

Sr. No.	Client Question ID	Question Body and Alternatives	Marks	Negative Marks
Objective Question				
1	1	Binary search algorithm cannot be applied to... A1 : pointer array A2 : sorted linear array A3 : sorted binary trees A4 : sorted linked list	4.0	1.00
Objective Question				
2	2	Which of the following are the applications of stack? A1 : Function calls A2 : Large number Arithmetic A3 : Evaluation of arithmetic expressions A4 : Procedures	4.0	1.00
Objective Question				
3	3	If a node having two children is deleted from a binary tree, it is replaced by its A1 : Preorder predecessor A2 : Inorder predecessor A3 : Inorder successor A4 : Preorder successor	4.0	1.00
Objective Question				
4	4	The degree of any vertex of graph is ? A1 : The number of edges incident with vertex	4.0	1.00

A2
: Number of vertex in a graph

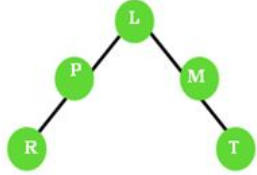
A3
: Number of vertices adjacent to that vertex

A4
: Number of edges in a graph

Objective Question

5	5	<p>The height of tree is the length of the longest root-to-leaf path in it. The maximum and minimum number of nodes in a binary tree of height 5 are</p> <p>A1 : 63 and 6, respectively</p> <p>A2 : 64 and 5, respectively</p> <p>A3 : 32 and 6, respectively</p> <p>A4 : 31 and 5, respectively</p>	4.0	1.00
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Objective Question

6	6	<p>In the balanced binary tree shown below, if a node inserted as child of the node R, how many nodes will become unbalanced?</p>  <pre>graph TD; L((L)) --- P((P)); L --- M((M)); P --- R((R)); M --- T((T))</pre> <p>A1 : 2</p> <p>A2 : 3</p> <p>A3 : 1</p> <p>A4 : 0</p>	4.0	1.00
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Objective Question

7	7	<p>If $(a_1, a_2, a_3) = (\text{do}, \text{if}, \text{stop})$ represents an identifier set, how many possible binary search trees could be constructed ?</p> <p>A1 : 3</p> <p>A2 : 5</p>	4.0	1.00
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		A3 7 :		
		A4 4 :		

Objective Question

8	8	<p>For merging two unsorted list of size p and q into sorted list of size (p + q). The time complexity in terms of number of comparisons is:</p> <p>A1 $O(\log p + \log q)$:</p> <p>A2 $O(p \log p) + O(q \log q)$:</p> <p>A3 $O(p + q)$:</p> <p>A4 $O(\log pq)$:</p>	4.0	1.00
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Objective Question

9	9	<p>More than one word are put in one cache block to</p> <p>A1 Exploit the temporal locality of reference in a program :</p> <p>A2 Exploit the spatial locality of reference in a program :</p> <p>A3 Reduce the miss penalty :</p> <p>A4 Increase the miss penalty :</p>	4.0	1.00
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Objective Question

10	10	<p>The process of assigning load addresses to the various parts of the program and adjusting the code and data in the program to reflect the assigned addresses is called</p> <p>A1 Assembly :</p> <p>A2 Parsing :</p> <p>A3 Relocation :</p> <p>A4 Symbol Resolution :</p>	4.0	1.00
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Objective Question

11	11	<p>Which of the following is not a form of memory?</p> <p>A1 Instruction cache :</p>	4.0	1.00
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		<p>A2 Instruction register :</p> <p>A3 Instruction opcode :</p> <p>A4 Translation lookaside buffer :</p>		
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Objective Question

12	12	<p>In _____ addressing mode, the operands are stored in the memory. The address of the corresponding memory location is given in a register which is specified in the instruction.</p> <p>A1 Register direct :</p> <p>A2 Register indirect :</p> <p>A3 Base indexed :</p> <p>A4 Displacement :</p>	4.0	1.00
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Objective Question

