Module Name : PhD Computer Science and Engineering or Computer Science-E Exam Date : 20-Sep-2020 Batch : 16:00-18:00

Sr. No.	Client Question ID	Question Body and Alternatives	Marks	Negative Marks
Object	ive Question			
1	1	How many stacks are required for reversing a word algorithm?	4.0	1.00
		Al one		
		A2 two		
		A3 three		
		A4 four :		
Object	ive Question			
2	2	Which of the following properties is associated with a queue?	4.0	1.00
		Al First In Last Out		
		A2 First In First Out		
		A3 Last In First Out		
		A4 Last In Last Out		
Object	ive Question			
3	3	The essential condition which is checked before deletion in a linked queue is?	4.0	1.00
		Al Underflow		
		A2 : Overflow		
		A3 Front value		
		A4 Rear value		
Object	ive Question			
4	4	Which one of the following is not an application of Stack Data Structure?	4.0	1.00
		Al Managing function calls		

	A2 The stock span problem :		
	A3 Arithmetic expression evaluation		
	A4 Managing virtual memory		
Objective Question			
5 5	Which of the following is the most widely used external memory data structure?	4.0	1.00
	Al AVL tree		
	A2 B-tree		
	A3 Red-black tree		
	A4 Both AVL tree and Red-black tree		
Objective Question			
	What sequence would the BFS traversal of the given graph yield?		
	A1 AFDBCE		
	A2 CBAFED		
	A3 A B D C E F		
	A4 EFDCBA		
Objective Question			
7 7	The prefix form of A-B/ (C * D E) is?	4.0	1.00
	A1 -/*^ACBDE		
	A2 -ABCD*^DE		

		A4 : -A/BC*^DE		
Objec 8	tive Question 8		4.0	1.00
		What is the functionality of the following piece of code?		
		s		
		Node temp=new Node(item,trail);		
		IT(IsEmpty()) {		
		head.setNext(temp); temp.setNext(trail);		
		} else		
		{ Node cur=head getNext():		
		while(cur.getNext()!=trail)		
		cur=cur.getNext();		
		} cur.setNext(temp);		
		} size++;		
		Al Jacout at the front and of the domains		
		: insert at the front end of the dequeue		
		A2		
		: Insert at the rear end of the dequeue		
		A 2		
		Fetch the element at the rear end of the dequeue		
		^{A4} Fetch the element at the front end of the dequeue		
Objec 9	tive Question	Which of the following does not interrupt a running process?	4.0	1.00
		which of the following does not interrupt a running process.		
		A1 A device		
		A2 Timer		
		: Scheduler process		
		Power failure		
Objec 10	tive Question	A CPU handles interrupt by executing interrupt service subroutine	4.0	1.00
		A of o handles interrupt by executing interrupt service subjourne		
		A1 by checking interrupt register after execution of each instruction.		
		A^2 by checking interrupt register at the end of the fetch cycle.		

A3 whenever an interrupt is registered.

 $\stackrel{A4}{:}$ by checking interrupt register at regular time interval.

Objective Question 4.0 1.00 11 11 Which of the following is not the internal memory of the system (computer)? 4.0 1.00 A1 CPU register 4.0 1.00 A2 Cache 1.00 1.00 A3 Main memory 4.0 1.00 A4 Magnetic disc 4.0 1.00

12	12	A CPU has two modes: Privileged and non-privileged. In order to change the mode from privileged to non-privileged	4.0	1.00
		Al A hardware interrupt is needed.		
		A2 : A software interrupt is needed.		
		A3 A privileged instruction (which does not generate an interrupt) is needed.		
		A4 A non-privileged instruction (Which does not generate an interrupt) is needed.		
Object	tive Question			
13	13	A main memory unit with a capacity of 4 megabytes is built using $1M \times 1$ -bit DRAM chips. Each DRAM chip has 1K rows of cells with 1K cells in each row. The time taken for a single refresh operation is 100 nanoseconds. The time required to perform one refresh operation on all the cells in the memory unit is	4.0	1.00
		A1 100 nanoseconds		
		$ \stackrel{A2}{:} 100 \times 2^{10} \text{ nanoseconds} $		
		$ \stackrel{A3}{:} 100 \ge 2^{20} \text{ nanoseconds} $		
		$\stackrel{A4}{:}$ 100 x 2 ³⁰ nanoseconds		
	in On the			
14	14		4.0	1.00

	4.0	1.00
1 memory consists of 256 blocks 129, 63, 8, 48, 32, 73, 92, 155. is used?	4.0	1.00
1 R after a logical shift-left,	4.0	1.00
ion		

