

KONGUNADU ARTS AND SCIENCE COLLEGE
(AUTONOMOUS)

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Coimbatore – 641 029



DEPARTMENT OF COMPUTER APPLICATIONS

QUESTION BANKS

SUBJECTS

S.No	Name of the Subject
1.	C Programming
2.	Object Oriented Programming With C++
3.	Digital Fundamentals & Computer Organization
4.	Python Programming I
5.	Data Structures And Algorithms
6.	Operating Systems
7.	Relational Database Management Systems
8.	Computer Networks
9.	Advanced Java
10.	Software Engineering
11.	Data Mining
12.	Python Programming
13.	Software Project Management
14.	Visual Basic And .Net
15.	Cloud Computing
16.	Information Security
17.	Software Testing
18.	Web Designing

KONGUNADU ARTS AND SCIENCE COLLEGE(AUTONOMOUS)



QUESTION BANK

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TITLE OF THE PAPER: C PROGRAMMING

DEPARTMENT OF COMPUTER APPLICATIONS

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KASC-Computer Applications

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SECTION-A

CHOOSE THE CORRECT ANSWER

UNIT-I

1. Which was the first computer language to use a block structure?
a)BASIC b)BCPL c)ALGOL d)C
2. What was the language developed by Martin Richards?
a)C++ b)C c)ALGOL d)BCPL
3. How many keywords are there in ANSI C?
a)64 b)32 c)12 d)96
4. Which function is a special function used by the C System to tell the computer where the program starts?
a)Main b)User-defined c)Built-in d)Nested
5. Which symbol is used to end the comment lines?
a)/* b)/# c)*/ d)##
6. Which predefined standard C function is used for printing output?
a)Scanf() b)Printf() c)Main() d)Clrscr()
7. What symbol is used in C for ending each and every statement ?
a)Semicolon b)Colon c)Asterisk d)Dot
8. Which is a subroutine that may include one or more statements to perform a specific task?
a)Sub-routine b)Function c)Module d)All the above
9. How a programming language is designed to help process certain kinds of data consists of numbers, characters and strings and to provide useful output?
a)Program b)Function c)Information d)Module
10. What is the task of processing of data is accomplished by executing a sequence of precise instructions?
a)Information b)Tokens c)Program d)Identifier
11. How would you called the individual words and punctuation marks in c?
a)Keywords b)Strings c)Operators d)Tokens

12. Which is a data name that may be used to store a data value?
a) Keyword b) Variable c) Data types d) Identifier
13. Which is a pair of ternary operator?
a)?: b)*? c)#? d)/?
14. Which sign indicates that a conversion specification?
a)Asterisk b)Dollar c)Double quotes d)Percentage
15. Which code is used to read a single character?
a)%s b)%d c)%c d)%u
16. Which symbol is used as an input field which is use to skip in the place of field width?
a)! b)# c)* d)\$
17. What is the other name for automatic conversion?
a)Explicit b)Implicit c)Arithmetic d)Built-in type
18. What is the name of the operator used to determine the lengths of arrays and structures?
a)Size b)Sizes c)Sizeof d)Length
19. Which constant refers to a sequence of digits?
a)Float b)String c)Integer d)Double
20. Which is considered to be a sequence of digits preceded by 0x?
a)Octal b)Decimal c)Hexadecimal d)Binary

UNIT-II

21. What are the statements are if, switch, goto and conditional statements?
a)Decision making b)Decision-branching
c)Control statements d)Decision-looping
22. How the conditions are evaluated in else-if ladder?
a)Top b)Down c)Right d)Left
23. Which is a built-in multiway decision statements in c programming?
a)While b)Switch c)For d)Do while
24. Which symbol is used for ending case labels?
a) } b) ; c) : d) .

25. What statement is used at the end of each block signals the end of a particular case and causes an exit from the switch statement?
a) Default b)Break c)Case d)Conditional
26. What is the another name used for conditional operator?
a)Ternary b)For c)Switch d) Go to
27. Which symbol is used for ending case label?
a)Asterisk b)Comma c)Colon d)Semicolon
28. Which is an entry- controlled loop?
a)Switch b)Nested-if c)For d)Do... while
29. which is used as a logical operator?
a)< b)> c)&& d)!

UNIT-III

30. Which is a fixed-sized sequenced collection of elements of the same data type?
a)Array b)Structure c)Union d)Pointer
31. What is the name used for individual values where the complete set of values is referred to as an array?
a)Index b)Subscript c)Elements d)List
32. Which is considered as a sequence of characters that is treated as a single data item?
a)Function b)String c)Character Array d)Getch
33. Which function is used to join two strings together?
a)Strcat b)Strcmp c)Strcpy d)Strlen
34. What are referred as subprograms?
a)Functions b)Strings c)Array d)Structure
35. When a function can be called by simply using the function name followed by a list of actual parameters is enclosed by which symbol?
a)Parentheses b)Square brackets c)Curly braces d)Angle brackets

36. Which name is used for function declaration?
- a)Function name
 - b)Parameter list
 - c)Terminating semicolon
 - d)Function prototype
37. What is a variable which is declared inside a function?
- a)Global
 - b)Local
 - c)Register
 - d)Extern
38. Which is a special case of process where a function which calls itself?
- a)Nested function
 - b)Recursion
 - c)Internal
 - d)External
39. What is a type of variable that are both alive and active through out the entire program ?
- a)External
 - b)Internal
 - c)Register
 - d)Automatic
40. What is a keyword can be used for declaring a static variable?
- a)Stat
 - b)Static
 - c)Sta
 - d)Statics
41. Which static variables are those which are declared inside a function?
- a)External
 - b)Internal
 - c)Auto
 - d)Register
42. What is a static variable which is declared outside of all functions and is available to all the functions in that program.
- a)Internal
 - b)External
 - c)Auto
 - d)Register
43. Which can have more than one return statement?
- a)Structures
 - b)Unions
 - c)Function
 - d)Arrays
44. When a function call is made, only a copy of the values of actual arguments is passed in to what kind of function?
- a)Calling
 - b)Getchar
 - c)Called
 - d)Main
45. Which operator is used for the mechanism of sending back information through arguments is achieved by the address operator?
- a)Indirection
 - b)Period
 - c>This
 - d)Sizeof
46. Which operator is called address operator?
- a)#
 - b)\$
 - c)&
 - d)*

47. How the address of parameters to the function is referred to as?
a)Pass by address b)Pass by pointers c)Pass by value d)Both a and b
48. What is a variable created when the function is called?
a)Automatic b)External c)Register d)Static
49. When a function is exited which kind of variables are destroyed automatically?
a)Automatic b)Register c)External d)Static

