

**MASTER OF COMPUTER APPLICATION
FIRST SEMESTER (REPEAT)
IT TRENDS**

**SET
A**

MCA-104 (IDMn)

[USE OMR FOR OBJECTIVE PART]

Duration: 1.30 hrs.

Full Marks: 35

Time: 15 min.

(Objective)

Marks: 10

1X10=10

Choose the correct answer from the following:

1. LTE is associated with which mobile generation?
 - a. 2G
 - b. 3G
 - c. 4G
 - d. 5G
2. Big Data primarily refers to
 - a. Small files
 - b. Simple spreadsheet data
 - c. Huge and complex datasets
 - d. Only text data
3. WWW stands for
 - a. World Wide Web
 - b. Wireless Web World
 - c. Wide Web Window
 - d. Web World Wide
4. AI refers to machines that can
 - a. Only store data
 - b. Mimic human intelligence
 - c. Only browse internet
 - d. Work only with rules
5. What is the main function of the CPU in a computer?
 - a. Store data
 - b. Process data
 - c. Display output
 - d. Connect to internet
6. Cloud computing provides resources
 - a. Offline only
 - b. Through physical hard drives
 - c. Over the internet
 - d. Only to banks
7. Which device is essential for VR immersion?
 - a. Printer
 - b. Head-Mounted Display
 - c. USB Drive
 - d. Barcode Scanner
8. A motion sensor is used to detect
 - a. Temperature
 - b. Sound level
 - c. Location
 - d. Movement
9. Public cloud is used by
 - a. One organization only
 - b. Multiple users

c. Only government

d. Only hospitals

10. 1 GB is equal to

a. 1024 KB

b. 1024 Bytes

c. 1024 TB

d. 1024 MB

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(Descriptive)

Time : 1 hrs. 15 min.

Marks : 25

[Answer question no.1 & any two (2) from the rest]

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| 1. | What is Big Data? Explain the 5Vs of Big Data. | 5 |
| 2. | Compare the different generations of mobile communication technology (1G to 5G). | 10 |
| 3. | What are computer viruses? Describe different types of viruses and explain the preventive measures to protect a computer system. | 2+8=10 |
| 4. | What is IoT? Explain the main components of an IoT system and describe at least five different types of IoT sensors along with their real-life applications. | 2+3+5=10 |
| 5. | Define Virtual Reality (VR). Explain the fundamental concepts and major hardware/software components required to create an immersive VR experience. | 2+4+4=10 |

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