Objective Question 18 Which of the following does not interrupt a running process? A^1 A device A^2 Timer A^3 Scheduler Process A^4 Power failure Objective Question Consider the 3 processes. P1. P2 and P3 shown below Process Artival time Time unit required P1 0 5 P2 1 7 P3 3 4 The completion order of the 3 processes RR (round robin scheduling with CPU quantum of 2 time units) are A^1 P1, P2, P3 A^2 P1, P3, P2, P1 A^3 P3, P1, P2 A^4 P3, P1, P2	4.0	1.00
18 18 Which of the following does not interrupt a running process? A1 A device A2 Timer A3 Scheduler Process A4 Power failure Objective Question Consider the 3 processes, P1, P2 and P3 shown below Process Artival time Time unit required P1 0 5 P2 1 7 P3 3 4 The completion order of the 3 processes RR (round robin scheduling with CPU quantum of 2 time units) are A1 A1 P1, P2, P3 A2 A2 P1, P3, P2 A3 A3 P3, P2, P1 A3 A4 P3, P1, P2 A3	4.0	1.00
All A device 1 A device 1 A device 1 A3 Scheduler Process A4 Power failure 19 19 19 19 19 19 Consider the 3 processes.P1.P2 and P3 shown below. Process Arrival time Time unit required P1 0 5 P2 1 7 P3 3 4 The completion order of the 3 processes RR (round robin scheduling with CPU quantum of 2 time units) are A1 P1.p2.p3 A2 P1.p3.p2 A3 p3.p2.p1 A3 p3.p2.p1 A4 p3.p1.p2	4.0	1.00
A2 Timer A3 Scheduler Process A4 Power failure Objective Question A4 19 19 Consider the 3 processes, P1, P2 and P3 shown below Process Arrival time Time unit required P1 0 5 P2 19 3 4 The completion order of the 3 processes RR (round robin scheduling with CPU quantum of 2 time units) are A1 P1, P2, P3 A2 P1, P3, P2 A3 P3, P2, P1 A4 P3, P2, P1 A4 P3, P2, P1 A4 P3, P1, P2	4.0	1.00
A3 Scheduler Process A4 Power failure Objective Question Process 19 19 Consider the 3 processes, P1, P2 and P3 shown below Process Arrival time P1 0 P2 1 P3 3 A4 Process P3 3 A4 Processes RR (round robin scheduling with CPU quantum of 2 time units) are A1 P1, P2, P3 A2 P1, P3, P2 A3 P3, P2, P1 A4 P3, P1, P2	4.0	1.00
Objective Question 19 19 19 19 19 19 19 19 Consider the 3 processes, P1, P2 and P3 shown below Process Arrival time_Time unit required P1 0 5 P2 1 7 P3 3 4 The completion order of the 3 processes RR (round robin scheduling with CPU quantum of 2 time units) are A1 A1 P1, P2, P3 . A2 P1, P3, P2 . A3 P3, P2, P1 . A4 P3, P1, P2 .	4.0	1.00
Objective Question 19 19 19 19 Consider the 3 processes, P1, P2 and P3 shown below Process Arrival time P1 0 5 P2 1 7 P3 3 4 The completion order of the 3 processes RR (round robin scheduling with CPU quantum of 2 time units) are A1 A1 P1, P2, P3 . A2 P1, P3, P2 . A3 P3, P2, P1 . A4 P3, P1, P2 .	4.0	1.00
19 19 Consider the 3 processes, P1, P2 and P3 shown below Process Arrival time Time unit required P1 0 5 P2 1 7 P3 3 4 The completion order of the 3 processes RR (round robin scheduling with CPU quantum of 2 time units) are A1 A1 P1, P2, P3 A2 A2 P1, P3, P2 A3 A3 P3, P2, P1 A4 A4 P3, P1, P2 A1	4.0	1.00
Process Arrival time Time unit required P1 0 5 P2 1 7 P3 3 4 The completion order of the 3 processes RR (round robin scheduling with CPU quantum of 2 time units) are A1 A1 P1, P2, P3 . A2 P1, P3, P2 . A3 P3, P2, P1 . A4 P3, P1, P2 .		
P1 0 5 P2 1 7 P3 3 4 The completion order of the 3 processes RR (round robin scheduling with CPU quantum of 2 time units) are A1 A1 P1, P2, P3 . A2 P1, P3, P2 . A3 P3, P2, P1 . A4 P3, P1, P2 .		
P2 1 7 P3 3 4 The completion order of the 3 processes RR (round robin scheduling with CPU quantum of 2 time units) are A1 P1, P2, P3 A2 P1, P3, P2 A3 P3, P2, P1 A4 P3, P1, P2		
P3 3 4 The completion order of the 3 processes RR (round robin scheduling with CPU quantum of 2 time units) are A1 P1, P2, P3 A2 P1, P3, P2 <td></td> <td></td>		
The completion order of the 3 processes RR (round robin scheduling with CPU quantum of 2 time units) are $ \begin{array}{c} A1 \\ P1, P2, P3 \\ \vdots \\ A2 \\ P1, P3, P2 \\ \vdots \\ A3 \\ P3, P2, P1 \\ \vdots \\ A4 \\ P3, P1, P2 \end{array} $		
A1 P1, P2, P3 : A2 P1, P3, P2 : A3 P3, P2, P1 : A4 P3, P1, P2 :		
$ \begin{array}{c} A2 \\ P1, P3, P2 \\ \vdots \\ A3 \\ P3, P2, P1 \\ \vdots \\ A4 \\ P3, P1, P2 \\ \vdots \\ \end{array} $		
A3 P3, P2, P1 : A4 P3, P1, P2 :		
A4 P3, P1, P2 :		
Objective Question		
20 20 A process executes the code	4.0	1.00
fork(); fork(); fork();		
The total number of child processes created is		
A1 3		

		A3 7 :		
		A4 8		
Object	tive Question			
21	21	Consider the virtual page reference string 1, 2, 3, 2, 4, 1, 3, 2, 4, 1. On a demand paged virtual memory system running on a computer system that main memory size of 3 pages frames which are initially empty. The number of page faults under LRU page replacements policy is	4.0	1.00
		A1 6		
		A2 7 : 7		
		A3 8 :		
		A4 9 :		
Object	tive Question		1	
22	22	Let the page fault service time be 10ms in a computer with average memory access time being 20ns. If one page fault is generated for every 10 ⁶ memory accesses, what is the effective access time for the memory?	4.0	1.00
		Al 21ns		
		$\frac{A2}{23}$ 23ns		
		A3 30ns		
		A4 35ns		
Object	tive Question			
23	23	Hiring problem can be solved using	4.0	1.00
		A1 Dynamic programming		
		A2 Backtracking		
		A3 Randomised algorithms		
		A4 Heuristic algorithms		
Object	tive Question			
24	24	If inputs are given in a sequence and if one set of inputs affect the running time of next set of inputs analysis is performed.	4.0	1.00
		A1 Random		

A2 Probabilistic	
A3 : Amortized	
A4 Time	

(Objective Question						
2	25	25	Longest Common Subsequence problem can be solved using approach.	4.0	1.00		
			A1 : Greedy				
			A2 Dynamic Programming				
			A3 Backtracking				
			A4 Probabilistic				

Objective Question 26 26 4.0 1.00 Problems which have efficient algorithms are class problem. Al P A2 NP A3 NP-Hard A4 NP-Complete Objective Question 27 27 algorithms are efficient algorithms that find solutions to NP-hard optimization problems with provable guarantees on the distance of the returned solution to the optimal one. 1.00 A1 Approximation A2 Threaded

A3 Optimisation

A4 Amortised

28	28	If length of the rod is 8 and the values of different pieces are given as following, then the maximum obtainable value is 22 (by cutting in two pieces of lengths 2 and 6). length = 1 2 3 4 5 6 7 8 price = 1 5 8 9 10 17 17 20 What is the worst case running time for the above problem? A1 O(n)	4.0	1.00
		A2 O(logn)		
		$\stackrel{A3}{:}$ O(n ²)		
		A4 O(nlogn)		
Objec	tive Question			
29	29	Apply Master theorem to $T(n)=3.T(n/2)+n^2$ and write what is $f(n)$.	4.0	1.00
		$\stackrel{A1}{:} f(n)=n/2+n^2$		
		$\stackrel{A2}{:} f(n) = n/2$		
		$\stackrel{A3}{:} f(n) = n^2$		
		$\stackrel{A4}{:} f(n)=3n/2$		
Objec	tive Question			
30	30	Which of the given options provides the increasing order of asymptotic complexity of functions f1, f2, f3 and f4? i. $f1(n) = 2^n$ ii. $f2(n) = n^{(3/2)}$ iii. $f3(n) = n\log n$ iv. $f4(n) = n^{(\log n)}$	4.0	1.00
		A1 f3, f2, f1, f4		
		A2 : f2, f3, f1, f4		
		A3 : f2, f3, f4, f1		
		A4 : f3, f2, f4, f1		
Objec	tive Question			
31	31	The mode of 8237 in which the device transfers only one byte per request is	4.0	1.00
		A1 Block Transfer Mode		
		A2 Single Transfer Mode		