13	13	<p>Which one of the following characteristics of RAM makes it not suitable for permanent storage?</p> <p>A1 Its speed :</p> <p>A2 Its cost :</p> <p>A3 It is volatile :</p> <p>A4 Both Its speed and Its cost :</p>	4.0	1.00
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Objective Question

14	14	<p>The initial value of the register R = 1101 1101. What will be the sequence of binary values in R after a logical shift-left, followed by a circular shift-right.</p> <p>A1 0101 1101 :</p> <p>A2 0101 1100 :</p> <p>A3 0101 1111 :</p> <p>A4 0101 1001 :</p>	4.0	1.00
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Objective Question

15	15	The amount of ROM needed to implement a 4 bit multiplier is	4.0	1.00
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		<p>A1 1024 bits :</p> <p>A2 2048 bits :</p> <p>A3 516 bits :</p> <p>A4 258 bits :</p>		
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Objective Question

16	16	<p>The 8-bit registers AR, BR, CR and DR initially have the following values: AR = 1111 0010 BR = 1111 1111 CR = 1011 1001 DR = 1110 1010</p> <p>What will be the 8-bit values in each register after the execution of the microoperation AR ← AR + BR.</p> <p>A1 AR = 1111 0001, BR = 1111 1111 : CR = 1011 1001, DR = 1110 0010</p> <p>A2 AR = 1111 0001, BR = 1111 1111 : CR = 1011 1001, DR = 1110 1010</p> <p>A3 AR = 1111 0001, BR = 1111 1111 : CR = 1111 1001, DR = 1110 1010</p> <p>A4 AR = 1111 0001, BR = 1110 1110 : CR = 1011 1001, DR = 1110 1010</p>	4.0	1.00
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Objective Question

17	17	<p>The Primary purpose of an Operating System is?</p> <p>A1 To make computers easier to use :</p> <p>A2 To allow people to use the computer :</p> <p>A3 To keep system programs functioning :</p> <p>A4 To make the most efficient use of the computer hardware :</p>	4.0	1.00
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Objective Question

18	18	<p>The category of Software most appropriate for controlling the design and layout of complex document like newsletters and brochure is:</p> <p>A1 Computer Aided Design :</p> <p>A2 Word Processing :</p> <p>A3 Web Page Authoring</p>	4.0	1.00
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		: A4 Desktop Publishing :		
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Objective Question

19	19	Which of the following operating system reads and reacts in actual time? A1 Quick Response System : A2 Real Time System : A3 Time Sharing System : A4 Batch Processing System :	4.0	1.00
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Objective Question

20	20	The maximum size of a write file is limited to only? A1 Name of the file : A2 Extension of the file : A3 The amount of memory in Computer : A4 Type of the file :	4.0	1.00
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Objective Question

21	21	The memory which allocates space for DOS and application is called A1 Expanded memory : A2 Cache memory : A3 Virtual memory : A4 Conventional memory :	4.0	1.00
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Objective Question

22	22	The Operating System creates _____ from the physical computer? A1 Virtual Computers : A2 Virtual Space :	4.0	1.00
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		<p>A3 Virtual Device :</p> <p>A4 Virtual machines :</p>		
Objective Question				
23	23	<p>In the mergesort algorithm, what is the asymptotic running time of the step of merging sorted subarrays?</p> <p>A1 $O(\log n)$:</p> <p>A2 $O(n)$:</p> <p>A3 $O(n \log n)$:</p> <p>A4 $O(n^2)$:</p>	4.0	1.00
Objective Question				
24	24	<p>Which of these sorting algorithms has the best (lowest) asymptotic running time when the input list is already sorted?</p> <p>A1 Insertion sort :</p> <p>A2 Selection sort :</p> <p>A3 Quick sort (choosing the first element of the array as pivot) :</p> <p>A4 Merge sort :</p>	4.0	1.00
Objective Question				
25	25	<p>What is the efficient asymptotic running time to find the median of a sorted array of size N?</p> <p>A1 $O(n)$:</p> <p>A2 $O(\log n)$:</p> <p>A3 $O(1)$:</p> <p>A4 $O(n \log n)$:</p>	4.0	1.00
Objective Question				
26	26	<p>The features of dynamic programming is (are)</p> <p>I. Optimal solutions to sub problems are retained so as to avoid recomputing their values. II. Decision sequences containing subsequences that are sub optimal are not considered. III. Solution is found for overlapping subproblems</p>	4.0	1.00

