

**MASTER OF COMPUTER APPLICATION
FIRST SEMESTER
IT TRENDS
MCA-104 (IDMn)**

**SET
A**

[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

-- -- --

(Descriptive)

Time : 1 hrs. 15 min.

Marks : 25

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

- | | |
|---|----------|
| 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 |

== *** ==