	A3 Emand Transfer Mode		
	A4 : Cascade Mode		
ve Question			
32	The register bank of Execution Unit of 80286 is used as	4.0	1.00
	Al 16-bit General Purpose Registers		
	A2 16-bit Segment Registers		
	A3 Special Purpose Registers		
	A4 Status and Control Registers		
ve Question			
33	In 8255, If the value of the pin STB (Strobe Input) falls to low level, then	4.0	1.00
	A1 : Input port is loaded into input latches		
	A2 : Input port is loaded into output latches		
	A3 Output port is loaded into input latches		
	A4 : Output port is loaded into output latches		
ve Question			
34	The register that stores all the interrupt requests in it in order to serve them one by one on a priority basis is	4.0	1.00
	Al Interrupt Request Register		
	A2 In-Service Register		
	A3 Priority Resolver		
	A4 Interrupt Mask Register		
ve Question			
5	If the 80286 need to use system bus, then the signal that is to be active is	4.0	1.00
55			
	re Question 2 re Question 3 re Question 4	a 3 Demind Transfer Mode A 4 Cascade Mode a Question The register bank of Execution Unit of 80286 is used as A 1 16-bit General Purpose Registers A 2 16-bit Segment Registers A 3 Special Purpose Registers A 4 Status and Control Registers A 525. If the value of the pin STB (Strobe Input) fulls to low level, then A 1 Input port is loaded into input latches A 2 Input port is loaded into output latches A 3 Output port is loaded into output latches A 4 Output port is loaded into output latches A 1 Interrupt Register A 1 Interrupt Register A 1 Interrupt Register A 2 In-Service Register A 1 Interrupt Register A 2	r Question 40 2 The register bank of Execution Unit of 80286 is used as 40 2 16-bit General Purpose Registers 40 2.1 16-bit General Purpose Registers 40 2.2 16-bit Segment Registers 40 2.3 Special Purpose Registers 40 2.4 16-bit Segment Registers 40 2.5 16-bit Segment Registers 40 2.4 Status and Control Registers 40 3 In 8255, If the value of the pin STB (Strobe Input) fails to low level, then 40 3 In 8255, If the value of the pin STB (Strobe Input) fails to low level, then 40 4 Input port is loaded into output latches 40 2.1 Input port is loaded into output latches 40 3 Information comput latches 40 4 Informatis loaded into comput

		A2 SRDYEN :		
		A ³ ARDYEN		
		A4 ARDY		
Objec	tive Question			
36	36	In Case of BT Instruction, If the Bit Position in the Destination Operand Specified by the Source Operand, is '1', then	4.0	1.00
		A1 Zero Flag is Reset		
		A2 VM Flag is Set		
		A3 RF Flag is Reset		
		A4 Carry Flag is Set		
Objec	tive Question			
37	37	Let E1 and E2 be two entities in an E/R diagram with simple single-valued attributes. R1 and R2 are two relationships between E1 and E2, where R1 is one-to-many and R2 is many-to-many. R1 and R2 do not have any attributes of their own. What is the minimum number of tables required to represent this situation in the relational model?	4.0	1.00
		A1 2 :		
		$\stackrel{A2}{:}$ 3		
		A3 4 :		
		A4 5		
Objec	tive Ouestion			
38	38	Consider the join of a relation R with a relation S. If R has m tuples and S has n tuples, then the maximum and minimum sizes of the join respectively are:	4.0	1.00
		$\stackrel{A1}{:}$ m+n and 0		
		$\stackrel{A2}{:}$ mn and 0		
		A3 m+n and m-n		
		A4 mn and m+n		
OL	tive Oresti			
Objec	uve Question		1	1.00

	P: An SQL query can contain a HAVING clause even if it does not have a GROUP BY clause Q: An SQL query can contain a HAVING clause only if it has a GROUP BY clause R: All attributes used in the GROUP BY clause must appear in the SELECT clause S: Not all attributes used in the GROUP BY clause need to appear in the SELECT clause		
	A1 P and R :		
	A2 P and S		
	A3 Q and R		
	A4 Q and S		
Objective Question			
40 40	The two tables in a schema defined as follows and there are four queries given: Student (reg_num, name), Exam (reg_num, mark)	4.0	1.00
	Query 1:		
	SELECT S.reg_num, E.mark FROM Student S INNER JOIN Exam E ON S.reg_num = E.reg_num;		
	Query 2:		
	SELECT S.reg_num, E.mark FROM Student S LEFT OUTER JOIN Exam E ON S.reg_num = E.reg_num;		
	Query 3:		
	SELECT S.reg_num, E.mark FROM Student S RIGHT OUTER JOIN Exam E ON S.reg_num = E.reg_num;		
	Query 4:		
	SELECT S.reg_num, E.mark FROM Student S FULL OUTER JOIN Exam E ON S.reg_num = E.reg_num;		
	Find the query which will surely have the output that carries all the resulting records of the remaining three queries?		
	Al Query l		
	A2 Query 2		
	A3 Query 3		
	A4 : Query 4		
Objective Question			
41 41	A table is in 2NF if it is in 1NF and if	4.0	1.00
	A1 No column that is not a part of the primary key is dependent on only a portion of the alternate key.		
	A2 No column that is not a part of the primary key is dependent on only a portion of the primary key.		

		 A3 No column that is not a part of the primary key is dependent on only a portion of the foreign key. A4 No column that is not a part of the super key is dependent on only a portion of the superkey. 		
Objec 42	tive Question		4.0	1.00
		Consider the relation X(P,Q,R,S,1,U) with the following set of functional dependencies $F=\{\{P,R\}\rightarrow\{S,T\},\{P,S,U\}\rightarrow\{Q,R\}\}$ Which of the following is the trivial functional dependency in F ⁺ , where F ⁺ is closure of F?		
		$\stackrel{A1}{:} \{P,R\} \rightarrow \{S,T\}$		
		$\stackrel{A2}{:} \{P,R\} \rightarrow \{R,T\}$		
		$ \overset{A3}{[P,S] \to \{S\}} $		
		$\overset{A4}{[P,S,U] \to [Q]}$		
Objec	tive Question			
43	43	Which of the following concurrency control protocols ensure both conflict serializability and freedom from deadlock?	4.0	1.00
		 Two-phase locking Time-stamp ordering 		
		A1 1 only		
		A2 2 only		
		A3 Both 1 and 2		
		A4 : Neither 1 nor 2		
Objec	tive Question			
44	44	Given the following relation instance	4.0	1.00
		$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$		
		$ \stackrel{A1}{:} XY \rightarrow Z \text{ and } Z \rightarrow Y $		
		$ \stackrel{A2}{:} YZ \rightarrow X \text{ and } Y \rightarrow Z $		
		$\overset{A3}{} YZ \rightarrow X \text{ and } X \rightarrow Z$		