		<p>A1 I :</p> <p>A2 II :</p> <p>A3 III :</p> <p>A4 I, II and III :</p>		
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Objective Question

27	27	<p>Multistage graphs are solved using _____ technique</p> <p>A1 Greedy :</p> <p>A2 Dynamic programming :</p> <p>A3 Backtracking :</p> <p>A4 Branch and Bound :</p>	4.0	1.00
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Objective Question

28	28	<p>CNF Satisfiability problem is _____</p> <p>A1 NP :</p> <p>A2 NP Complete :</p> <p>A3 NP Hard :</p> <p>A4 P :</p>	4.0	1.00
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Objective Question

29	29	<p>The worst case time complexity of the matrix chain multiplication algorithm is _____</p> <p>A1 $O(n)$:</p> <p>A2 $O(n^2)$:</p> <p>A3 $O(n^3)$:</p> <p>A4 $O(n^4)$:</p>	4.0	1.00
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Objective Question

30	30	<p>The design technique known as _____ is very similar to backtracking in that it searches a tree model of the solution space and is applicable to a wide variety of discrete combinatorial problems</p> <p>A1 : Branch and Bound</p> <p>A2 : Dynamic programming</p> <p>A3 : Heuristic backtracking</p> <p>A4 : Greedy approach</p>	4.0	1.00
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Objective Question

31	31	<p>If the data is present in a register and it is referred using the particular register, then it is</p> <p>A1 : Direct Addressing Mode</p> <p>A2 : Register Addressing Mode</p> <p>A3 : Indexed Addressing Mode</p> <p>A4 : Immediate Addressing Mode</p>	4.0	1.00
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Objective Question

32	32	<p>The pulse width of the signal INIT at the receiving terminal must be more than</p> <p>A1 : 10 microseconds</p> <p>A2 : 20 microseconds</p> <p>A3 : 40 microseconds</p> <p>A4 : 50 microseconds</p>	4.0	1.00
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Objective Question

33	33	<p>In memory-mapped scheme, the devices are viewed as</p> <p>A1 : Distinct I/O Devices</p> <p>A2 : Memory Locations</p> <p>A3 : Only Input Devices</p> <p>A4 : Only Output Devices</p>	4.0	1.00
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Objective Question				
34	34	<p>The number of hardware interrupts that the processor 8085 consists of is</p> <p>A1 1 :</p> <p>A2 3 :</p> <p>A3 5 :</p> <p>A4 7 :</p>	4.0	1.00
Objective Question				
35	35	<p>When non-specific EOI command is issued to 8259A it will automatically</p> <p>A1 Set the ISR :</p> <p>A2 Reset the ISR :</p> <p>A3 Set the INTR :</p> <p>A4 Reset the INTR :</p>	4.0	1.00
Objective Question				
36	36	<p>By adding which of the following, the minimum mode of 80286 gives the multibus interface of 80286?</p> <p>A1 Bus Controller :</p> <p>A2 Bus Arbiter :</p> <p>A3 Interrupt Controller :</p> <p>A4 DMA :</p>	4.0	1.00
Objective Question				
37	37	<p>Given the basic ER and relational models, which of the following is INCORRECT?</p> <p>A1 An attribute of an entity can have more than one value :</p> <p>A2 An attribute of an entity can be composite :</p> <p>A3 In a row of a relational table, an attribute can have more than one value :</p>	4.0	1.00