UNIT-IV

50. Which is more efficient in handling arrays and data tables?
a)Structures b)Unions c)Pointers d)Functions
51. Which helps to reduce the length and complexity of programs?
a)Preprocessor b)Macro c)Pointers d)Strings
52. Which is commonly known as a byte?
a)Cell b)File c)Record d)Address
53. Which has a number for each and every byte ?
a)Address b)Value c)Storage d)Record
54. What is called to be a sequential collection of storage cells?
a)Memory b)Pointer c)Function d)Address
55. What is the last address value for a computer system having 64k memory?
a)65536 b)65535 c)65534 d)65533
56. What is the variable which holds the address of another variable?
a)Pointer b)Register c)Static d)Automatic
57. What is the operator which is immediately preceding a variable which returns the address of the variable associated with it?
a)# b)* c)! d)&

58. What is used for printing address values?
a)%c b)%s c)%r d)%u
59. What could be the process of assigning the address of a variable to a pointer variable ?
a)Declaration b)Initialization c)Substitution d)Macro
60. How the unary operator is usually indicated by the symbol and also known as indirection operator?
a)Dollar b)Period c)Hash d)asterisk
61. What is the base address of the first element of the array?
a)Index -1 b)Index 0 c)Index 1 d)Index 2
62. Which character is automatically inserts by the compiler at the end of the string?
a)\0 b)\i c)\t d)\l
63. which is called as the arrow operator?
a)=> b)-> c)- -> d)->>
64. which program will process the source code before it passes through the compiler?
a)Preprocessor b)Macro c)Compiler control d)File Inclusion
65. what is a process where an identifier in a program is replaced by a predefined string composed of one or more tokens?
a)preprocessor b)file inclusion
c)macro substitution d)compiler control directives
66. Which is the subsequent occurrence of a macro with arguments is known as ?
a)macro call b)Macro substitution
c)Macro with arguments d)Nesting of macros
67. When the filename is included with in the double quotation marks, the search for the file is made first in a directory and then in the standard directories called as?
a)Current b)Home c)Sub-directory d)Root
68. Which symbol is used in preprocessor directives which is begin with the symbol in one column and do not require a semicolon at the end?
a)! b)# c)& d)*
69. How many forms are there in macro substitution?
a)2 b)3 c)4 d)6

UNIT-V

70. What is the constructed data type in which c supports called as?
a)Unions b)Structures c)Functions d)Preprocessor
71. What is the fields in the structure called?
a)Structure Element b)Structure tag c)Structure Data d)Structure Field
72. What is the Keyword used for Structure?
a)str b)struct c)structure d)stru
73. Which operator is used in structure for linking between a member and a variable ?
a)This b)Ternary c)Size of d)Member
74. What is the meaning of structure with in structures?
a)Nesting b)Looping c)Pointers d)Functions
75. Which is a place on the disk where a group of related data is stored?
a)File b)Record c)Disk d)Cell
76. How many parts are in a filename?
a)2 b)3 c)4 d)5
77. Which data is useful for dealing with getw and putw functions?
a)Integer b)Float c)Double d)Long
78. Which function is used to move the file position to a desired location with in the file?
a)fseek() b)ftell() c)argv() d)argc()
79. What specifies the number of positions to be moved from the location specified by position?
a)offset() b)fseek() c)ftell() d)rewind()
80. Which is an argument counter that counts the number of arguments on the command line?
a)argc b)argv c)fp d)ftell
81. What will be the value returned by the fseek function when the operation is successful ?
a)1 b)-1 c)0 d)2
82. What will be the value returned by the function fseek when an error occurs?
a)0 b)1 c)-1 d)2

83. Which function takes a file pointer and resets the position to the start of the file?
a) fseek() b) ftell() c) rewind() d) fprintf()
84. How many parameters are there in fseek function?
a) 2 b) 3 c) 4 d) 5
85. Which represents an array of character pointers that point to the command line arguments?
a) argv b) argc c) argd d) argh
86. What is the function used to read a character from a file that has been opened in read mode?
a) getc b) getw c) putc d) putw
87. What is the name of the mode of the file used for reading only?
a) r b) w c) a d) a+
88. Which is defined as data structure of a file in the library of standard I/O function definition?
a) FILE b) FILES c) FIL d) FI

SECTION-B

UNIT-I

1. Tell about the basic Structure of C programs?
2. Recall about Keywords and Identifiers?
3. Define about Constants.
4. How can you demonstrate about Data types.
5. Can you explain about the declaration of Variables with example.
6. How would you Summarize about Arithmetic Operators.
7. Can you Demonstrate about Conditional Operators.
8. What is the main idea of Operator Precedence and Associativity.
9. What can you say about Bitwise Operators?
10. What is the main idea of Logical Operator?

UNIT-II

11. How would you construct about Simple if statement?
12. How would you apply if else statement?
13. What can you say about do statement?
14. How would you Summarize the Ternary operator?
15. Illustrate about the while statement with an example?

UNIT-III

16. What do you think about an Array?
17. How would you classify the declaration of One-Dimensional Array?
18. Can you elaborate the concept of Two Dimensional Array?
19. How would you evaluate Multi-Dimensional Array?
20. What would you recommend about Function?

21. What is your opinion of No argument and No Return values?
22. Can you assess the importance of No argument but Return values?
23. What do you think about Recursion?

UNIT-IV

24. How would you say about Pointers?
25. What can you say about the Understanding of Pointers?
26. What approach would you use to accessing the Address of a Variable?
27. What is the main idea of Array of pointers?
28. Can you explain about the Functions Returning Pointers?
29. Will you interpret about Simple Macro Substitution?
30. What is the function of Argumented Macro Substitution?

UNIT-V

31. Can you define the Concept of Structure?
32. How would you Summarize about Arrays of Structures?
33. What is the main idea of Arrays with in Structures?
34. What is the main idea of Unions?
35. What can you say about File Management ?
36. Can you illustrate the concept of Closing a File?
37. How would you classify the type of getc and putc functions?
38. Will you interpret in your own words about getw and putw functions?
39. How would you compare fprintf and fscanf functions?
40. Illustrate with an example about the concept of argc and argv in Command Line Arguments?

SECTION –C

UNIT-I

1. What can you say about the Importance of C?
2. How would you rephrase the meaning of Constants, Variables and Data types?
3. What is the main idea of Operators?
4. How would you classify the concept of Managing Input and Output Operators?
5. How would you categorize Reading and writing characters?
6. What do you think about Formatted Input?
7. What is the function of Formatted Output?
8. How would you determine the Type Conversions in expressions?
9. What is the opinion of Relational Operator?
10. Can you assess the importance of Increment and decrement operators?

UNIT-II

11. What would you recommend about the concept of Nested if Statements?
12. Can you assess the importance of else if Ladder?
13. How would you justify the Concept of Switch Statements?
14. What is the main idea of For Statement?
15. What is the main idea of Decision Making Statements?
16. How would you assess the Looping Statements in detail?

UNIT-III

17. How would you summarize the initialization of one-Dimensional Array?
18. What can you say about the initializing 2D array with examples?
19. How would you classify String Handling Functions?

20. Define about Function Declaration.
21. Can you elaborate the category of functions with examples?
22. How could you determine the arguments with return values with an examples?
23. Can you assess the importance of Functions that Return Multiple Values?
24. What is the function of Scope, Visibility and Lifetime of Variables?