$\begin{array}{c} A4 \\ \vdots \end{array} XZ \rightarrow Y \text{ and } Y - \end{array}$

Object	tive Question			
45	45	The address of a class B host is to be split into subnets with a 6-bit subnet number. What is the maximum number of subnets and the maximum number of hosts in each subnet?	4.0	1.00
		A1 62 subnets and 1022 hosts		
		A2 62 subnets and 1024 hosts		
		A3 64 subnets and 1024 hosts		
		A4 64 subnets and 1022 hosts		
Object	tive Question	JI		
46	46	Suppose the round trip propagation delay for a 10 Mbps Ethernet having 48-bit jamming signal is 46.4 ms. The minimum frame size is:	4.0	1.00
		A1 94 :		
		A2 416		

A3 464 :	
A4 512	

Objective Question				
47	47 In a block, the mask i	In a block, the mask is 255.255.224.0; What is the prefix length?	4.0	1.00
		A1 /20 :		
		A2 /21 :		
		A3 /22		
		A4 /19 :		
Objec	tive Question			
48	48	In a token ring network, the transmission speed is 107 bps and the propagation speed is 200 metres/micro second. The 1-bit delay in this network is equivalent to:	4.0	1.00
		A1 500 metres of cable		

		A3 20 metres of cable		
		A4 50 metres of cable		
Object	tive Question			
49	49	An organization has a class B network and wishes to form subnets for 80 departments. The subnet mask would be:	4.0	1.00
		A1 255.255.0.0 :		
		A2 255.255.64.0		
		A3 255.255.128.0		
		A4 255.255.254.0		
Object	tive Question			
50	50	A 2000-character text file has to be transmitted by using a 1,200 baud modem. How long will it take?	4.0	1.00
		A1 2 seconds		
		A2 12 seconds		
		A3 20 seconds		
		A4 120 seconds		
Object	tive Question			
51	51	A 4 KHz noise less channel with one sample ever 125 per sec is used to transmit digital signals. Differential PCM with 4-bit relative signal value is used. Then how many bits per second are actually sent?	4.0	1.00
		A1 8 Kbps		
		A2 16 Kbps		
		A3 32 Kbps		
		A4 64 Kbps		
Object	tive Question			
52	52	The code 10011100101 received. Using hamming encoding algorithm, what is the original code sent?	4.0	1.00
		A1 1010110		

	:	
	A2 1000101	
	A3 1011001	
	A4 1001101 :	

53	Let L be the language represented by the regular expression $\sum *0011\sum *$ where $\sum = \{0,1\}$. What is the minimum number of states in a DFA that recognizes complement of L	4.0	1.00			
	A1 4 :					
	A2 5					
	A3 6					
	A4 8 :					
	53	53 Let L be the language represented by the regular expression $\Sigma^*0011\Sigma^*$ where $\Sigma = \{0,1\}$. What is the minimum number of states in a DFA that recognizes complement of L A1 4 $A2$ 5 $A3$ 6 $A4$ 8	53 Let L be the language represented by the regular expression $\Sigma^*0011\Sigma^*$ where $\Sigma = \{0,1\}$. What is the minimum number of states in a DFA that recognizes complement of L 4.0 A1 4 A2 5 . A3 . A4 . 8			

Objective Question

54	54	Which of the following languages is generated by the given grammar?	4.0	1.00
		S->dS DS €		
		$\sum_{i=1}^{A1} \{a^{n}n^{m} n,m \ge 0\}$		
		$ \underset{:}{\overset{A2}{\text{ A2 }}} \{ w \in \{a,b\}^* \mid w \text{ has equal number of a 's and b 's} \} $		
		$ \overset{A3}{:} \{a^n \mid n \ge 0\} U \{b^n \mid n \ge 0\} U \{a^n b^n \mid n \ge 0\} $		
		$\stackrel{A4}{:} {a,b}^*$		

Objective Question						
55	55	The length of the shortest string NOT in the language (over $\sum = \{a,b\}$) of the following regular expression is	4.0	1.00		
		A1 3				
		A2 4 :				
		A3 6				
		A4 1				

Ohiaa	tive Question			
56	56	S -> $aSa bSb a b$ The language generated by the above grammar over the alphabet {a,b} is the set of :	4.0	1.00
		Al All palindromes		
		A2 All odd length palindromes		
		A3 Strings that begin and end with same symbol		
		A4 All even length palindromes		
Obiec	tive Ouestion			
57	57	Identify the language generated by the following grammar, where S is the start Variable	4.0	1.00
		S->XY X->aX/a Y->aYb/€		
		A1 {a ^m b ⁿ m>=n, n>0}		
		A2 {a ^m b ⁿ m>=n, n>=0}		
		A3 {a ^m b ⁿ m>n, n>=0}		
		A4 {a ^m b ⁿ m>n, n>0} :		
Objec	tive Question			
58	58	Consider the following context-free grammar over the alphabet ∑ = {a, b, c} with S as the start symbol: S-> abScT/abcT T->bT/b	4.0	1.00
		Which of the following represents the language generated by the above grammar?		
		A1 {(ab)^{(cb)^ n>=1}		
		$\begin{array}{l} A2 \\ \vdots \\ \{(ab)^n cb^{m_1} cb^{m_2} cb^{m_n} \mid n, m_1, m_2, m_n \geq = \} \\ \vdots \end{array}$		
		$\frac{A3}{2} \{ (ab)^{n} \{ (cb^{m})^{n} \mid m, n \ge 1 \}$		
		$ \begin{array}{l} A4 \\ (ab)^{n} \{ (cb^{n})^{m} m, n \ge 1 \} \\ \end{array} $		
Objec	tive Ouestion			