		A4 : In a row of a relational table, an attribute can have exactly one value or a NULL value		
Objective Question				
38	38	Which of the following relational query languages have the same expressive power? 1. Relational algebra 2. Tuple relational calculus restricted to safe expressions 3. Domain relational calculus restricted to safe expressions A1 : 2 and 3 only A2 : 1 and 3 only A3 : 1 and 2 only A4 : 1, 2 and 3	4.0	1.00
Objective Question				
39	39	Which level of locking provides the highest degree of concurrency in a relational database? A1 : Page A2 : Table A3 : Row A4 : Page, table and row level locking allow the same degree of concurrency	4.0	1.00
Objective Question				
40	40	A prime attribute of a relation schema R is an attribute that appears A1 : In all candidate keys of R A2 : In some candidate keys of R A3 : In a foreign key of R A4 : Only in the primary key of R	4.0	1.00
Objective Question				
41	41	Consider the following two statements about database transaction schedules: 1. Strict two-phase locking protocol generates conflict serializable schedules that are also recoverable. 2. Timestamp-ordering concurrency control protocol with Thomas' Write Rule can generate view serializable schedules that are not conflict serializable. Which of the above statements is/are TRUE?	4.0	1.00

		<p>A1 Both 1 and 2 :</p> <p>A2 1 only :</p> <p>A3 2 only :</p> <p>A4 Neither 1 nor 2 :</p>		
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Objective Question

42	42	<p>Consider the following relation Cinema(theater, address, capacity) University (college, address, num_of_stu) Which of the following options will be needed at the end of the SQL query</p> <p>SELECT U1.address FROM University U1</p> <p>such that it always finds the addresses of colleges with maximum number of students?</p> <p>A1 WHERE U1.num_of_stu >= All (select U2.num_of_stu from University U2) :</p> <p>A2 WHERE U1.num_of_stu >= Any (select U2.num_of_stu from University U2) :</p> <p>A3 WHERE U1.num_of_stu > All (select max(U2. num_of_stu) from University U2) :</p> <p>A4 WHERE U1.num_of_stu > Any (select max(U2. num_of_stu) from University U2) :</p>	4.0	1.00
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Objective Question

43	43	<p>The connection establishment procedure in TCP is susceptible to a serious security problem called the _____ attack.</p> <p>A1 ACK flooding :</p> <p>A2 FIN flooding :</p> <p>A3 SYN flooding :</p> <p>A4 Ping Flooding :</p>	4.0	1.00
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Objective Question

44	44	<p>In the _____ method, after the station finds the line idle, it sends its frame immediately. If the line is not idle, it continuously senses the line until it finds it idle.</p> <p>A1 Nonpersistent :</p> <p>A2 1-persistent :</p>	4.0	1.00
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		<p>A3 P-persistent :</p> <p>A4 n-persistent :</p>		
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Objective Question

45	45	<p>In a block, the mask is 255.255.192.0; What is the prefix length?</p> <p>A1 /20 :</p> <p>A2 /24 :</p> <p>A3 /23 :</p> <p>A4 /18 :</p>	4.0	1.00
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Objective Question

46	46	<p>Station A uses 32 byte packets to transmit messages to Station B using a sliding window protocol. The round trip delay between A and B is 80 milliseconds and the bottleneck bandwidth on the path between A and B is 128 kbps. What is the optimal window size that A should use?</p> <p>A1 20 :</p> <p>A2 40 :</p> <p>A3 160 :</p> <p>A4 320 :</p>	4.0	1.00
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Objective Question

47	47	<p>An organization has a class B network and wishes to form subnets for 60 departments. The subnet mask would be:</p> <p>A1 255.255.0.0 :</p> <p>A2 255.255.64.0 :</p> <p>A3 255.255.128.0 :</p> <p>A4 255.255.252.0 :</p>	4.0	1.00
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Objective Question

