



UG Semester-End Final Exams-2025

Date: 27 November 2025

BCOM 3rd Semester (SEC) ✓

E-COMMERCE

Full Marks: 37.5

Pass Mark: 15

Time: 2 Hours

Part-I Multiple Choice Questions

(15 X 0.5 = 7.5)

1. Which of the following is a major advantage of e-commerce?
 - a) Limited customer reach
 - b) Time and location flexibility
 - c) High transaction cost
 - d) Lack of convenience

2. The main force behind the growth of e-commerce is:
 - a) Industrialization
 - b) Globalization
 - c) Internet and technology
 - d) Transportation

3. Which of the following is a disadvantage of e-commerce?
 - a) Wider market reach
 - b) Security and privacy issues
 - c) Faster transactions
 - d) Reduced cost.

4. Which business model involves transactions between companies?
 - a) B2C
 - b) B2B
 - c) C2C
 - d) C2B

(PTO)

5. Which of the following is not an electronic payment method?
- Credit card
 - Debit card
 - Cash on delivery
 - Smart card
6. The term "e-money" refers to:
- Paper-based currency
 - Digitally stored monetary value
 - Money kept in lockers
 - None of these
7. Online banking enables:
- Only cash deposits
 - 24/7 access to banking services
 - Manual ledger posting
 - None of these
8. The process of transferring funds electronically from one account to another is called:
- Manual clearing
 - Electronic Fund Transfer (EFT)
 - Card swapping
 - Cash transaction
9. A major risk in e-payment systems is:
- Fast processing
 - Cyber fraud and hacking
 - Increased transparency
 - Secure encryption
10. Online business transactions are carried out through:
- Physical interaction
 - Electronic networks
 - Postal services
 - Telephonic orders only

(10)

11. E-tailing refers to:
- Electronic retailing
 - Electronic training
 - Electronic trading of shares
 - Electronic tallying
12. Online portals are used for:
- Transportation
 - Providing various online services
 - Storing goods
 - Financial accounting
13. The main purpose of online business is to:
- Eliminate all employees
 - Reach global customers efficiently
 - Limit access to information
 - Avoid digital tools
14. Online learning, publishing and entertainment are examples of:
- Offline activities
 - Online services
 - Transportation networks
 - None of these
15. Which of the following best defines E-commerce?
- Buying and selling goods only through physical shops
 - Buying and selling goods and services over electronic networks
 - Conducting trade fairs offline
 - Only digital payments

Part-II Write a short note on the following

(5 X 1 = 5)

- E-commerce
- Electronic Signature
- NEFT
- Online portal
- Online shopping

(PTO)

Part-III Descriptive Category Questions (5 X 5 = 25)

(Answer any five of the following)

1. Explain the types of E-commerce business models.
2. Discuss the forces behind E-commerce development
3. Explain the legal position of Digital Signature in India.
4. What are the different methods E- Payment?
5. Discuss the risks involved in online banking.
6. Explain the E- Commerce application in various industries.
7. What are the different kinds of online Auctions?

10. Write a short note on the following (2 X 1 = 2)
- 1) E-commerce transaction
 - 2) Electronic signature
 - 3) NEFT
 - 4) Online portal
 - 5) Online shopping
11. Online business transaction carries the following (2 X 1 = 2)
- a) Physical interaction
 - b) Electronic signature
 - c) Electronic networks
 - d) Postal services
 - e) Telephonic orders only

(10)