UNIT-IV

25. What is the opinion of Declaring of Pointer Variables?
26. How would you justify Pointer and Arrays?
27. How could you determine Pointers and Character Strings?
28. How would you describe Pointers as Function arguments?
29. Can you Explain the Concept of Preprocessor?
30. What you say about Macro Substitution and its different forms?

UNIT-V

31. Can you elaborate the concept of Structure Declaration and Initialization?
32. How will you evaluate the concept of Structures with in Structures?
33. Will you interpret in your own words about Defining and Opening a File?
34. What is the main idea about Input and Output Operations on Files?
35. How would you summarize the Concept of Command Line Arguments?

KEY ANSWERS

UNIT-I

1. ALGOL (c)
2. BCPL (d)
3. 32 (b)
4. Main (a)
5. */ (c)
6. printf (b)
7. semicolon (a)
8. function (b)
9. Information (c)
10. Program (c)
11. Tokens (d)
12. Variable (b)
13. ?: (a)
14. Percentage (d)
15. %c (c)
16. * (c)
17. Implicit (b)
18. Sizeof (c)
19. Integer (c)
20. Hexadecimal (c)

UNIT-II

21. Decision-Making (a)
22. Top (a)
23. Switch (b)
24. Colon (c)
25. Break (b)
26. Ternary (a)
27. Colon (c)
28. For(c)
29. && (c)
30. Switch (b)

UNIT-III

31. Array (a)
32. Elements (c)
33. String (b)
34. Strcat(a)
35. Functions (a)
36. Parentheses (a)
37. Function prototype (d)
38. Local (b)
39. Recursion (b)
40. External (a)
41. Static (b)
42. Internal (b)
43. External (b)
44. Function (c)
45. Called (c)
46. Indirection (a)
47. & (c)
48. Both a and b (d)
49. Automatic (a)
50. Automatic (a)

UNIT-IV

51. Pointers (c)
52. Pointers (c)
53. Cell (a)
54. Address (a)
55. Memory (a)
56. 65535 (b)
57. Pointer (a)
58. & (d)
59. %u (d)
60. Initialization (b)
61. Asterisk (d)
62. Index 0 (b)
63. \0 (a)

- 64. ->(b)
- 65. Preprocessor (a)
- 66. Macro substitution (c)
- 67. Macro call (a)
- 68. Current directory (a)
- 69. # (b)
- 70. 3 (b)

UNIT-V

- 71. Structures (b)
- 72. Structure element (a)
- 73. Structure tag (a)
- 74. Struct (b)
- 75. Member(d)
- 76. Nesting (a)
- 77. File (a)
- 78. 2 (a)
- 79. Integer (a)
- 80. Fseek (a)
- 81. Offset (a)
- 82. Argc(a)
- 83. Zero(c)
- 84. -1(c)
- 85. Rewind (c)
- 86. Getc(a)
- 87. 3 (b)
- 88. Argv(a)
- 89. R(a)
- 90. File(a)

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QUESTION BANK

SUBJECT CODE : 18UCA202

TITLE OF THE PAPER : OBJECT ORIENTED PROGRAMMING WITH C++

DEPARTMENT OF COMPUTER APPLICATIONS

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KASC-Computer Applications

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KASC-Computer Applications

SECTION –A

(Knowledge level K1 Remembering is followed in relation to Course Outcomes specified as per Bloom's Taxonomy)

UNIT-I

1. How would you define C++ language.
a) Procedural b) Structural c) Object Oriented d) All the above
2. C++ was developed by
a) Dennis Ritchie b) Bjarne Stroustrup c) Ken Thompson d) None of the above
3. Which one of the Programming language is commonly known as procedure Oriented language.
a) Cobol b) Pascal c) C++ d) Java
4. Large size programs are divided into smaller programs known as
a) Sub programs b) Programs c) Subroutines d) Routines
5. Which one is the primary run-time entity in an object oriented programming.
a.) Class b) Object c) Inheritance d) Polymorphism
6. How would you recognize grouping of object having identical properties.
a) Class b) Abstraction c) Inheritance d) Polymorphism
7. An operation required for an object or entity when coded in a class is called as
a) Class b) Method c) Inheritance d) Polymorphism
8. Which one of the concept directs to the procedure of representing essential features without including background details.
a) Class b) Abstraction c) Inheritance d) Polymorphism
9. The packing of data and functions into a single component is known as
a) Encapsulation b) Object c) Inheritance d.) Polymorphism
10. What can you infer when object of one class get the property of another class.
a) Class b) Object c) Inheritance d) Polymorphism
11. What can you say if the same function acts differently in different classes.
a) Class b) Object c) Inheritance d) Polymorphism

12. Connecting one program to another program is called
a) Class b) Object c) Inheritance d) Binding
13. Which would you choose to extend the class and use them to other classes.
a) Class b) Object c) Reusability d) Polymorphism.
14. Widely accepted object oriented language by the programmer is
a) C++ b) C c) Pascal d) Cobol
15. Which one of the properties is suitable for communicating with each other through functions.
a) Class b) Object c) Encapsulation d) Abstraction
16. How could you define the code associate with a given procedure calls is not known until the time of the call at run time.
a) Static binding b) Dynamic binding c) Both a and b d) Null
17. Languages that support programming with objects are said to be
a) Object-Oriented b) Object-Based c) Procedure-Oriented d) Null
18. C++ is an extension of
a) C & BASIC b) C & Simula67 c) BASIC & Simula67 d) None
19. The operator << is called
a) Insertion b) Put to operator c) Both a & b d) None
20. The extraction operator is
a) >> b) << c) * d) &
21. C++ introduces a new comment symbol called
a) / b) // c) \ d) Null
22. What is placed in a header file and the definitions of member functions go into another file.
a) Class declaration b) Class function definitions c) Include files d) None
23. Data is hidden and cannot accessed by
a) Internal function b) External function c) Both a and b d) Null
24. How would you identify procedure-oriented programming
a) Bottom-up approach b) Top-down approach c) Both a and b d) Null
25. Which one of the approach is followed in object-oriented programming
a) Bottom-up b) Top-down c) Both a and b d) Null

26. Collection of objects of similar type is called
a) Class b) Object c) Encapsulation d) Abstraction
27. Typical object-based programming languages is
a) Cobol b) C c) C++ d) Ada
28. Typical object-oriented programming languages is
a) Cobol b) C c) C++ d) Ada
29. Expansion of CAD.
a) Computer Aided Design b) Common Aided Design
c) Computer Aided Data d) Common Aided Data
30. Which one contains declarations for the identifier cout and the operator <<.
a) stdio.h b) iostream.h c) iomanip.h d) none

UNIT – II

31. The smallest individual units in a program is known as
a) Identifiers b) Tokens c) Both a & b d) None
32. Which one is used to indicate an empty argument list to a function?
a) void b) int c) Both a & b d) none
33. How would you define the names of variables, functions, arrays, classes by the programmer.
a) Keywords b) Identifiers c) Tokens d) Null
34. In variables, the name cannot start with a
a) Letters b) Underscores c) Digits d) Null
35. The class variables are known as
a) Objects b) Identifiers c) Tokens d) None
36. Which one of the data type is another user-defined type which provides a way for attaching names to numbers.
a) User-defined b) Enumerated c) Both a and b d) null
37. Symbolic constants are created by using
a) Qualifier const b) Enum keyword c) Both a and b d) Null

