

**B.SC. (A & G) SEM. – IV (ANIMATION & GAMING) (CBCS -
2015 COURSE) : SUMMER - 2018**

SUBJECT: INFORMATION TECHNOLOGY FOR GAMES

Day : **Thursday**
Date : **24/05/2018**

S-2018-1001

Time: **10.00 am to 01.00 pm**
Max. Marks: 60.

N.B.:

- 1) Attempt any **THREE** questions from **Section –I**.
 - 2) Attempt any **THREE** questions from **Section –II**.
 - 3) Assume suitable **DATA**, if necessary.
 - 4) Figures to the write indicate **FULL** marks.
 - 5) Draw neat **DIAGRAM** wherever necessary.
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SECTION-I

- Q.1** Explain various advantages and disadvantages of DBMS. **(10)**
- Q.2** Explain ANSI/ SPARC architecture of DBMS. **(10)**
- Q.3** Imagine a computer based game, where scores of players are stored in database table. Identify a scenario where foreign key based relationships is to be maintained. Explain the scenario with example. **(10)**
- Q.4** Draw ER diagram for library management system, identifying entities and their relationships. **(10)**

SECTION-II

- Q.5** List and explain any two database servers/ software's used for pc/ console/ web multiplayer games. **(10)**
- Q.6** Describe an example of simple multiplayer game implementation build using C/C++ language. Briefly describe implementation details. **(10)**
- Q.7** Describe the various LAN topologies, with neat diagrams. **(10)**
- Q.8** Write short notes on(**ANY TWO**) **(10)**
- a) Operating system architecture.
 - b) Web sockets for multiplayer games.
 - c) SQLite for mobile games.

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