43 (ARC-4) 4-6

2018

BUILDING SERVICES-II

Paper: ARC-4.6

Full Marks: 100

Time: Three hours

The figures in the margin indicate full marks for the questions.

1.	Fill	in the blanks: $1 \times 5 = 5$;
	(a)	The full form of LED is	
	(b)	The full form of MCB is	
	(c)	is a process in which two or more metal items are joined together by melting.	
	(d)	A is an electrical component that can make or break an electrical circuit.	
	(e)	A allows the flow of current.	

- 2. Write short notes on (any six). Give sketch if necessary: 5×6=30
 - (a) Conduit Wiring System
 - (b) Indirect Lighting
 - (c) Types of wiring accessories
 - (d) Compact fluorescent lamps
 - (e) Control measures for unwanted illumination
 - (f) Lighting design for stadiums
 - (g) Fluorescent lamps
 - (h) Halogen lamps.
- 3. What is Conductor? What are different types of conductors? 2+3=5
- 4. State the differences between wires and cables. State the Inverse-square law.

 2+3=5
- 5. Answer the following: (any three)

 3×10=30
 - (a) What is earthing? Describe the different types of earthing with sketches.

- (b) What are fuses? What are electrical substations? Differentiate between electrical transmission and electrical distribution.
- (c) Write down the properties of a good conductor.
- (d) Make a typical housing circuit.
- (e) Make a single line interior plan of a 2 BHK apartment (not to scale) and do the electrical layout of the same showing fans, exhaust, lighting fixtures, circuits, switches, switchboards and distribution board.
- Answer the following: (any five)

5×5=25

- (a) Write few lines on different systems of wiring.
- (b) Write short notes on:
 - (i) Electrical substations
 - (ii) Plate earthing.

- (c) Draw the electrical symbols of the following:
 - (A) Switch
 - (B) Ceiling fan
 - (C) Earthpoint
 - (D) Wall lamp
 - (E) Distribution board.
- (d) Explain wooden casing and capping wiring system.
- (e) Explain Cleat wiring system with necessary diagrams.
- (f) Explain the different types of circuit breakers with the help of sketches.