38. Initialization of variables at run time is called
a) Dynamic initialization b) Reference variables c) Both a and b d) Null
39. Which one provides an alias for a previously defined variable
a) Reference variable b) Void c) Generic pointer d) None
40. The :: is known as
a) Scope access operator b) Double colons c) Both a and b d) None
41. The : :* is known as
a) Scope resolution operator b) Pointer – to –member c) Both a and b d) Null
42. In C++, allocating and freeing a memory is done by using the operator
a) new b) delete c) Both a and b d) null
43. The operators used to format the data display
a) Scope resolution operator b) Pointer – to –member c) Manipulators d) Null
44. The expressions that produce address value is
a) Constant b) Float c) Pointer d) Null
45. C++ performs the conversion automatically called
a) Implicit b) Automatic c) Both a and b d) Null
46. Selection structure is otherwise called
a) Straight line b) Branching c) Iteration d) Repetition
47. The manipulator <<endl is equivalent to
a) '\n' b) '\t' c) '\b' d) None
48. Which one is the multiple branching statement
a) if b) if...else c) while d) switch
49. Which one is an exit-controlled loop.
a) while b) do-while c) for d) null
50. Which one is an entry-controlled loop.
a) while b) for c) both a and b d) null
51. The loop statement terminated by a semi-colon is
a) Do-while b) for c) while d) None
52. The set.precision() is used to set
a) Decimal places b) Number of digits c) Field width d) None
53. The new and delete are

- a) Operator b) Keyword c) Both a and b d) None
54. Which header file is used for manipulators
a) iostream.h b) iomanip.h c) conio.h d) fstream.h
55. The cin and cout functions require the header file to include
a) iostream.h b) iomanip.h c) conio.h d) fstream.h
56. In C++ the symbol used for writing comments is
a) // b) /* * * ?? c) /* */ d) None of the above
57. Which operator is used to access a member using object name and a pointer to that member?
a)::* b) * c) ->* d) ::
58. Which operator is used to access a member using a pointer to the object and a pointer to that member?
a)::* b) * c) ->* d) ::
59. The operators that manipulate memory on the free store they are also known as
a) Free Storage b) Free Store c) Both a and b d) Null
60. Which operator is used to set the field width?
a) Setf b) Setw c) Unsetf d) Null

UNIT – III

61. In C++ the main() returns a value of type int to the operating system.
a) int b) float c) void d) Null
62. Many operating systems tests the return value called
a) Entry value b) Exit value c) Both a and b d) Null
63. To eliminate the cost of calls to small functions, C++ proposes a new feature called
a) Function b) Inline function c) Both a and b d) Null
64. Which one of the qualifier tells the compiler that the function should not modify the argument?
a) Inline b) Const c) Both a and b d) Null
65. Which one is used to refer the same operator for different purpose?

- a) Function b) Overloading c) Both a and b d) Null
66. The same function name is used for different purpose is called
a) Operator b) Function c) Both a and b d) Null
67. A non-member function that can access the private data of the class is known as
a) Friend function b) Static function c) Member function d) Library
68. Collection of similar data types is called as
a) Arrays b) Structures c) Functions d) All the above
69. The keyword public is terminated by
a): b), c); d) ()
70. Destructor is preceded by
a) ~ b): c) = d);
71. Constructor is executed when
a) Object is declared b) Object is destroyed c) Both a and b d) None
72. The destructor is executed when
a) Object goes out of scope b) When object is not used
c) When object contains nothing d) none
73. When memory allocation is essential, the constructor makes implicit call to
a) new operator b) malloc() c) memsell d) ram
74. Constructor has the same name as
a) The class they belong to b) The current program file name
c) Class name preceded by ~ d) Both a and c
75. Which Bit fields gives the exact amount for storage of values.
a) Bytes b) Bits c) Information d) None
76. The object is declared outside all function bodies is known as
a) Global b) Local c) Variable d) Scope access
77. The object is declared inside all function bodies is known as
a) Global b) Local c) Variable d) Scope access
78. Which the keyword specifies that what follows is an abstract data of type class_name.
a) Object b) Class c) Private d) Public
79. A member function can be called by using its name inside another member function of the same class is called

- a) Private member function b) Nesting of member function
c) Inline function d) Null
80. Which member function can be called using the class name.
a) Inline b) Static c) Both a and b d) Null
81. Which one contains the type and name of arguments that must be passed to the function?
a) Argument-list b) Parameter-list c) Both a and b d) Null
82. Which one groups a number of program statements into single unit and gives it a name
a) Array b) Function c) Class d) Null
83. Which one tells the compiler what the function is.
a) Function declaration b) Function definition c) Both a and b d) Null
84. Which one gives the instruction to the compiler that the function body comes later.
a) Function declaration b) Function definition c) Both a and b d) Null
85. The function body should be enclosed within a
a) { } b) [] c) () d) Null
86. How is an argument called if a variable or an expression contained in a function call.
a) Formal b) Actual c) Both a and b d) Null
87. The arguments present in the function definition are known as
a) Formal Arguments b) Actual arguments c) Both a and b d) Null
88. The data or function members of a class construct is accessed using
a) . (Dot) operator b) Member selection operator c) Both a and b d) Null
89. Member functions of a class can also be declared as
a) Static b) Dynamic c) Both a and b d) Null
90. A class declared as a member of another class is called
a) Nested class b) Constructor c) Destructor d) Null

UNIT – IV

91. The mechanism of giving special meaning to an operator is called
a) Operator overloading b) Function overloading c) Both a and b d) None
92. Which one of the operator cannot be overloaded?
a) Scope resolution operator b) Size of operator c) Both a and b d) none
93. Member functions are otherwise called
a) Friend functions b) Non-Static c) Static d) None
94. Which operand is used to invoke the operator function in overloading of binary operators?
a) Left hand b) Right hand c) Both a and b d) None
95. Which operand is passed as an argument in overloading of binary operators?
a) Left hand b) Right hand c) Both a and b d) None
96. Minimum arguments required for friend function is
a) One b) Four c) Three d) Two
97. Identify the operators can be overloaded.
a) Existing b) New c) Both a and b d) None
98. A friend function cannot be overload with
a) Assignment operator b) Function call operator c) Both a and b d) None
99. C++ allows us to define an overloaded operator that could be used to convert a class type data to a basic type.
a) Assignment b) Function call c) Casting d) None
100. Overloading of explicit arguments to an operator function is called as
a) Unary b) Binary c) Ternary d) All the above
101. The unary operator that can be used as prefix or suffix with the function.
a) ++ b) ** c) + d) -
102. The unary operator that can be used as prefix or suffix with the function.
a) -- b) ** c) + d) -
103. Overloading with a single parameter is called as
a) Unary b) Binary c) Ternary d) All the above
104. Operator that can be overloaded.
a) Unary b) Prefix c) Ternary d) Postfix
105. Operator that cannot be overloaded.

