B.E. (IT) VIII Sem
Info. Storage Mgmt &
Disaster Recovery.

47 : 2nd half-12-(h) JP

Con. 9113-12.   (REVISED COURSE)   KR–4464

(3 Hours)   [Total Marks : 100

N.B.: (1) Question No. **1** is **compulsory**.
(2) Solve any **four** questions from remaining **six** questions.
(3) Assume **suitable** data wherever **necessary**.

1. (a) Consider a disk I/O system in which an I/o request arrives at the rate of 80 IOPS.   **10**
   The disk service time is 6 ms.
   - (i) Compute the following : Utilization of I/O controller, total response time, Average queue size, and total time spent by a request in a queue.
   - (ii) Compute the preceding parameter if the service time is halved.
   (b) Explain the logical components of the Host in detail.   **10**

2. (a) Explain the factors affecting NAS performance and availability in detail.   **10**
   (b) Explain forms and configurations of storage virtualization.   **10**

3. (a) Explain CAS Architecture with examples.   **10**
   (b) Explain in detail storage security Domains and Implementations in storage networking.   **10**

4. (a) Explain storage management activities with monitoring examples.   **10**
   (b) Explain remote replication technologies with neat diagrams.   **10**

5. (a) Explain failure analysis with respect to business continuity.   **10**
   (b) Explain RAID levels in detail with neat diagram.   **10**

6. (a) Explain fibre channel architecture in detail.   **10**
   (b) Explain components of an Intelligent storage system in detail.   **10**

7. Write short notes on the following (any **four**) :—   **20**
   - (a) Zoning
   - (b) Uses and Local Replicas
   - (c) SCSI Command Model
   - (d) LUN and LUN Masking
   - (e) Backup Granularity.

B.E (I.T) Sem VIII (R)
Gaming, Architecture & Programming

(REVISED COURSE)　　　　　KR–4713

(3 Hours)　　　　　　　[Total Marks : 100]

N.B. : (1) Question No. 1 is **compulsory**.

　　　 (2) Attempt any **four** questions from Q. Nos. 2 to 7.

　　　 (3) Assume **suitable** data if **necessary**.

1.	(a) Explain game development process.	10
	(b) Explain hard and soft architecture.	10
2.	(a) What are tokens ? Explain tokenization with an example.	10
	(b) Explain source control system.	10
3.	(a) State design patterns that are commonly used in game design.	10
	(b) What are the research goals and explain blue-sky research ?	10
4.	(a) Explain various platforms on which game can be deployed on. What are the advantages and disadvantages of each of these platforms ?	10
	(b) What are the three stages of running a game ? Explain in details.	10
5.	(a) Describe the 3D graphic pipeline in detail. Explain the various inputs to this pipeline and the operations performed on it by graphics pipeline.	10
	(b) What are the core groups in software factory and their interactions ?	10
6.	(a) What is Direct–X and open GL ?	10
	(b) Explain different types of game genre with an example.	10
7.	Write short note on following (any **four**) :–	
	(a) Symmetric and Asymmetric Interaction	5
	(b) Audio formats	5
	(c) Game engine	5
	(d) Game documentation	5
	(e) Game play	5
	(f) Scene nodes.	5

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(REVISED COURSE) **KR-5373**

(3 Hours) [Total Marks : 100

N.B. : (1) Question No. 1 is **compulsory**.
      (2) **Figure** to **right** indicate **full m**arks.
      (3) Assume **necessary** data wherever **applicable**.
      (4) Solve any **four out** of remaining **six questions**.

1. (a) What is project ? Explain project management.   5
   (b) Explain work break-down structure in detail.   5
   (c) Explain IT project quality plan.   5
   (d) Explain change management plan. Explain the necessity of the plan.   5

2. (a) Explain Information Technology Project Mathodology (ITPM).   10
   (b) What is risk likelihood ? List the checklist that gives numerical likelihood for   10
       five potential sources of failure in computer system projects.

3. (a) Explain project procurement management.   10
   (b) Explain project scheduling methods.   10

4. (a) Explain organization and project planning.   10
   (b) Distinguish resource loading from resource leveling. Why leveling of resources   10
       preferred to large flucuations.

5. (a) Describe cause-and-effect diagram. Explain with any suitable example.   10
   (b) Explain various methods of project control and evaluation.   10

6. (a) Explain project Integration management.   10
   (b) Explain project budgeting methods.   10

7. Write short notes on :–   20
   (a) Responsibilities of Project Manager
   (b) Types of Project Contracts
   (c) Quality Function Deployment
   (d) Project Termination.