UNIT 1

PART – A&B (2&3 MARK)

- 1. What are the objects of town planning?
- 2. What are the necessities of town planning?
- 3. What are the principles of town planning?
- 4. What are the uses of survey?
- 5. Explain the advantages of zoning?
- 6. Define transition zone.
- 7. What is special economic zone?
- 8. Define cost of town planning.
- 9. What are the powers of engineers?
- 10. Explain the stages of town planning.

PART - C (10 MARK)

- 1. Briefly explain the principles of town planning.
- 2. Briefly explain the growth of town planning.
- 3. Briefly explain the land distribution.
- 4. Explain the site of town planning.
- 5. What are stages of tows and explain it?
- 6. Briefly explain the surveys.
- 7. Briefly explain zoning.

UNIT 2

PART – A&B (2&3 MARKS)

- 1. What are the importances's of housing?
- 2. Explain the demand for house.
- 3. What are requirements of residential building?
- 4. Explain any two functions of HUDCO and CIDCO.
- 5. What is slum?
- 6. What are the causes of slum?
- 7. What is slum clearance?
- 8. What are the problems in slums?
- 9. What are defects in slum clearance?
- 10. What is open plot scheme?
- 11. What are resources of slum clearance?
- 12. What is housing agencies?

PART - C (10 MARK)

- 1. Explain the rural housing.
- 2. What are the classifications of residential building?
- 3. Briefly explain the housing agencies.
- 4. Briefly explain the causes, effects, and removal of slum.
- 5. Briefly explain the open plot scheme, prevention of slum.

UNIT 3

PART – A&B (2&3 MARKS)

- 1. What is public building?
- 2. How to select the location for public building?
- 3. What is town centre?
- 4. Define active recreation?
- 5. Define passive recreations?
- 6. Define play grounds?
- 7. What are space standards?
- 8. Define master plan.
- 9. Define key plan.
- 10. What is report?
- 11. What are the classifications of parks?
- 12. Define green house?
- 13. What is grouping?

PART - C (10 MARKS)

- 1. Briefly explain the classifications of public building.
- 2. Briefly explain the principles of public building.
- 3. Briefly explain the parks and play grounds.
- 4. Briefly explain the master plan
- 5. Briefly explain the report.
- 6. Briefly explain the re planning of existing towns.
- 7. Briefly explain the urban renewal project.
- 8. Briefly explain the decentralization and satellite towns.

UNIT 4

PART – A&B (2&3 MARKS)

- 1. Define city road.
- 2. What is through road?
- 3. What is by p- pass road?
- 4. Explain the classifications of road.
- 5. What is express way? And free way?
- 6. What is inner ring road?
- 7. What is traffic congestion?
- 8. Define road junction?
- 9. Explain the types of parking.
- 10. What is one way traffic?
- 11. What are the purposes of road signs?
- 12. What are purposes name boards?

PART - C (10 MARKS)

- 1. Explain the classification of urban roads
- 2. Explain the street systems.
- 3. Explain the precincts and road aesthetics.
- 4. Briefly explain the road junction.
- 5. Briefly explain the traffic diversion and control
- 6. Briefly explain the road signal.
- 7. Briefly explain the street light system.
- 8. Briefly explain the traffic problems.

<u>UNIT 5</u> PART – A&B (2&3 MARKS)

- 1. What is bye-laws?
- 2. Who derive the bye-laws?
- 3. Explain the applications of bye laws?
- 4. Explain the functions of bye laws?
- 5. What is set -back?
- 6. What is light plane?
- 7. Explain the floor space index.
- 8. Explain the plot coverage?
- 9. Explain the fire protection in housing.
- 10. Give any three CMDA rules?
- 11. How to control the noise?
- 12. What do you mean by cul -de- sac streets?
- 13. What is rapid transit?
- 14. What is focal point?

PART - C (10 MARKS)

- 1. Explain the applications of bye-laws.
- 2. Write the bye laws in typical town planning scheme.
- 3. General rules for metropolitan city.
- 4. Briefly explain the Principles of under laying the framing bye laws.
- 5. How to control the noise pollution?
- 6. How to plan the urban area by remote sensing?
- 7. Explain the site suitability analysis?
- 8. Briefly explain the rapid transit system.