- a) Binary b) Prefix c) Ternary d) Postfix
106. The friend function can be called without using
a) Object b) Class c) Function d) All the above
107. Identify in which concept it is possible to overload both these extraction and insertion operator with
a) Inline b) Friend c) Virtual d) None of the above
108. The mechanism of deriving a new class from an old is called
a) Inheritance b) Polymorphism c) Abstraction d) None
109. The existing classes are known as
a) Base classes b) Derived classes c) Inheritance d) Both
110. The relationship between base and derived class is known as
a) Kind of relationship b) Reusability c) Access specifiers d) None
111. Type of inheritance between one base and derived class is known as
a) Single inheritance. b) Multilevel inheritance.
c) Multiple inheritance. d) Hybrid inheritance.
112. When two or more base classes are used for derivation is called
a) Single inheritance. b) Multilevel inheritance.
c) Multiple inheritance. d) Hybrid inheritance.
113. When a single base class is used for derivation of two or more classes is known as
a) Single inheritance. b) Multilevel inheritance.
c) Multiple inheritance. d) Hybrid inheritance.
114. When a class is derived from another derived class is known as
a) Single inheritance. b) Multilevel inheritance.
c) Multiple inheritance. d) Hybrid inheritance.
115. The combination of one or more type of inheritance is known as
a) Single inheritance. b) Multilevel inheritance.
c) Multiple inheritance. d) Hybrid inheritance.
116. When a class is derived from two or more classes that are derived from same base class, such type of inheritance is known as
a) Single inheritance. b) Multilevel inheritance.
c) Multiple inheritance. d) Hybrid inheritance.

117. C++ provides the keyword
a) Virtual b) Inline c) Friend d) None
118. When a class is not used for creating objects it is called as
a) Abstract Class b) Friend class c) Virtual Class d) None
119. In multilevel inheritance, the middle class acts as
a. Base class as well as derived class b. Only base class
c. Only derived class d. None of the above
120. Which one specifies whether the features of the base class are privately derived or publicly derived.
a) Visibility mode b) Abstract class c) Both a and b d) None

UNIT – V

121. A sequence of bytes is called as
a) File b) Stream c) Class d) None
122. What would you call if stream acts as to get input data?
a) Class b) Source c) Destination d) File
123. What would you call if stream acts to send output data
a) Class b) Source c) Destination d) File
124. The source stream that provides data to the program is called
a) Output Stream b) Input Stream c) Stream d) None
125. The destination stream that receives output from the program is called
a) Output Stream b) Input Stream c) Stream d) None
126. Which one contains a pointer to a buffer object?
a) istream b) ostream c) ios d) iostream
127. How would you define if input functions declares as get(),getline() and read().
a) istream b) ostream c) ios d) iostream
128. Which header file contains overloaded insertion operator <<.
a) istream b) ostream c) ios d) iostream
129. Identify the function that inherits the properties of ios stream and ostream.

- a) istream b) ostream c) ios d) iostream
130. Which function provides an interface to physical devices through buffers.
a) istream b) stringstream c) ios d) iostream
131. The >> operator is overloaded in the
a) istream b) ostream c) ios d) iostream
132. Which class defines two member functions such as get() and put().
a) istream&ostream b) istream&iostream c) stream&iostream d) None
133. What function would you choose to read a whole line of text that ends with a new line character.
a) write() b) read() c) getline() d) put()
134. The function which displays an entire line.
a) write() b) read() c) getline() d) put()
135. Which one is used to specify the required field size for displaying an output value
a) setf() b) fill() c) width() d) precision()
136. Which one is used to specify the number of digits to be displayed after the decimal point of a **float** value
a) setf() b) fill() c) width() d) precision()
137. What would you choose to specify a character that is used to fill the unused portion of a field
a) setf() b) fill() c) width() d) precision()
138. What would you like to choose to specify format flags that can control the form of output display
a) setf() b) fill() c) width() d) precision()
139. Which function would you choose to clear the flags specified
a) unsetf() b) fill() c) width() d) precision()
140. The setf stands for
a) Set Formats b) Set Flags c) Set Fonts d) Null
141. Which header file provides a set of functions called manipulators which can be used to manipulate the output formats.
a) iostream.h b) istream.h c) iomanip.h d) none
142. Collection of related data stored in a particular area on the disk is called

- a) Stream b) File c) Class d) None
143. Which one of the function provides input operations?
a) ofstream b) fstream c) ifstream d) filebuf
144. Which one of the function provides output operations?
a) ofstream b) fstream c) ifstream d) filebuf
145. Identify the function that provides support for simultaneous input and output operations
a) ofstream b) fstream c) ifstream d) filebuf
146. The file name contains
a) One parts b) Two parts c) Three parts d) Four parts
147. Which function is used to open multiple files that use the same stream object?
a) Open() b) Put() c) Get() d) None
148. Which one of the file mode parameter is used to go to end-of-file on opening.
a) ios::app b) ios::ate c) ios::in d) ios::out
149. The current position of the get pointer is obtained by
a) seekg() b) seekp() c) tellg() d) tellp()
150. Which one moves get pointer to a specified location?
a) seekg() b) seekp() c) tellg() d) tellp()

(Knowledge levels K2-Understanding, K3-Applying, K4-Analysing and K5-Evaluating are followed in relation to course outcomes specified as per Bloom's Taxonomy)

SECTION-B

UNIT- I

1. How would you compare and contrast **object** and class?
2. What is the main idea of structure oriented programming?
3. Describe how data are shared by functions in a procedure-oriented program.
4. How can you describe about the organization of data and functions in an object-Oriented program?
5. How would you generalize about Compiling and Linking?
6. How would you compare and contrast a) **cin** () and **scanf** () b) **cout** () and **printf** ()
7. What explanation do you have for **iostream.h** and **iomanip.h** header files?
8. What explanation do you have for Comments in C++?
9. How would you differentiate between inheritance and delegation?
10. How would you compare and contrast static binding and dynamic binding.
11. What can you say about **return** statement in C++ .
12. How can you describe **cascading I/O** operators.
13. How would you compare and contrast object-oriented approach from object-based approach?
14. How would you differentiate a **main()** function in C++ and **main()** in C?
15. Demonstrate a program to read the values of a,b and c and display the value of x, where $x = a/b - c$

UNIT- II

16. How can you describe
 - i) Problem Understanding
 - ii) Requirements Specification
17. How can you describe the organization of **class hierarchies**?
18. What did you observe about the design of **Member Functions**?

19. How could you generalize identifier? Enumerate the rules of naming identifiers in C++.
20. Elaborate on **Enumerated Data Type** with example.
21. Elaborate the following with example.
 - i) User-Defined Data Types
 - ii) Derived Data Types
22. What is **variable**? What is the main idea of reference variables?
23. What is **constant**? How would you express symbolic constants?
24. What explanation do you have for Member **Dereferencing Operators**?
25. What criteria would you use to assess **Type Cast Operator**?
26. List out the operator precedence and associativity.
27. How would you outline the **Type Compatibility**?
28. How would you difference between **local** and **global** variables.
29. How would you difference between **break** and **continue** statements.
30. How would you compare and contrast **while** and **do-while** statement.