48	48	<p>A computer on a 10Mbps network is regulated by a token bucket. The token bucket is filled at a rate of 2Mbps. It is initially filled to capacity with 16Megabits. What is the maximum duration for which the computer can transmit at the full 10Mbps?</p> <p>A1 1.6 seconds :</p>	4.0	1.00
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		<p>A2 2 seconds :</p> <p>A3 5 seconds :</p> <p>A4 8 seconds :</p>		
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Objective Question

49	49	<p>Consider the following message $M = 11001001$. The cyclic redundancy check (CRC) for this message using the polynomial x^3+1 is</p> <p>A1 011 :</p> <p>A2 100 :</p> <p>A3 110 :</p> <p>A4 111 :</p>	4.0	1.00
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Objective Question

50	50	<p>The code 10011100101 received. Using hamming encoding algorithm, what is the original code sent?</p> <p>A1 1010110 :</p> <p>A2 1000101 :</p> <p>A3 1011001 :</p> <p>A4 1001101 :</p>	4.0	1.00
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Objective Question

51	51	<p>Converting each of the final states of F to non-final states and old non-final states of F to final states, FA thus obtained will reject every string belonging to L and will accept every string, defined over Σ, not belonging to L. is called</p> <p>A1 Transition Graph of L :</p> <p>A2 Regular expression of L :</p> <p>A3 Complement of L :</p> <p>A4 Finite Automata of L :</p>	4.0	1.00
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Objective Question				
52	52	<p>To describe the complement of a language, it is very important to describe the _____ of that language over which the language is defined.</p> <p>A1 Alphabet :</p> <p>A2 Regular Expression :</p> <p>A3 String :</p> <p>A4 Word :</p>	4.0	1.00
Objective Question				
53	53	<p>Recursively enumerable languages are not closed under</p> <p>A1 Intersection :</p> <p>A2 Union :</p> <p>A3 Complementation :</p> <p>A4 Intersection with a regular set :</p>	4.0	1.00
Objective Question				
54	54	<p>A language L satisfies the Pumping Lemma for regular languages, and also the Pumping Lemma for context-free languages. Which of the following statements about L is FALSE?</p> <p>A1 L is necessarily a regular language :</p> <p>A2 L is necessarily a context-free language, but not necessarily a regular language :</p> <p>A3 L is necessarily a non-regular language :</p> <p>A4 L is neither a regular nor context-free language :</p>	4.0	1.00
Objective Question				
55	55	<p>Consider the following regular expressions</p> <p>$r1 = 1(0 + 1)^*$ $r2 = 1(1 + 0)^+$ $r3 = 11^*0$</p> <p>What is the relation between the languages generated by the regular expressions above ?</p> <p>A1 $L(r1) \subseteq L(r2)$ and $L(r1) \subseteq L(r3)$:</p>	4.0	1.00

		<p>A2 $L(r1) \supseteq L(r2)$ and $L(r2) \supseteq L(r3)$:</p> <p>A3 $L(r1) \supseteq L(r2)$ and $L(r2) \subseteq L(r3)$:</p> <p>A4 $L(r1) \supseteq L(r3)$ and $L(r2) \subseteq L(r1)$:</p>		
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Objective Question				
56	56	<p>Consider alphabet $\Sigma = \{0, 1\}$, the null/empty string λ and the sets of strings $X0, X1$ and $X2$ generated by the corresponding non-terminals of a regular grammar. $X0, X1$ and $X2$ are related as follows:</p> <p>$X0 = 1 X1$ $X1 = 0 X1 + 1 X2$ $X2 = 0 X1 + \{\lambda\}$</p> <p>Which one of the following choices precisely represents the strings in $X0$?</p> <p>A1 $10(0^* + (10)^*)1$:</p> <p>A2 $10(0^* + (10)^*)^*1$:</p> <p>A3 $1(0^* + 10)^*1$:</p> <p>A4 $10(0 + 10)^*1 + 110(0 + 10)^*1$:</p>	4.0	1.00