59	59	Which type of grammar is it?	4.0	1.00
		2-2 Var V-2 Vap Le		
		41		
		Right Linear		
		A2		
		Left Linear		
		A3		
		Neither Right linear nor Left Linear		
		A4		
		Both Left and Right Linear		
Objec	tive Question			
60	60	DAG representation of a basic block allows	4.0	1.00
		1		
		Al.		
		Automatic detection of local common sub expressions		
		A2 Denie Sillerin ill		
		Detection of induction variables		
		A3		
		:		
		A4 Detection of local variables		
Objec	tive Question			
61	61	Which of the following is/are the implementation of three address statements?	4.0	1.00
		Al Quadruples		
		A2 Triples		
		A3 direct quadruples		
		A4 both Quadruples and Triples		
		A4 both Quadruples and Triples		
		A4 both Quadruples and Triples		
Objec	tive Question	A4 both Quadruples and Triples		1.00
Objec 62	tive Question	A4 both Quadruples and Triples Consider the following grammar	4.0	1.00
Objec 62	tive Question	A4 both Quadruples and Triples Consider the following grammar pxQRS	4.0	1.00
Objec 62	tive Question	A4 both Quadruples and Triples Consider the following grammar pxQRS Q-> yz z	4.0	1.00
Objec 62	tive Question	A4 both Quadruples and Triples Consider the following grammar pxQRS Q-> yz z R-> w E	4.0	1.00
Objec 62	tive Question	A4 both Quadruples and Triples Consider the following grammar pxQRS Q-> yz z R-> w E S-> y	4.0	1.00
Objec 62	tive Question	A4 both Quadruples and Triples Consider the following grammar pxQRS Q-> yz z R-> w E S-> y What is follow (Q)	4.0	1.00
Objec 62	tive Question 62	A4 both Quadruples and Triples Consider the following grammar pxQRS Q-> yz z R-> w E S-> y What is follow (Q)	4.0	1.00
Objec 62	tive Question	A4 both Quadruples and Triples Consider the following grammar pxQRS Q-> yz z R-> w E S-> y What is follow (Q) A1 (c)	4.0	1.00
Objec 62	tive Question 62	A4 both Quadruples and Triples Consider the following grammar pxQRS Q-> yz z R-> w E S-> y What is follow (Q) A1 {r}	4.0	1.00
Objec 62	tive Question 62	A4 both Quadruples and Triples Consider the following grammar pxQRS Q-> yZ Z R-> w E S-> y What is follow (Q) A1 {r}	4.0	1.00
Objec 62	tive Question 62	A4 both Quadruples and Triples Consider the following grammar pxQRS Q-> yz z R->w E S-> y What is follow (Q) A1 {r} A2 {w}	4.0	1.00

		:			
		A3 {w,y}			
		A4 {w,\$}			
Objec	tive Question				
63	63	Assume that the SLR parser for a grammar G has n1 states and the L true?	ALR parser for G has n2 states. Hence which one is	4.0	1.00
		A1 n1 is necessarily less than n2			
		A2 n1 is necessarily equal to n2			
		A3 n1 is necessarily greater than n2			
		A4 n1 and n2 are independent of each other			
Objec	tive Ouestion				
64	64			4.0	1.00
		Match the following according to input from left column to the con	ipiter prase in right column		
		List 1 List 2			
		O character stream II Symtax Analyses			
		P. Intermediate Procession III. Syntax Analyser			
		K. Intermediate Representation III. Semantic analyser			
		5. Token Stream TV. Lexical analysei			
		A1 P-> II, Q-> III, R-> IV, S-> I			
		$\stackrel{A2}{:} P \rightarrow II, Q \rightarrow I, R \rightarrow III, S \rightarrow IV$			
		A3 : P-> III, Q-> IV, R-> I, S-> II			
		A4 : : : : : : : : : : : : : : : : : : :			
Objec	tive Question				
65	65	Among the following which is not a horn clause?		4.0	1.00
		Al p :			
		A2 Øp∨q			
		$\begin{array}{c} A3 \\ \vdots \\ \end{array} p \rightarrow q$			

		A4 $p \rightarrow \emptyset q$		
Objec	tive Question		4.0	1.00
00	00	The action 'STACK(A, B)' of a robot arm specify to	4.0	1.00
		A1		
		Place block B on Block A		
		A2 Place blocks A, B on the table in that order		
		A3		
		Place blocks B, A on the table in that order		
		A4 Place block A on block B		
06jec	tive Question	Which is not necessary for an agent to solve an online search problem?	4.0	1.00
		which is not necessary for an agent to solve an online search problem?		1.00
		Al Actions		
		: Actions		
		A2 Step-cost function		
		A3 of the		
		Goal-test		
		A4 Optimization		
Objec	tive Question			
68	68	A 3-input neuron is trained to output a zero when the input is 110 and a one when the input is 111. After generalization, the	4.0	1.00
		output will be zero when and only when the input is?		
		A1		
		A1 000 or 110 or 011 or 101		
		A2 010 or 100 or 110 or 101		
		A.2		
		AS 000 or 010 or 110 or 100		
		A4 100 or 111 or 101 or 001		
06jec	tive Question	Which method is effective for escaping from local minima?	4.0	1.00
		which meaned is encenve for escaping from local initiality		
		Al Undering houristic actimate		
		A2 Reducing heuristic estimate		