UNIT- III

31. What did you observe about the **main ()** function?
32. What is the main idea of the concept **Return by reference**?
33. How can you describe inline **function** with suitable example?
34. How would you compare and contrast structure and class.
35. List out the **limitations of structures**.
36. What is your analysis of private and **public visibility mode**?
37. How would you demonstrate **nesting of member functions** with example?
38. What can you say about **private member function**?
39. What would the result be if objects passes as function arguments?
40. How can you describe **returning objects**?
41. How would you differentiate actual and formal arguments with examples?
42. How would you solve to find the sum of the first n natural numbers using **functions**?
43. How would you compare and contrast **actual** and **formal argument**?
44. What would the result be for finding the **biggest** of the given object value using

Friend function?

45. What is **array**? What can you point out about arrays with a class and array of objects?
46. What is **constructor**? What is the most important characteristics of constructor?
47. What would you suggest about **Friend** classes?
48. What can you infer about **dynamic constructor**?
49. What can you point out about **two-dimensional** arrays?
50. How would you solve a program to calculate **factorial** using **constructor**?

UNIT- IV

51. What explanation do you have for **Overloading** and Operator Overloading?
52. What did you observe about operator **overloading**? List out the rules for operator Overloading.
53. How would you differentiate between operators overloading and function Overloading?
54. How could you develop a program by using two classes **polar** and **rectangle** to represent points in the polar and rectangle systems? Use conversion routines to convert from one system to another.
55. What can you infer from
 - i) Conversion of data from **basic** to **class type**
 - ii) Conversion of data from **class** to **basic type**
56. How would you demonstrate a program to **swap** the given numbers int, float, char and for string using **function overloading**.
57. How would you solve? Define a class **string**. Use overloaded == operator to compare two strings ignore case sensitivity. Use overloaded + operator to concatenate the Strings.
58. What is the analysis of Inheritance **with derived** Classes?
59. What is your opinion of making a private member inheritable?
60. How can you describe **Member classes and Nesting of classes**?
61. What did you observe about **abstract classes**?

62. How would you differentiate between multilevel and hybrid inheritance.
63. How would you differentiate between single and multilevel inheritance.
64. Discuss the pros and cons of inheritance?
65. What would you suggest about **pointers to derived classes**?
66. What is **virtual function**? List out the Rules for virtual function.
67. What is your opinion about **pure virtual function**?
68. What data was used to evaluate polymorphism?
69. How does **void** pointer works in C++?
70. What can you point out about pointers?

UNIT- V

71. What do you remember about C++ **stream** classes?
72. What is a **C++ stream**?
73. How would you outline overloaded operators >> and << with example
74. How would you demonstrate **fill()** with example.
75. What are the limitations of using get() and put() functions?
76. What can you point out about the basic difference between manipulators and ios member functions in implementation?
77. What is **File**?
78. What can you point out about classes for **file stream** operations ?
79. What are input and **output streams**?
80. How can you justify the difference between opening a file with a constructor function and opening a file with open() function?
82. List out the steps involved in opening **a file**.
83. What idea validates how **while(fin)** statement detects the end of a file that is connected to fin stream?
84. What is **File mode**? Describe the various file mode options available.
85. Discuss the pros of saving data in binary form?
86. How would you demonstrate **closing a file** with example.
87. How would you solve if a file contains a list of Telephone number and name write a program to add, delete, modify ,list ,and search the record.

SECTION-C

UNIT- I

1. What can you point out about **Procedure-Oriented Programming**?
2. What do you think about **Object-Oriented Programming Paradigm**?
3. Elaborate the **basic concepts of OOP's**.
4. List out the **benefits of OOP's**.
5. What is **Object-Oriented Languages**?
6. What facts can you gather about the **evolution of C++**?
7. What criteria would you use to assess the **structure of C++ program**?
8. What explanation do you have to justify the **Applications of OOP'S**?
9. How would you compare and contrast Procedure-Oriented Programming and OOP's?

UNIT- II

10. Elaborate the following
 - i) Data Flow Diagram
 - ii) Textual Analysis
11. What can you infer about?
 - i) Class Dependencies
 - ii) Design of Classes.
12. How would you explain the "**Basic Data Types**" with example?
13. Elaborate the following
 - i) Scope resolution operator with example
 - ii) Memory management operator with example
14. What do you think about?
 - i) Manipulators
 - ii) Expressions and implicit conversions
15. How would you demonstrate about **selection structure** with example?
16. How would you solve
 - (i) Program to print **odd** or **even** numbers using **while** loop
 - (ii) Program to print **sum of numbers** from 1 to n using **continue** statement

17. How would you demonstrate looping with example?
18. How would you solve
- i) Arithmetic operations using **else if ladder**
 - ii) To print **largest number** among 3 numbers using nested **If else**
19. How would you demonstrate?
- i) A program to print **fibonacci series** from 1 to given numbers using **for loop**
 - ii) A program to print the following output using **for loops**
- ```
1
22
333
4444
55555
```
20. How would you solve
- i) A program to **swap 2 numbers** using **reference variable**.
  - ii) A program to print **sum of the numbers** from 1 to n using **while loop**
22. Elaborate about **BREAK, CONTINUE, and GOTO** with example
23. How can you describe **Conditional Operator** with example?
24. How can you clarify the following?
- i) Increment and Decrement Operator with example
  - ii) Relational Operators with example
25. How can you describe **Bitwise Operators** with example.

### UNIT- III

26. How would you outline **Function Prototyping** with example?
27. What did you observe about?
- i) Call by value
  - ii) Call by reference
28. How would you demonstrate function **overloading** with example?
29. What explanation do you have for **default & const arguments** with example?
- . How would you present a member function of a class?
30. How can you clarify the following?
- i) Creating a class
  - ii) Creating objects
  - iii) Accessing class members

31. How would you compare and contrast arrays **within a class** and **array of objects**?

32. What is your opinion about **Memory allocation** for objects?

33. What do you think about?

- i) Static data member's
- ii) Static member functions

34. What is the analysis of Friend **function** with example?

35. What would you suggest about?

- i) Const member functions
- ii) Pointer to member

36. How would you explain about **Virtual functions** with example?

37. Create two classes **DM** & **DB** which are store the value of distances. **DM** stores distances in meters & centimeters and **DB** stores distances in feet & inches. Write a program that can read values for the class objects and add one object **DM** with another object **DB**.

Use **friend** function to carry out the addition operation. The object that stores the results may be a **DM** object or **DB** object depending on the units in which the results are required.

The display should be in the format of feet and inches or meters and centimeters depending on the object on display.

38. Write a class to represent a **vector** (a series of float values). Include member functions to perform the following tasks.