Objective Question				
57	57	<p>In a compiler, keywords of a language are recognized during _____ ?</p> <p>A1 Parsing of the program :</p> <p>A2 The code generation :</p> <p>A3 The lexical analysis of the program :</p> <p>A4 Dataflow analysis :</p>	4.0	1.00

Objective Question				
58	58	<p>Compiler translates the source code to</p> <p>A1 Executable code :</p> <p>A2 BCD code :</p> <p>A3 Assembled Code :</p>	4.0	1.00

		A4 Binary code :		
Objective Question				
59	59	Recursive descent parsing is an example of _____ A1 Top down parsing : A2 Bottom Up Parsing : A3 Predictive Parsing : A4 FIFO Parsing :	4.0	1.00
Objective Question				
60	60	Running time of a program does not depend on A1 Addressing mode : A2 Order of Computation : A3 The usage of Machine idioms : A4 Number of variables :	4.0	1.00
Objective Question				
61	61	Which type of grammar is it? S->abS, S-> a A1 Right Linear Grammar : A2 Left linear Grammar : A3 Both Left and Right Linear Grammar : A4 Only Left but not Right Linear Grammar :	4.0	1.00
Objective Question				
62	62	The optimization which avoids test at every iteration is A1 Loop unrolling : A2 Loop jamming :	4.0	1.00

		A3 Constant folding :		
		A4 Loop Optimizing :		

Objective Question

63	63	A network with named nodes and labelled arcs that can be used to represent certain natural language grammars to facilitate parsing A1 Tree Network : A2 Star Network : A3 Transition Network : A4 Complete Network :	4.0	1.00
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Objective Question

64	64	Zero sum game has to be a _____ game. A1 Single player : A2 Two player : A3 Multiplayer : A4 Three player :	4.0	1.00
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Objective Question

65	65	What is the field that investigates the mechanics of human intelligence? A1 History : A2 Cognitive science : A3 Psychology : A4 Sociology :	4.0	1.00
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Objective Question

66	66	Agents behavior can be best described by _____ A1 Perception sequence :	4.0	1.00
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		<p>A2 Agent function :</p> <p>A3 Sensors and Actuators :</p> <p>A4 Environment in which agent is performing :</p>		
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Objective Question

67	67	<p>_____ is an algorithm, a loop that continually moves in the direction of increasing value – that is uphill.</p> <p>A1 Up-Hill Search :</p> <p>A2 Hill-Climbing :</p> <p>A3 Hill algorithm :</p> <p>A4 Reverse-Down-Hill search :</p>	4.0	1.00
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Objective Question

68	68	<p>What kind of environment is crossword puzzle?</p> <p>A1 Static :</p> <p>A2 Dynamic :</p> <p>A3 Semi Dynamic :</p> <p>A4 Reat-Time :</p>	4.0	1.00
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Objective Question

69	69	<p>What is lower bound on the sampling rate known as?</p> <p>A1 Syquist rate :</p> <p>A2 Nyquist rate :</p> <p>A3 Hartley rate :</p> <p>A4 Sampling rate :</p>	4.0	1.00
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Objective Question

70	70	<p>In 2D-translation, a point (x, y) can move to the new position (x', y') by using the equation</p> <p>A1 $x'=x+dx$ and $y'=y+dy$</p>	4.0	1.00
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		<p>:</p> <p>A2 $x'=x+dx$ and $y'=y+dy$</p> <p>:</p> <p>A3 $X'=x+dy$ and $Y'=y+dx$</p> <p>:</p> <p>A4 $X'=x-dx$ and $y'=y-dy$</p> <p>:</p>		
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Objective Question

71	71	<p>The distortion of information due to low-frequency sampling is known as</p> <p>A1 Sampling</p> <p>:</p> <p>A2 Aliasing</p> <p>:</p> <p>A3 Inquiry function</p> <p>:</p> <p>A4 Anti-aliasing</p> <p>:</p>	4.0	1.00
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Objective Question

