, audio, sound, text and many. This is usually recorded and played, displayed or accessed by information content processing devices such as computerized and electronic devices.
- 15 a. Hypermedia, an extension of the term hypertext, is a nonlinear medium of information that includes graphics, audio, video, plain text and hyperlinks. This designation contrasts with the broader term multimedia, which may include non-interactive linear presentations as well as hypermedia.  
Or  
b. Data analytics include data mining, which involves sorting through large data sets to identify trends, patterns and relationships; predictive analytics, which seeks to predict customer behavior, equipment failures and other future events; and machine learning, an artificial intelligence technique.

Answer the following

Answer should not exceed 800 words or four pages

- 16 a. (i) Central Processing Unit (CPU): The 'brain' of the computer, the component that actually executes instructions.  
 (ii) Memory : It enables a computer to store, at least temporarily, data and programs.  
 (iii) Input device : Usually a keyboard or mouse is used to read data and programs into the computer.  
 (iv) Output device: A display screen, printer, etc. that lets you see what the computer has accomplished.  
 (v) Mass storage device: It allows a computer to permanently store large amounts of data. Common mass storage devices include disk drive and tape drive.

Or

- b. Input Devices : Keyboard, Optical Character Recognition, Magnetic Ink Character Recognition (MICR), Optical Mark Recognition (OMR), Bar Code Reader, Digitizing Tablet, Scanner, Mouse, Light Pen, Speech input devices
- 17 a. A successful cyber attack can cause major damage to your business. It can affect your bottom line, as well as your business' standing and consumer trust. The impact of a security breach can be broadly divided into three categories: financial, reputational and legal.

Or

- b. Twisted Pair, Coaxial Cable, Fiber Optics, Terrestrial Microwave, Satellite Transmission, Radio Transmission, Analog and Digital Communications
- 18 a. Mesh Topology, Star Topology, Bus Topology, Ring Topology, Tree Topology.

Or

- Network architecture is the logical and structural layout of the network, consisting of transmission equipment, software and communication protocols, and infrastructure (i.e. wired or wireless) transmission of data and connectivity between components. Peer-to-Peer Architecture, Client /Server Architecture,
- 19 a. Audio, video processing, Education and training, Multimedia analysis and Internet, Artificial Intelligence, Virtual reality and 3-D imaging, Wireless, Mobile Computing, Animation and Graphics , Visual Communication.

Or

- b. Virtual reality (VR) is an interactive computer-generated experience taking place within a simulated environment, that incorporates mainly auditory and visual, but also other types of sensory feedback like haptic.
- 20 a. The Three Types of Cloud Computing Service Models. Software as a Service (SaaS). The capability provided to the consumer is to use the provider's applications running on a cloud infrastructure<sup>2</sup>. Platform as a Service (PaaS). Infrastructure as a Service (IaaS).

There are four common cloud deployment models: Public Clouds. Community Clouds. Private Clouds. Hybrid Clouds. Other Deployment Models.

Or

- b.
- Smart home.
  - Wearables.
  - Smart City.
  - Smart grids.
  - Industrial internet.
  - Connected car.
  - Connected Health.