- i) To create the vector
- ii) To modify the value of a given element
- iii) To multiply by a scalar value
- iv) To display the vector in the form (10, 20, 30...)

39. How can you describe

- i) Parameterized Constructor
- ii) Copy Constructor

40. What can you point about

- i) Default Constructor
- ii) Multiple constructors in a class

41. Discuss about **dynamic initialization** of objects with example?

42. What is your opinion about **Destructor with** example?

## UNIT- IV

43. How would you determine the facts about **Operator Overloading** ?
44. How would you develop a program to overload +,-,\*,/ operators to perform **Arithmetic operations**.
45. How would you demonstrate a program to perform **Matrix operations** using operator overloading (+,-,\*, ==)
46. How could you develop a program to overload the **binary operators** using **friend function**?
47. What is **Type Conversion**? Explain conversion of data from one class to another class
48. Create a class **FLOAT** that contains one float data member overload all four arithmetic operators so that they can operate on the objects of FLOAT.
49. Create a class **MAT** of size M x N. Define all possible matrix operations for MAT type objects. Verify the identity
- $$(A - B) = A + B - 2AB$$
50. Create a class to represent a function value (**nr, dr**). Use it to add, subtract, multiply and divide two fractional number using operators overloading.
51. How can you describe about **overloaded constructor** with example
52. How would you demonstrate a conversion program from **Fahrenheit** to **Celsius** and vice versa
- $$\text{Fahrenheit} = \text{Celsius} * 9/5 + 32$$
- $$\text{Celsius} = 5/9 * (\text{Fahrenheit} - 32)$$
53. What is your opinion about?
- Single Inheritance
  - Multilevel Inheritance
54. What facts can you gather about?
- Multiple Inheritance
  - Hierarchical Inheritance
55. What is your opinion about?
- Hybrid Inheritance

ii) Virtual base classes

56. What can you point out about **constructors** in **derived classes**?

57. Create a base class called **shape**. Use this class to store two double type values that could be used to compute the area of figures. Derive two specific classes called Triangle and Rectangle from the base shape. Add to the base class, a member function `get_data()` to initialize base class data members and another member function `display_area()` to compute and display the area of figures. Make `display_area()` as a virtual function and redefine this function in the derived classes to suit their requirements. Using these three classes design a program that will accept dimensions of a triangle or rectangle interactively and display the area. Remember the two values given as input will be treated as lengths of two sides in the case of rectangle and as base and height in the case of triangles and used as follows.

$$\text{Area of rectangle} = X * Y$$

$$\text{Area of triangle} = \frac{1}{2} * X * Y$$

58. How would you suggest this pointer is important?

59. How would you describe about **pointer to objects**?

60. How would you demonstrate a program function to generate the following output using friend function?

|         |         |
|---------|---------|
| i) 1    | ii) 1   |
| 2 1     | 1 2     |
| 3 2 1   | 1 2 3   |
| 4 3 2 1 | 1 2 3 4 |

61. How would you demonstrate a program function to generate the following output using friend function?

|            |             |
|------------|-------------|
| i) 4 3 2 1 | ii) 1 2 3 4 |
| 3 2 1      | 1 2 3       |
| 2 1        | 1 2         |
| 1          | 1           |

## UNIT- V

62. How can you describe

- i) **put()** and **get()** function with example
- ii) **getline()** and **putline()** function with example

63. What is the main idea of

- i) **precision()**    ii) **set()**

64. How would you outline about **width()** and **unsetf()** with example

65. Describe how manipulators are useful with example.

66. Write a program which reads a text from the keyboard and display the following information on the screen in two columns

1. Number of lines
2. Number of words
3. Number of characters

Strings should be left justified and number should be right justified in suitable field width

67. Discuss the syntax for creating user-defined manipulators. Design a single manipulator to provide the following output specifications for printing float values.

- i) 10 columns width
- ii) Right-justified
- iii) Two digits precision
- iv) Filling of unused places \*
- v) Trailing zeros shown

68. What did you observe about **opening files** using constructor?

69. How would you demonstrate about opening files using **open()** with example.

70. How can you describe file pointers and their manipulations.

71. Discuss about reading and writing a class objects with example.

72. What is the analysis of?

- i) write( )    ii) read( )

73. What is your opinion about random access file with example.

74. Discuss about error handling during file operations.

75. What can you point out about command-line arguments with example?

76. Write a program that reads a text file and creates another file that is identical except that sequence of consecutive blank spaces is replaced by a single space.

77. Write a program that emulates the DOS copy command i.e it should copy the contents of character file (such as any CPP file) to another file. Invoking the program with 2 command line arguments – the source file and the destination file – like this

```
C: > COPY SFILE.CPP DFILE.CPP
```

In the program check that user has typed the correct number of command line arguments and that the file specified can be opened. Improve on the DOS TYPE command by having the program signal an error if the destination file already exists. This will prevent inadvertently writing over a valuable file. [USE THE NON-REPLACE flag]

KASC-Computer Applications

## ANSWER

### UNIT – I

1. c) Object Oriented
2. b) Bjarne Stroustrup
3. b) Pascal
4. a) Sub programs
5. b) Object
6. a) Class
7. b) Method
8. b) Abstraction
9. a) Encapsulation
10. c) Inheritance
11. d) Polymorphism
12. d) Binding
13. c) Reusability
14. a) C++
15. b) Object
16. b) Dynamic binding
17. b) Object-based
18. b) C & Simula67
19. c) Both a & b
20. a.>>
21. b)//
22. a) Class declaration
23. b) External
24. b) Top-down
25. a) Bottom-up
26. a) Class
27. d) Ada
28. c) C++
29. a) Computer Aided Design
30. b) iostream.h

### UNIT - II

31. b) Tokens
32. a) void
33. b) Identifiers
34. c) Digits
35. a) Objects
36. b) Enumerated
37. c) Both a and b
38. a) Dynamic initialization

- 39. a) Reference variable
- 40. a) Scope access operator
- 41. b) Pointer – to –member
- 42. c) Both a and b
- 43. c) Manipulators
- 44. c) Pointer
- 45. c) Both a and b
- 46. b) Branching
- 47. a) ‘\n’
- 48. d) switch
- 49. b) do-while
- 50. c) Both a and b
- 51. a) do-while
- 52. a) Decimal places
- 53. c) Both a and b
- 54. b) iomanip.h
- 55. a) iostream.h
- 56. a) //
- 57. b) \*
- 58. c) ->\*
- 59. b) Free Store
- 60. b) Setw

### UNIT – III

- 61. a) int
- 62. b) Exit
- 63. b) Inline function
- 64. b) Const
- 65. b) Overloading
- 66. b) Function
- 67. a) Friend
- 68. a) Arrays
- 69. a) :
- 70. a) ~
- 71. a) Object is declared
- 72. a) Object goes out of scope
- 73. a) new operator
- 74. a) The class they belong to
- 75. b) Bits
- 76. a) Global
- 77. b) Local
- 78. b) Class
- 79. b) Nesting of member function
- 80. b) Static
- 81. a) Argument-list



