U(5th Sm.)-Database Mgmt. Syst. & Syst. Analysis & Design-H/DSE-5.2eB/CBCS

2021

DATABASE MANAGEMENT SYSTEM AND SYSTEM ANALYSIS AND DESIGN — HONOURS

Paper : DSE-5.2 eB

Full Marks : 80

The figures in the margin indicate full marks. Candidates are required to give their answers in their own words as far as practicable.

Module - I

(Database Management System)

Answer any four questions.

1.	(a) What do you mean by embedded SQL?(b) Discuss the advantages and disadvantages of SQL.	4+6
2.	(a) What are the differences between 2NF and BCNF?	
	(b) Discuss clustering indexing with example.	5+5
3.	What do you mean by 'Data Control Language'? How is it different from Data Definition Langu	age? 4+6
4.	Explain the significance of :	
	(a) Three schema architecture	
	(b) Data abstraction.	5+5
5.	Draw the ER diagram for a bank. The entities involved are :	
	(a) Bank name	
	(b) Branch Manager	
	(c) Bank Staff	
	(d) Customers.	
	You may add other entities as well. However, these four entities should be a part of your discuss compulsorily.	sion 10
6.	Write short notes on :	
	(a) Multi-level Indexing	

(b) Secondary Indexing. 5+5

Please Turn Over

7.	What is a network model in DBMS? Explain this model with the help of a diagram.	3+7	
8.	Write short notes on :		
	(a) Query Optimization Technique		
	(b) Database normalisation.	5+5	
Module - II			

(System Analysis and Design)

Answer any four questions.

9.	Explain the spiral system development model with a diagram.	10
10.	Describe the different steps in developing a system.	10
11.	(a) What is acceptance testing?	
	(b) Discuss the applications of unit testing with an example.	3+7
12.	Describe the concept of physical and logical data flow diagram with relevant examples.	5+5
13.	Explain the following terms :	
	(a) Decision Tree	
	(b) Test case generation.	5+5
14.	Explain the following phases in system development :	
	(a) Problem Definition	
	(b) Analysis.	5+5
15.	Discuss in brief the development methodologies in system design.	10
16.	Write short notes on :	5+5
	(a) Object modeling	
	(b) User Interface Design.	