Objective Queuesine 40 10 Objective Queuesine 40 10 Image: Comparison of the following is true for neural networks? 41 10 Image: Comparison of the following is true for neural networks? 41 10 Image: Comparison of the following is true for neural networks? 41 10 Image: Comparison of the following is true for neural networks? 41 10 Image: Comparison of the following is true for neural networks? 41 10 Image: Comparison of the following is true for neural networks? 41 10 Image: Comparison of the following is true for neural networks? 41 10 Image: Comparison of the following is true for neural networks? 41 10 Image: Comparison of the following is true for neural networks? 42 10 Image: Comparison of the mentioned is true 43 10 10 Image: Color 11 11 10 10 Image: Color			A3 Eliminating heuristic estimate		
Name A* Optimizing heuristic estimate Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the size of the network? Image: Constraining time depends on the s					
Difference Question Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neural networks? Image: Control of the following is true for neurol of the followi			A4 Optimizing heuristic estimate		
Diffective Question Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of the following is true for neural networks? Image: A state of for neural networks a state of for networks? Imag					
70 70 Which or the following is rue for neural network: (fi) The training time depends on the size of the network: (fii) Attificial neurons are simulated on a conventional computer. (fii) Attificial neurons are simulated on a conventional computer. (fii) Attificial neurons are sidentical in operation to biological ones. 40 1.40 1 All are true All All are true All All All are true All All are true All All All 0 and (fi) and (fi) are true All All are true All All All are true All All are true All All are true All All are true All are true All All are true All All All are true All are true All All are true All All Objective Question Total All Color All All All All Color All Color All All All All Objective Question All Color, Character format All All All All Objective Question All Althechod All Al	Object	tive Question			
010 10 Frame functions can be started on a convention. Image: Convention Computer. Image: Convention Conventer. Image: Conventer. Imag	70	70	Which of the following is true for neural networks?	4.0	1.00
$\begin{array}{ c c } & \begin{array}{ c c } & \begin{array}{ c c } & \begin{array}{ c } & \end{array}{ c } & \begin{array}{ c } & \end{array}{ c } & \begin{array}{ c } & \begin{array}{ c } & \begin{array}{ c } & \end{array}{ c } & \rule{ c } & c$			(ii) Neural networks can be simulated on a conventional computer.		
Detective Question A1 are true A2 (ii) is true A3 (i) and (ii) are true A4 None of the mentioned is true A4 None of the mentioned is true A4 None of the mentioned is true Detective Question A1 Color A			(11) Artificial neurons are identical in operation to biological ones.		
$ \begin{array}{c cccc} & 1 & \text{in true} \\ & \frac{1}{2}^{2} & (i) \text{ is true} \\ & \frac{1}{2}^{3} & (i) \text{ and } (i) \text{ are true} \\ & \frac{1}{2}^{3} & (i) \text{ and } (i) \text{ are true} \\ & \frac{1}{4}^{4} & \text{None of the mentioned is true} \\ \end{array} $ $ \begin{array}{c cccc} & \text{Delyective Question} \\ & 1 & \text{Old} & 1 \\ & \frac{1}{2}^{1} & \text{Color} \\ & \frac{1}{2}^{1} & \text{Color} \\ & \frac{1}{2}^{2} & \text{Color, Character format} \\ & \frac{1}{4}^{3} & \text{Font} \\ & \frac{1}{4}^{4} & \text{Color, Character format and Font} \\ \end{array} $ $ \begin{array}{c ccccc} & \text{Delyective Question} \\ & \frac{1}{2}^{1} & \text{Color, Character format and Font} \\ \end{array} $ $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$			Al All are true		
$\frac{1}{1000} = \frac{1}{1000} \frac{1}{10$					
$\frac{1}{2} = \frac{1}{2} + \frac{1}$			A2 (ii) is true		
Direct					
Directive Question 4.0 1.00 Objective Question 4.1 Color A1 Color A2 Character format A3 Font A4 color, Character format and Font 1.00 Objective Question 1 Color A2 Character format A3 Font A4 color, Character format and Font 100 Objective Question 1 100 100 Character format A3 Font 100 A1 color, Character format and Font 100 100 Objective Question 1 100 100 Claracter format and Font 100 100 100 Character format and Font 100 100 100 Character format and Font 100 100 100 Claracter format			A3 (c) and (c) are true		
Object:// Question An one of the mentioned is true Image: Constraint of the following attributes is important for presenting text in a multimedia document? 4.0 Image: Constraint of the following attributes is important for presenting text in a multimedia document? 4.0 Image: Constraint of the following attributes is important for presenting text in a multimedia document? 4.0 Image: Constraint of the following attributes is important for presenting text in a multimedia document? 4.0 Image: Constraint of the following attributes is important for presenting text in a multimedia document? 4.0 Image: Constraint of the following attributes is important for presenting text in a multimedia document? 4.0 Image: Constraint of the following attributes is important for presenting text in a multimedia document? 4.0 Image: Constraint of the following attributes is important for presenting text in a multimedia document? 4.0 Image: Constraint of the following attributes is important for presenting text in a multimedia document? 4.1 Image: Constraint of text in a multimedia document? 4.1 Image: Constraint of text in a multimedia document?			(1) and (11) are true		
Dijective Question 4.0 1.00 A1 Color A1 Color A2 Character format A3 Font A4 Color, Character format and Font 4.0 1.00 Objective Question 72 72 A three dimensional object can also be represented using 4.0 1.00 A1 Color, Character format and Font 1.00 1.00 1.00 Objective Question 4.1 Color, Character format and Font 1.00 Character format and Font 1.00 1.00 1.00 Objective Question 4.0 1.00 1.00 A1 Color, Character format and Font 1.00 1.00 Color, Character format and Font 1.00 1.00 1.00 A1 Method 1.00 1.00 1.00 A1 Method 1.00 1.00 1.00 A1 Method 1.00 1.00 1.00 A1 A1 A1 A1 A1 A1 A2 Equation A3 A3 Point A1			A4 by find the second sec		
Objective Question Image: Construction of the following attributes is important for presenting text in a multimedia document? 4.0 1.00 A ¹ Color A ¹ Color A ² Character format A ³ A ³ Font A ⁴ Color, Character format and Font 4.0 1.00 Objective Question A ⁴ Color, Character format and Font 4.0 1.00 Objective Question A ⁴ Color, Character format and Font 4.0 1.00 A ¹ Color, Character format and Font A ¹ Color, Character format and Font 4.0 1.00 Character format A ³ Font A ¹ Method A ¹ Region A ¹ A ¹ Color, Character format and Font A ¹ Reference A ¹			None of the mentioned is true		
Objective Question 4.0 1.00 A^1 Color A^1 Color A^2 Character format A^3 Font A^2 Color, Character format A^4 Color, Character format and Font A^4 Color, Character format and Font A^4 Color, Character format and Font Dbjective Question A^2 Equation A^1 Method A^2 Equation A^3 Point	Object	tive Question			
A1 Color Character format Image: Color	71	71	Which one of the following attributes is important for presenting text in a multimedia document?	4.0	1.00
$\frac{1}{2} \begin{bmatrix} A^{1} & Color \\ A^{2} & Character format \\ A^{3} & Font \\ A^{4} & Color, Character format and Font \end{bmatrix} \begin{bmatrix} A^{1} & A^{2} \\ A^{4} & Color, Character format and Font \end{bmatrix} \begin{bmatrix} A^{1} & A^{2} \\ A^{2} & A^{2} \\ A^{3} & Point \end{bmatrix} \begin{bmatrix} A^{1} & A^{2} \\ A^{3} \\ A^{A$					
A2 Character format A1 A4 Color, Character format and Font A4 Color, Characte			Color:		
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$					
$ \begin{array}{c c c c c c c c c c c c c c c c c c c $			Character format		
$ \begin{array}{c c c c c c c c c } \hline A^3 & Font \\ \hline A^4 & Color, Character format and Font \\ \hline A^4 & Color, Character format and Font \\ \hline Dejective Question \\ \hline \end{array} $ $ \begin{array}{c c c c c c c c c c c c c c c c c c c $					
A4 Color, Character format and Font Image: Color, Character format and Font Objective Question			A3 Font		
A4 Color, Character format and Font Image: Color, Character format and Font Objective Question 4.0 72 72 A three dimensional object can also be represented using 4.0 A1 Method : A2 Equation : Foint					
Objective Question A three dimensional object can also be represented using 4.0 1.00 72 72 A three dimensional object can also be represented using 4.0 1.00 A1 Method - - - - A2 Equation - - - - A3 Point - - - -			A4 Color, Character format and Font		
Objective Question 72 A three dimensional object can also be represented using 4.0 1.00 A1 Method A1 Method Image: A2 Equation Image: A3 Point Im					
A three dimensional object can also be represented using A1 Method A2 Equation A3 Point A3 Point	Object	tive Question		4.0	1.00
A1 Method A2 Equation A3 Point	12	12	A three dimensional object can also be represented using	4.0	1.00
A2 Equation : A3 Point :			A1 Method		
A2 Equation : A3 Point :					
A ³ Point			A2 Equation		
A3 Point					
			A3 Point		
A4 Pixel			A4 Pivel		
Objective Question	Object	tive Question			
73 73 Plasma device converts 4.0 1.00	73	73	Plasma device converts	4.0	1.00
Electrical energy into light			Electrical energy into light		

