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Total No. of Pages : 02

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B.Tech.(IT) (Sem.–6)

MACHINE LEARNING

Subject Code : BTIT608-18

M.Code : 79627

Date of Examination : 06-05-2025

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

1. **Write briefly :**

   a. Machine Learning

   b. Data Pre-Processing

   c. Feature Scaling

   d. Regression

   e. Mean Absolute Error

   f. Decision Tree

   g. Gini Index

   h. Data Reduction

   i. Scatter Plot

   j. Mutation.

SECTION - B

2. Differentiate between supervised and unsupervised learning techniques.

3. Discuss the various data pre-processing methods. Give suitable examples.

4. Explain the various performance evaluation metrics for regression models.

5. How classification is different from clustering?

6. Give details of any two application areas where neural network is used.

SECTION - C

7. Discuss the advantages and disadvantages of support vector machine technique.

8. Describe any four application areas of Apriori algorithm.

9. Differentiate between simple linear regression and multiple linear regressions.

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Total No. of Pages : 02

Total No. of Questions : 09

B.Tech. (Information Technology) (Sem–6)

WEB TECHNOLOGIES

Subject Code : BTIT602-18

M.Code : 79624

Date of Examination : 03-05-2025

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

1. **Write Briefly :**

a) Define Event. How events are handled in JavaScript.

b) Define ordered list with an example.

c) What are the protocols used by AJAX?

d) Define image tag with an example.

e) Differentiate between PHP and JavaScript.

f) What is AJAX? Write advantages of AJAX.

g) What is the use of a web server? Discuss.

h) Explain in brief about HTTP.

i) What are Meta tags? Give examples.

j) How we can read and write JSON on client and server?

SECTION – B

2. How you can create forms and tables using HTML. Discuss with examples.

3. Compare For, while and do while looping structures of Java Script.

4. What are the differences between Get and Post methods?

5. How you can handle dynamic HTML with AJAX? Discuss.

6. What are the data types supported by PHP.

SECTION - C

7. Define Frameset, Frame Tag. Divide the web page into four equal parts each individual part displays different web page.

8. What do you mean by HTML? Explain the classification of HTML tags with examples. Differentiate between HTML and DHTML.

9. What is DOM? Draw the detailed DOM objects structure. Explain its usage.

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Total No. of Pages : 02

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B.Tech. (IT) (Sem.–6)

CLOUD COMPUTING

Subject Code : BTIT613-18

M.Code : 79632

Date of Examination : 20-05-2025

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

1. Write briefly :

   a) Cloud Computing

   b) Virtualization

   c) PaaS

   d) Hypervisors

   e) Scalability

   f) SaaS

   g) Public cloud

   h) Community cloud

   i) Service hijacking

   j) Web services

SECTION - B

2. Explain the characteristics of cloud computing.

3. Differentiate between types of hypervisors.

4. Discuss the applications of cloud computing.

5. Describe the process of cloud deployment models.

6. State the pros and cons of virtualization technology.

SECTION - C

7. Explain in detail the architecture of Infrastructure as a Service.

8. Discuss types of workload patterns for the cloud and grid with utility computing.

9. Describe principal security dangers to cloud computing. Also, compare existing cloud platforms.

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Total No. of Pages : 02

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B.Tech. (IT)(Sem.–6)

AGILE SOFTWARE DEVELOPMENT

Subject Code :BTIT609-18

M.Code :79628

Date of Examination :03-06-2025

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. **SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.**
2. **SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.**
3. **SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.**

SECTION-A

1. **Answerbriefly :**

a) Define agile software development in simple terms.

b) List any four principles of Agile Manifesto and explain their significance.

c) What are the key challenges in Agile adoption within organizations?

d) What are the core values of Extreme Programming?

e) Describe the role of an XP team in agile development.

f) What is the significance of a Daily Scrum meeting?

g) Explain the concept of Work-in-Progress Limits in Kanban.

h) What are Kanban Cards? How do they improve workflow management?

i) What is the difference between Acceptance Testing and Unit Testing in Agile?

j) What is Continuous Integration? How does it help in agile software development?

SECTION-B

2. Discuss the benefits of Agile in software development. How does Agile improve productivity, qualityand customer satisfaction?

3. What are User Stories in Scrum? Explain their importance, structure, and best practices for writing them.

4. How does Kanban differ from Scrum? Compare their methodologies, benefits, and ideal use cases.

5. Explain the importance of Agile Testing and its impact on software quality. How doesit differ from traditional testing approaches?

6. Explain the concepts of Code Refactoring and Regression Testing in Agile development with the help of suitable examples.

SECTION-C

7. Describe the history of Agile development. Explain the five design principles of Agilewith real-world software examples.

8. Explain the Scrum framework in detail, covering its roles, eventsand artifacts.

9. Discuss Pair Programming in Extreme Programming. What are its advantages and potential challenges in an Agile environment?

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