



DCCA – 402

**IV Semester B.C.A. Degree Examination, September/October 2023
(NEP – Freshers)**

COMPUTER APPLICATION

CAC11 : Computer Multimedia and Animation

Time : 2½ Hours

Max. Marks : 60

Instruction : Answer *all* the Sections.

SECTION – A

I. Answer **any 6** questions. **Each** question carries **2** marks. **(6×2=12)**

- 1) What is HTML ? Mention any two tags in HTML.
- 2) Define Java Script.
- 3) Define animation and multimedia.
- 4) What are End and Start state in animation.
- 5) Define SVG.
- 6) Mention the usage of <Filter > element in SVG.
- 7) What is canvas rendering context in HTML ?
- 8) What is purpose of <canvas> in HTML ?
- 9) What are the transformations in HTML5 in canvas ?

SECTION – B

II. Answer **any 4** questions. **Each** question carries **6** marks. **(4×6=24)**

- 10) Explain table tags with a suitable example.
- 11) Explain the key features of HTML5.
- 12) Differentiate between long hand and short hand properties.

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- 13) Write a HTML program to draw a rectangle in SVG.
- 14) Explain the two types of rendering contexts in canvas.
- 15) Describe the different methods used in canvas transform.

SECTION – C

III. Answer **any 3** questions. **Each** question carries **8** marks. **(3×8=24)**

- 16) What is CSS ? Explain the different styles in CSS.
- 17) Explain different ways of creating animations in HTML.
- 18) Write a HTML program to draw a line using SVG.
- 19) Explain the steps for drawing Bezier curves in canvas.
- 20) Explain the styles and colors in HTML5 with an example.