ve Question 76 ve Question	A4 Shearing Which keys allows user to enter frequently used operations in a single key stroke? A1 Function keys A2 Cursor control keys A3 : Track ball A4 Control keys	4.0	
ve Question 76	A4 Shearing Which keys allows user to enter frequently used operations in a single key stroke? A1 Function keys A2 Cursor control keys A3 Track ball A4 Control keys	4.0	
ve Question 76	A4 Shearing Which keys allows user to enter frequently used operations in a single key stroke? A1 Function keys : A2 Cursor control keys : Track ball	4.0	1.00
ve Question 76	A4 Shearing Which keys allows user to enter frequently used operations in a single key stroke? A1 Function keys : Cursor control keys :	4.0	1.00
ve Question 76	A4 Shearing Which keys allows user to enter frequently used operations in a single key stroke? A1 Function keys	4.0	1.00
ve Question 76	A4 Shearing Which keys allows user to enter frequently used operations in a single key stroke?	4.0	1.00
	A4 Shearing		
	A.4		
	A3 Scaling down		
	A2 : Scaling up		
	A1 Rotation		
75	Which transformation distorts the shape of an object such that the transformed shape appears as if the object were composed of internal layers that had been caused to slide over each other?	4.0	1.00
ve Question	•		
	A4 Pixels		
	A3 Algorithms		
	A2 Colours		
	A1 Bits		
ve Question 74	A bitmap is collection of that describes an image.	4.0	1.00
	A4 Electrical energy into graphical energy		
	A3 Light into graphical energy :		
	^{A2} Light into electrical energy		
	ve Question 74 ve Question 75	A2 Light into electrical energy A3 Light into graphical energy A4 Electrical energy into graphical energy ve Question ************************************	A2 Light into electrical energy A3 Light into graphical energy A4 Electrical energy into graphical energy Electrical energy into graphical energy A4 Electrical energy into graphical energy Electrical energy into graphi

	A1 Digital difference analyzer		
	A2 : Direct differential analyzer		
	A3 : Data differential analyzer		
	A4 Digital differential analyzer		
Objective Ouestion			
78 78	In Audio and Video Compression, each frame is divided into small grids, called	4.0	1.00
	A1 Frame.		
	A2 Packets.		
	A3 Pixels.		
	A4 : Mega Pixels.		
Objective Question			
79 79	CMM model in Software Engineering is a technique of	4.0	1.00
79 79	CMM model in Software Engineering is a technique of	4.0	1.00
79 79	CMM model in Software Engineering is a technique of A1 Developing the software. :	4.0	1.00
79 79	CMM model in Software Engineering is a technique of A1 Developing the software. A2 Improving the software process.	4.0	1.00
79 79	CMM model in Software Engineering is a technique of A1 Developing the software. A2 Improving the software process. A3 Checking the project design quality.	4.0	1.00
79 79	 CMM model in Software Engineering is a technique of A1 Developing the software. A2 Improving the software process. A3 Checking the project design quality. A4 Measuring the project risk. 	4.0	1.00
79 79	CMM model in Software Engineering is a technique of A1 Developing the software. A2 Improving the software process. A3 Checking the project design quality. A4 Measuring the project risk.	4.0	1.00
7979Objective Question80	CMM model in Software Engineering is a technique of A1 Developing the software. A2 Improving the software process. A3 Checking the project design quality. A4 Measuring the project risk. Which of the following activity is not come under SQA	4.0	1.00
79 79 Objective Question 80	CMM model in Software Engineering is a technique of A1 Developing the software. A2 inproving the software process. A3 Checking the project design quality. intervention A4 Measuring the project risk. Which of the following activity is not come under SQA A1 White box testing	4.0	1.00
79 79 Objective Question 80 80	CMM model in Software Engineering is a technique of A1 Developing the software. A2 Improving the software process. A3 Checking the project design quality. A4 Measuring the project risk. Which of the following activity is not come under SQA A1 White box testing A2 Black box testing A2 Black box testing	4.0	1.00
79 79 Objective Question 80 80	CMM model in Software Engineering is a technique of A1 Developing the software. A2 Improving the software process. A3 Checking the project design quality. A4 Measuring the project risk. Which of the following activity is not come under SQA A1 White box testing A2 Black box testing A3 Integration testing A3 Integration testing A3 Integration testing A1 CMM A3 CMM	4.0	1.00

Object	tive Question			
81	81	The refinement of requirements can be done in the	4.0	1.00
		A1 Waterfall model		
		A2 Prototyping model		
		A3 Evolutionary model		
		A4 : Spiral model		
01.1				
Object	tive Question		4.0	1.00
82	82	Product Quality Metrics does not include	4.0	1.00
		A1 : Mean Time to Failure		
		A2 : Defect Density		
		A3 System functionality		
		A4 : Customer Satisfaction		
Ohiaa	tive Question			
83	1ve Question	The True dia Deinternet for a concern de die dans de de	4.0	1.00
05	00	The Function Fount count for a software product is dependent on	1.0	1.00
		A1 : User's view of the product		
		A2 : Customer's view of the product		
		A3 : Developer's view of the product		
		A4 : Tester's view of the product		
011				
Object 84	tive Question		4.0	1.00
04	04	Input for estimating the effort, cost, and time required for developing the product is of the project.	4.0	1.00
		A1 : Requirements		
		A2 Size		
		A3 Scope		
		A4 Quality		

		:		
Objec	tive Question			
85	85	The relation between the Function point metric and LOC metric is	4.0	1.00
		A1 Inverse proportional		
		A2 Direct Proportional		
		A3 Depends upon the programming language alone		
		A4 Depends upon the programming language and the quality of the design		
Objec	tive Ouestion			
86	86	Structural complexity metric of a module depends on	4.0	1.00
		A1 Fan-out of the module		
		A2 : Fan-in of the module		
		A3 Input variables of the module		
		A4 Control structure of the module		
Object	tive Question			
87	87	If result $-2 + 3 \times 5$, what is the value of result?	4.0	1.00
		i losur 2 · 5 · 5, what is the value of result.		
		A1 25		
		A2 14		
		A3 10		
		A4 17		
Objec 88	11ve Question	What is the value stored in result after executing the following line in a program?	4.0	1.00
		result = 6/2*3;		
		A1 1.2 :		
		A2 9 :		
		A3 1		

Objec	tive Question			
89	89	What is the right way to access value of structure variable book { price, page }?	4.0	1.00
		A1 printf("%d%d", book price, book page);		
		A2 printf("%d%d", price.book, page.book);		
		A3 printf("%d%d", price::book, page::book);		
		A4 printf("%d%d", price>book, page>		

90	90	What will be the result of compiling the following code? public class MyClass{ public static void main(String args[]){ System.out.println("In first main()");	4.0	1.00
		<pre>} public static void main(char args[]){ System.out.println('a'); } </pre>		
		A1 The code will not compile and will give "Duplicate main() method declaration" error		
		A2 : The code will compile correctly but will give a runtime exception		
		A3 : The code will compile correctly and will print "In first main()" (without quotes) when it is run		
		A4 The code will compile correctly and will print "a" (without quotes) when it is run		

