**DEPARTMENT OF INFORMATION TECHNOLOGY**

**IT2031 – ELECTRONIC COMMERCE**

**QUESTION BANK**

**UNIT I**

**PART - A**

1. What is E-Commerce?
2. What are the advantages of E-Commerce?
3. What are the demerits of E-Commerce?
4. What are all the E-Commerce categories?
5. Give some examples for E-Commerce Categories.
6. What is traditional commerce?
7. What is web addresses?
8. What are all the Internet applications?
9. What is E-mail?
10. What are the roles of WWW?
11. What is FTP?
12. What is the value chain in E-Commerce?
13. What is a strategic Business Unit Value chain?
14. What is an industry value chain?
15. Give example for Industry value chain?
16. What is SWAT Analysis?
17. What are all the International Issues of E-Commerce?
18. What are the types of Inter Organizational Systems in E-Commerce?
19. What is Electronic Data Interchange?
20. What is Electronic Fund Transfer?

**PART- B**

1. Explain E-Commerce and its Advantages and Disadvantages.
2. Explain E-Commerce with its various categories.
3. Differentiate the Traditional Commerce and E-Commerce.
4. Explain E-Commerce in Internet and WWW.
5. Explain the role of E-Commerce.
6. Explain the value chain in E-Commerce.
7. Explain the Strategic Business Unit Value chains.
8. Explain SWAT Analysis with example.
9. Explain various issues in E-Commerce with example.
10. Explain various inter organizational systems in E-Commerce.

**UNIT -II**

**PART - A**

1. What is packet switched network?
2. How UDP protocol works?
3. Define TCP.
4. What are all basic operations of TCP?
5. How the retransmission of lost packet is done on TCP?
6. Compare OSI layer with TCP/IP Protocol suit.
7. What is IP Addressing?
8. What is class full addressing?
9. What is Internet utility program?
10. Define SGML.
11. Define web client.
12. How the client & server work?
13. What are all the requirements for 3- tier architecture?
14. Define Intranet.
15. Define Extranet.
16. What is index checking?
17. What is data analysis utility program?
18. State any two features of XML that are not present in HTML.
19. What are the important infrastructures needed for E-Commerce?
20. Define Markup language.

**PART- B**

1. Explain Packet Switching in detail.
2. Explain Transport layer protocols in detail.
3. Explain TCP / IP Protocol suit.
4. Explain Internet Utility Programs.
5. Explain various protocols of TCP / IP protocol Suit.
6. Explain Markup Language and Web.
7. Explain web client / web Server architecture.
8. Explain Internet, Intranet, Extranet.
9. Give brief introduction to HTML.
10. Explain DNS, Host name with Example.