Tribhuvan University
Faculty of Humanities & Social Sciences
OFFICE OF THE DEAN
2025

Bachelor in Computer Applications
Course Title: English I
Code No: CAEN 103
Semester: I

Full Marks: 60
Pass Marks: 24
Time: 3 hours
Batch: 2024

Candidates are required to answer the questions in their own words as far as practicable.

Group B

Attempt any SIX questions.   [6×5 = 30]

2. Explain the role of technical vocabulary in computing. Provide examples of specialized terms and their significance in professional communication.

3. Point out the key differences between machine language and high-level programming languages. How does this impact software development?

4. Discuss the importance of user interface design in computing. What are some key principles that contribute to an effective UI?

5. Define the concept of networking in computing. How do protocols such as TCP/IP facilitate communication between computers?

6. Describe the impact of artificial intelligence on modern computing. What are some ethical concerns associated with AI advancements?

7. Match the following words from 1-5 with their definitions from a-e.

   i) Capture   a) light-sensitive substances on the surface of film
   ii) Poster   b) device that uses compressed air to spray paint
   iii) Retouch   c) succeed in representing on film
   iv) Airbrush   d) alter by making minor changes
   v) Emulsion   e. large printed picture used for advertising purposes

8. Form a new word using each of the following prefixes:

   Un-   non-   in-   dis-   trans-

Group C

Attempt any TWO questions.   [2×10 = 20]

9. With the increasing availability of online services such as email, file transfer, and remote access, how do these services enhance communication and data exchange in professional environments, and what are some potential challenges, including security risks and technical limitations, that users might face while using them.

10. Write a job application letter for the post of IT officer at a US based IT company, also prepare suitable resume.

11. How does virtual reality simulate real-world environments through hardware and software components, and what are the advantages and limitations of using VR for training and professional development in industries such as healthcare and aviation? Additionally, what challenges do developers face in improving the realism and interactivity of VR systems, and how might future advancements in artificial intelligence and haptic feedback enhance the immersive experience?