ROLL NO.

Code: AT77

Subject: E-COMMERCE

AMIETE – IT

Time: 3 Hours

DECEMBER 2014

Max. Marks: 100

 (2×10)

PLEASE WRITE YOUR ROLL NO. AT THE SPACE PROVIDED ON EACH PAGE IMMEDIATELY AFTER RECEIVING THE QUESTION PAPER.

NOTE: There are 9 Questions in all.

- Question 1 is compulsory and carries 20 marks. Answer to Q.1 must be written in the space provided for it in the answer book supplied and nowhere else.
- The answer sheet for the Q.1 will be collected by the invigilator after 45 minutes of the commencement of the examination.
- Out of the remaining EIGHT Questions, answer any FIVE. Each question carries 16 marks.
- Any required data not explicitly given, may be suitably assumed and stated

Q.1 Choose the correct or the best alternative in the following:

a. The early versions of _____ allowed webpage designers to create text-based electronic documents with headings, title bar titles, bullets, lines and ordered lists.

(A) HTTP	(B) SGML
(C) HTML	(D) XML

b. One of the best ways to accommodate a broad range of visitor needs is to build _____ into the website's interface.

(A) flexibility	(B) virtual models
(C) conflict	(D) presence

c. Electronic funds transfers are also called _____.

(A) wire transfers	(B) business transfers
(C) money transfers	(D) telephone transfers

d. As more people participate in a network, the value of the network to each participant increases. This is known as the _____.

(A) law of diminishing returns	(B) network effect
(C) listing effect	(D) fax effect

e. A(n) _____ is an interconnected network, usually one that uses the TCP/IP protocol set, and does not extend beyond the organization that created it.

(A) internet	(B) extranet
(C) intranet	(D) ARPANET

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f.	The of a website is its ability to keep visitors at the site and to attract repeat visitors.	
	(A) image(C) stickiness	(B) presence(D) usability
g.	In a client/server application, the	logic provides the user interface.
	(A) business(C) presentation	(B) information/data(D) none of these
h.	is the electronic transmission of business transaction documents directly between the computers of trading partners in a standard message format.	
	(A) ERP(C) Transaction processing	(B) EDI (D) SAP
i.	Consumer interaction, the essence of the front end to	of consumer focused (B2C) e-commerce, is
	(A) the value chain(C) both (A) and (B)	(B) the supply chain(D) none of these
j.	Which of the following defences to address security issues that can occur in e- commerce?	
	(A) Authentication(C) Auditing	(B) Authorisation(D) All of these

Answer any FIVE Questions out of EIGHT Questions. Each question carries 16 marks.

Q.2 a. What are various criterions that can determine the level of advancement of ecommerce? (8) b. What is exchanged in the following e-commerce model: C-to-C, B-to-G, C-to-B and G-to-B? (8) Q.3 a. Describe briefly architecture of Intranet. List various applications of Intranet in B to B e-commerce. (8) b. What do you mean by software agent? Write various reasons why this technology is expected to grow rapidly.

(3+5)

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Q.4	a. Explain how to create an internet marketing strategy.	(8)
	b. What are primary objectives of advertising? Are these applicable to one offline advertising? Which of these two types of advertising is more effective.	
Q.5	a. What are generic sources of e-business risks? What is the objective of e- business risk management?	(8)
	b. Elaborate on various guidelines for the design of an e-payment system.	(8)
Q.6	a. Two main options for implementing CRM are: (1) a CRM package installed your premises, or (2) a hosted CRM solution. Explain both of these givin and cons, if any, of the both.	
	b. Describe various supply chain problems and their solutions.	(8)
Q.7	a. Describe any four applications in e-commerce where Data Mining (DM) techniques can be implemented.	(8)
	b. List seven dimension of e-commerce strategy with diagram. Define any them.	four of (8)
Q.8	a. Give an overview of WAP programming model.	(8)
	b. Elaborate on various needs and concern of m-Commerce's consumer.	(8)
Q.9	Write notes on any <u>four</u> of the following:	(4 x 4)
	 (i) Cyberstalking (ii) Phishing (iii) Internet Gambling (iv) Intelligent Websites 	

(iv) Intelligent Websites(v) Website Goals and Objectives