

**B.SC. (A & G) SEM. – IV (ANIMATION & GAMING) (CBCS -
2015 COURSE) : WINTER - 2017**

SUBJECT: INFORMATION TECHNOLOGY FOR GAMES

Day : **Friday**
Date : **29/12/2017**

W-2017-0894

Time: **02.30 PM TO 05.30 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.

SECTION-I

- Q.1** What is SQL? Explain DDL, DML queries with example. **(10)**
- Q.2** Explain various advantages and disadvantages of DBMS. **(10)**
- Q.3** What are different components of DBMS? Explain their functionalities in detail. **(10)**
- Q.4** Draw ER diagram for college management system identifying entities and their relationships. **(10)**

SECTION-II

- Q.5** Describe an example of simple multiplayer game implementation build using JAVA language. Briefly describe implementation details. **(10)**
- Q.6** List and explain any two database servers / softwares used for PC-based MMORPG games. **(10)**
- Q.7** Describe the layered architecture of OS with reference to usage of graphics and game libraries. **(10)**
- Q.8** Write short notes on(ANY TWO) **(10)**
- a) Inter connecting network devices (ICNDs)
 - b) OpenGL implementation and Usage.
 - c) NoSQL database for games.

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