72	72	<p>Which image files are a lossy format?</p> <p>A1 GIF</p> <p>:</p> <p>A2 MPEG</p> <p>:</p> <p>A3 JPEG</p> <p>:</p> <p>A4 PNG</p> <p>:</p>	4.0	1.00
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Objective Question

73	73	<p>The intersection of three primary RGB color produces</p> <p>A1 White color</p> <p>:</p> <p>A2 Black color</p> <p>:</p> <p>A3 Magenta color</p> <p>:</p> <p>A4 Blue color</p> <p>:</p>	4.0	1.00
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Objective Question

74	74	<p>The electron beam in DUST is designed to draw directly to</p>	4.0	1.00
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		<p>A1 Phosphor :</p> <p>A2 Storage mesh :</p> <p>A3 Glass :</p> <p>A4 Pixel :</p>		
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Objective Question

75	75	<p>Which color is produced with the blue and red dots</p> <p>A1 Blue :</p> <p>A2 Yellow :</p> <p>A3 Magenta :</p> <p>A4 White :</p>	4.0	1.00
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Objective Question

76	76	<p>The ISO standard for computer Graphics is?</p> <p>A1 Computer graphics standard :</p> <p>A2 Graphics Standard System :</p> <p>A3 Graphics Kernel System :</p> <p>A4 Graphics Processing Unit :</p>	4.0	1.00
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Objective Question

77	77	<p>The longest software life-cycle phase is</p> <p>A1 Implementation :</p> <p>A2 Testing :</p> <p>A3 Design :</p> <p>A4 Maintenance :</p>	4.0	1.00
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Objective Question

78	78	<p>The model that is characterized by the assessment of risk management is</p> <p>A1 Waterfall model :</p> <p>A2 V-Shaped model :</p> <p>A3 Spiral model :</p> <p>A4 Agile model :</p>	4.0	1.00
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Objective Question

79	79	<p>Implementing new or changed user requirements which concern functional enhancements to the software, falls under which category of software maintenance?</p> <p>A1 Perfective :</p> <p>A2 Corrective :</p> <p>A3 Adaptive :</p> <p>A4 Preventive :</p>	4.0	1.00
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Objective Question

80	80	<p>A dummy program that uses the subordinate's module interface during the testing process is called as</p> <p>A1 Proxy :</p> <p>A2 Driver :</p> <p>A3 Stub :</p> <p>A4 Test Case :</p>	4.0	1.00
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Objective Question

81	81	<p>Which of the following is not a type of black box testing?</p> <p>A1 Equivalence partitioning :</p> <p>A2 Boundary value analysis :</p> <p>A3 Decision coverage :</p>	4.0	1.00
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		A4 Cause-effect graph :		
Objective Question				
82	82	Fish bone diagram is used for detecting A1 Failure analysis : A2 Cost analysis : A3 Risks analysis : A4 Time analysis :	4.0	1.00
Objective Question				
83	83	Which of the following is not an objective for building an analysis model? A1 Define set of software requirements : A2 Develop an abbreviated solution for the problem : A3 Describe customer requirements : A4 Establish a basis for the development of software design :	4.0	1.00
Objective Question				
84	84	What is configuration management? A1 Overall management of design of the system : A2 Management of the configurable components in a system : A3 The identification of the configuration of a system at discrete points in time to control changes to the configuration : A4 In object-oriented programming, the management of objects that control the configuration of some other function(s) in the system :	4.0	1.00
Objective Question				
85	85	What will be output if you will compile and execute the following c code? void main() { int huge*p=(int huge*)0XC0563331; int huge*q=(int huge*)0xC2551341; *p=200; printf("%d",*q); } A1 0	4.0	1.00

		: A2 Garbage value : A3 null : A4 200 :		
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Objective Question

86	86	Which of the following will produce a value of 22 if x=22.9? A1 ceil(x) : A2 round(x) : A3 int(x) : A4 abs(x) :	4.0	1.00
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Objective Question