91	91	What will be output if you will compile and execute the following c code?	4.0	1.00
		Struct marks{		
		intp:3;		
		int c:3;		
		int m:2;		
		};		
		void main(){		
		struct marks $s = \{2, -6, 5\};$		
		printf("%d %d %d",s.p,s.c,s.m);		
		3		

	A1 2-65		
	A2 2-6 1		
	A3 2 2 1 :		
	A4 Compiler error		
Dijective Question	n		
2 92	Observe following program and answer	4.0	1.00
	class Example{		
	public: int a,b,c;		
	Example(){a=b=c=1;}//Constructor 1		
	Example(int a) $\{a = a; b = c = 1;\}$ //Constructor 2		
	Example(int a, int b){ $a=a; b=b; c=1;$ }//Constructor 3		
	Example(int a, int b, int c) { $a = a; b = b; c = c; $ //Constructor 4		
	3		
	In the above example of constructor overloading, the following		
	atotement will call which constructor		
	Example $o_j = \text{new Example}(1,2,3),$		
	A1 Constructor 2		
	A2 Constructor 4		
	A3 Construtor 1		
	A4 Type mismatch error :		
Dijective Question			
3 93		4.0	1.00

		What is the result of compiling and running the following applet:		
		import java.applet.Applet;		
		import java.awt.*;		
		public class Sample extends Applet {		
		private String text = "Hello World";		
		public void init() {		
		add/new I shel/text))		
		auditow Laboritox();		
		public Sample (String string) {		
		text = string;		
		}		
		}		
		It is accessed form the following HTML page:		
		<html></html>		
		<title>Sample Applet</title>		
		<body></body>		
		<applet code="Sample.class" height="200" width="200"></applet>		
		/hodv>		
		A1		
		Prints "Hello World"		
		A2 Comparison o amore		
		:		
		A3 Does nothing		
		: Jose housing		
		A4 Generates a compile time error.		
01				
06ject	Question		4.0	1.00
74		Consider the two methods (within the same class)	ч.0	1.00
		public static int foo(int a, String s)		
		s = "Yellow";		
		s = "Yellow"; a=a+2; return a:		
		s = "Yellow"; a=a+2; return a;		
		s = "Yellow"; a=a+2; retum a; } public static void bar()		
		s = "Yellow"; a=a+2; retum a; } public static void bar()		
		s = "Yellow": a=a+2: return a: } public static void bar() { int a=3;		
		<pre>s = "Yellow"; a=a+2; return a; } public static void bar() { int a=3; String s = "Blue";</pre>		
		<pre>s = "Yellow"; a=a+2; return a; } public static void bar() { int a=3; String s = "Blue"; a = foo(a,s);</pre>		
		<pre>t s = "Yellow"; a=a+2; return a; } public static void bar() { int a=3; String s = "Blue"; a = foo(a,s); System.out.println("a="+a+" s="+s);</pre>		
		<pre>s = "Yellow"; a=a+2; retum a; } public static void bar() { int a=3; String s = "Blue"; a = foo(a,s); System.out println("a="+a+" s="+s); }</pre>		
		<pre>s = "Yellow"; a=a+2; retum a; } public static void bar() { int a=3; String s = "Blue"; a = foo(a,s); System.out println("a="+a+" s="+s); } public static void main(String args[])</pre>		
		<pre>s = "Yellow"; a=a+2; retum a; } public static void bar() { int a=3; String s = "Blue"; a = foo(a,s); System.out.println("a="+a+" s="+s); } public static void main(String args[]) {</pre>		
		<pre>s = "Yellow"; a=a+2; retum a; } public static void bar() { int a=3; String s = "Blue"; a = foo(a,s); System.out.println("a="+a+" s="+s); } public static void main(String args[]) { bar();</pre>		
		<pre>s = "Yellow"; a=a+2; return a; } public static void bar() { int a=3; String s = "Blue"; a = foo(a,s); System.outprintln("a="+a+" s="+s); } public static void main(String args[]) { bar(); }</pre>		
		<pre>s = "Yellow"; a=a+2; return a; } public static void bar() { int a=3; String s = "Blue"; a = foo(a,s); System.out println("a="+a+" s="+s); } public static void main(String args[]) { bar(); } What is printed on execution of these methods?</pre>		
		<pre>s = "Yellow"; a=a+2; return a; } public static void bar() { int a=3; String s = "Blue"; a = foo(a,s); System.outprintln("a="+a+" s="+s); } public static void main(String args[]) { bar(); } What is printed on execution of these methods?</pre>		
		<pre>s = "Yellow"; a=a+2; return a; } public static void bar() { int a=3; String s = "Blue"; a = foo(a,s); System.out.println("a="+a+" s="+s); } public static void main(String args[]) { bar(); } What is printed on execution of these methods? A1 a = 3 s = Blue</pre>		

:

$$A^{2}_{:} a = 5 s = Yellow$$

$$A^{3}_{:} a = 3 s = Yellow$$

$$A^{4}_{:} a = 5 s = Blue$$

Objective Question						
95	9	95	With respect to Big Data ecosystem, Cassandra is	4.0	1.00	
			A1 an operating system			
			A2 a programming language			
			A3 is a protocol			
			A4 a database management system			

96	96	In the context of Big data, ETL stands for	4.0	1.00		
		A1 Extract, Transform, Load				
		A2 Extract, Transcribe, Load				
		A3 Extend, Transform, Load				
		A4 : Expect, Transfer, Load				
Objective Question						
97	97	Which of the following is an in-memory data processing engine?	4.0	1.00		

	98	98	In the context of IoT, FOTA stands for	4.0	1.00
Objective Question					
			A4 Selector		
			A3 Segmenter		
			A2 CSS		
			A1 Spark		

	A1 Firmware Over-the-Air	
	A2 Firmware On Tele Applications	
	A3 Faster Organization Towards Accuracy	
	A4 Faster Overlapping Text Adapter	
Objective Question		

99	In machine learning, the number of correct predictions by the model, over all predictions made is called	4.0	1.00
	A1 Precision		
	A2 Recall		
	A3 F-measure		
	A4 : Accuracy		
ive Question			
100	Which of the following is a container platform	4.0	1.00
	A1 Docker		
	A2 : Android		
	A3 CouchDB		
	A4 C - Apps		
	99 ive Question 100	99 In machine learning, the number of correct predictions by the model, over all predictions made is called A1 Precision A2 Recall A3 F-measure A4 Accuracy ive Question Image: Contract of the following is a container platform 100 Which of the following is a container platform A1 Docker A2 Android A3 CouchDB A4 C - Apps	99 In machine learning, the number of correct predictions by the model, over all predictions made is called 4.0 A1 Precision A2 A2 Recall A3 A3 F-measure A4 Accuracy A 100 Which of the following is a container platform 4.0 A1 Docker A1 A2 Android A1 A3 CouchDB A1 A4 C - Apps Apps