87	87	The statement <code>int num[2][3]={ {1,2}, {3,4}, {5, 6} };</code> A1 assigns a value 2 to <code>num[1][2]</code> : A2 assigns a value 4 to <code>num[1][2]</code> : A3 gives an error message : A4 assigns a value 3 to <code>num[1][2]</code> :	4.0	1.00
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Objective Question

88	88	What is printed by the following program? <pre>void func (int *b) { *b = 1; } int main () { int *a; int n; a = &n; *a = 0; func (a); cout<< *a <<endl; }</pre>	4.0	1.00
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A1 0
:

A2 1
:

A3 The address of b
:

A4 The address of a
:

Objective Question

89	89	To hide a data member from the program, you must declare the data member in the _____ section of the class	4.0	1.00
		A1 concealed :		
		A2 confidential :		
		A3 hidden :		
		A4 private :		

Objective Question

90	90	Consider the following class: class FooBar { public: void f1 (string s); void f2 (const string &s); void f3 (string s) const; private: string str; }; Which of the three member functions could legally alter member variable str?	4.0	1.00
		A1 The function f1 only :		
		A2 The function f2 only :		
		A3 The function f3 only :		
		A4 Two of them :		

Objective Question

91	91	<p>Consider the following Java program :</p> <pre>public class Compute { public static void main (string args []) { int result, x ; x = 1 ; result = 0; while (x <= 10) { if (x%2 == 0) result += x ; ++ x ; } System.out.println(result) ; } }</pre> <p>Which of the following will be the output of the above program?</p> <p>A1 55 : A2 30 : A3 25 : A4 35 :</p>	4.0	1.00
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Objective Question

92	92	<p>Consider the following program:</p> <pre>class prob1 { int puzzel(int n){ int result; if (n==1) return 1; result = puzzel(n-1) * n; return result; } } class prob2 { public static void main(String args[]) { prob1 f = new prob1(); System.out.println("puzzel of 6 is = " + f.puzzel(6)); } }</pre> <p>Which of the following will be the output of the above program?</p> <p>A1 6 : A2 120 : A3 30 : A4 720 :</p>	4.0	1.00
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Objective Question

93	93	<p>Which of the following converts the human readable URL into IP address</p> <p>A1 IP Reader :</p> <p>A2 URL Filter :</p> <p>A3 DNS :</p> <p>A4 Firewall :</p>	4.0	1.00
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Objective Question

94	94	<p>Identify the odd item</p> <p>A1 Apache :</p> <p>A2 Tomcat :</p> <p>A3 NGINX :</p> <p>A4 JavaScript :</p>	4.0	1.00
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Objective Question

95	95	<p>Which of the following is a model of learning based on rewards for desirable actions?</p> <p>A1 Reinforcement Learning :</p> <p>A2 Deep Learning :</p> <p>A3 Shallow Learning :</p> <p>A4 Linearing Learning :</p>	4.0	1.00
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Objective Question

96	96	<p>The state in which model works well with the training set but fails to show good results with novel data is called</p> <p>A1 Trade-off :</p> <p>A2 Overfitting :</p> <p>A3 Underfitting :</p> <p>A4 Non-fitting :</p>	4.0	1.00
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Objective Question				
97	97	Identify the Odd item	4.0	1.00
		A1 : ZigBee		
		A2 : CoAP		
		A3 : DDS		
		A4 : RMI		
Objective Question				
98	98	Which of the following tool can be used for multi-cloud orchestration	4.0	1.00
		A1 : Cloudify		
		A2 : Apache		
		A3 : Android		
		A4 : MCloud		
Objective Question				
99	99	The cyber attack which causes opening of different web pages other than what the user has entered into the address bar	4.0	1.00
		A1 : Address Loss		
		A2 : DNS Poisoning		
		A3 : Address Drag		
		A4 : Address Reload		
Objective Question				
100	100	Which of the following is used to instruct the direction in which the model has to progress?	4.0	1.00
		A1 : Gradient Descent		
		A2 : Global Descent		
		A3 : Goal Descent		

A4 Gradient Draw
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