- 82. b) Function
- 83. a) Function declaration
- 84. b) Function definition
- 85. a) { }
- 86. b) Actual
- 87. a) Formal
- 88. c) Both a and b
- 89. a) Static
- 90. a) Nested class

## UNIT – IV

- 91. a) Operator overloading
- 92. c) Both a and b
- 93. b) Non-Static
- 94. a) Left hand
- 95. b) Right hand
- 96. d) Two
- 97. a) Existing
- 98. c) Both a and b
- 99. c) Casting
- 100. a) Unary
- 101. a) ++
- 102. a) --
- 103. b) Binary
- 104. a) Unary
- 105. a) Binary
- 106. a) Object
- 107. b) Friend
- 108. a) Inheritance
- 109. a) Base class
- 110. a) Kind of relationship
- 111. a) Single
- 112. c) Multiple
- 113. a) Hierarchical
- 114. b) Multilevel
- 115. d) Hybrid
- 116. a) Multipath
- 117. c) Virtual
- 118. a) Abstract
- 119. a) Base class as well as derived class
- 120. a) Visibility mode

## UNIT – V

121. b) Stream
122. b) Source
123. c) Destination
124. b) Input Stream
125. a) Output Stream
126. c) ios
127. a) istream
128. b) ostream
129. d) iostream
130. b) stringstream
131. a) istream
132. a) istream&ostream
133. c) getline()
134. a) write()
135. c) width()
136. d) precision()
137. b) fill()
138. a) setf()
139. a) unsetf()
140. b) Set Flags
141. c) iomanip.h
142. b) File
143. c) ifstream
144. a) ofstream
145. b) fstream
146. b) Two
147. a) Open()
148. b) ios::ate
149. c) tellg()
150. a) seekg()

# **KONGUNADU ARTS AND SCIENCE COLLEGE**

**(AUTONOMOUS)**

**[Re-accredited by NAAC with 'A' Grade 3.64 CGPA (3<sup>rd</sup> Cycle)]**

*[College of Excellence (UGC)]*

*COIMBATORE – 641 029*



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**KASC-Computer Applications**

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KASC-Computer Applications

## SECTION-A

### UNIT I

1. What is the other name of Stack?  
a) LIFO   b) FIFO   c) register   d) cpu
2. Which storage device that stores information in such a manner that the item stored last is the first item retrieved?  
a) Stack   b) Queue   c) Register   d) Memory
3. Which prefix representation often referred ?  
a) Polish   b) reverse polish   c) prefix   d) infix
4. Which postfix representation often referred ?  
a) Polish   b) reverse polish   c) prefix   d) infix
5. Which instruction formats can use each address field to specify either a processor register or memory operand?  
a) three-address   b) two-address   c) one-address   d) zero-address
6. Which instruction transfers the operands to and from memory and processor register?  
a) STORE   b) MOV   c) LOAD   d) ADD
7. Which instructions use an implied accumulator register for all data manipulation?  
a) three-address   b) two-address   c) one-address   d) zero-address
8. Which field is used to locate the operation to be performed?  
a) mode   b) index   c) instruction   d) address
9. Which mode the operands are in registers that reside within the CPU?  
a) Register   b) Register indirect   c) Direct Address   d) Indirect Address
10. Which instructions cause transfer of data from one location to other?  
a) Data transfer   b) Data manipulation   c) Program control   d) Load immediate
11. Which instructions perform arithmetic, logic and shift operations?  
a) Data transfer   b) Data manipulation   c) Program control   d) Load immediate
12. Which instructions provide decision-making capabilities?  
a) Data transfer   b) Data manipulation   c) Program control   d) Load immediate
13. Which instruction transfer data from memory to processor registers?  
a) STORE   b) LOAD   c) EXCHANGE   d) ACCUMULATOR

14. Which instruction transfer data from processor register to memory?  
a) STORE b) LOAD c) EXCHANGE d) ACCUMULATOR
15. Which instruction swaps the information between the registers?  
a) STORE b) LOAD c) EXCHANGE d) ACCUMULATOR
16. What is the other form of status bit ?  
a) Flag bit b) flag code c) branch bit d) skip bit
17. Which is known as the instruction that transfers program control to a subroutine?  
a) Call subroutine b) subroutine c) jump d) save address
18. Which subroutine is a subroutine that calls itself ?  
a) Recursive b) interrupt c) program d) control
19. What is the other name of Internal interrupts ?  
a) cisc b) risc c) traps d) overlapped
20. Which interrupt is initiated by executing an instruction?  
a) Internal b) external c) software d) risc

## UNIT II

21. How to express any decimal number in decimal number system?  
a) Units b) Bits c) Bytes d) binary
22. Where the number 10 indicates in decimal number  $(5678.9)_{10}$ ?  
a) Power b) superscript c) base d) all the above
23. How position of the digit with reference to the decimal point determines?  
a) Base b) Weight c) Units d) Fraction
24. What is the base of Decimal number system?  
a) 8 b) 10 c) 2 d) 16
25. What is the base of Binary number system?  
a) 8 b) 10 c) 2 d) 16
26. What is the base of Octal number system?  
a) 8 b) 10 c) 2 d) 16
27. What is the base of Hexadecimal number system?  
a) 8 b) 10 c) 2 d) 16
28. Which is the equivalent 8 bits?

- a) 1 Byte   b) 2 Byte   c) 3 Byte   d) 4 Byte
29. Which is the equivalent of 4 bits?  
a) Nibble   b) Style   c) Sheet   d) Counter
30. What is the decimal equivalent of  $(231.23)_4$ ?  
a)  $45.6875_{10}$    b)  $5677_{10}$    c)  $547.45_{10}$    d)  $124.67_{10}$
31. Which System work strictly in Digital Circuit?  
a) Binary   b) Octal   c) Decimal   d) Hexadecimal
32. What is the Binary equivalent of  $(111101100)_2$ ?  
a)  $754_8$    b)  $234_8$    c)  $123_8$    d)  $567_8$
33. What is the Binary equivalent of  $(634)_8$ ?  
a)  $110011100_2$    b)  $101010_2$    c)  $0101111_2$    d) None of these
34. What is the hexadecimal equivalent of  $(725.63)_8$ ?  
a)  $10101_2$    b)  $1111000_2$    c)  $111010101_2$    d) None of these
35. What is the hexadecimal equivalent of  $(1101100010011011)_2$ ?  
a)  $D89B_{16}$    b)  $A23_{16}$    c)  $AFC_{16}$    d)  $BC12_{16}$
36. What is the Binary equivalent of  $(3FD)_{16}$ ?  
a)  $100101011$    b)  $101010101$    c)  $001111111101$    d)  $1110$
37. What is the Binary equivalent of  $(5A9.B4)_{16}$ ?  
a)  $010110101001.10110100$    b)  $10101001010.010100101$   
c)  $01010101110.11100000$    d)  $01010110111$
38. What is the hexadecimal equivalent of  $(615)_8$ ?  
a)  $18D_{16}$    b)  $176_{16}$    c)  $34A_{16}$    d)  $DF5_{16}$
39. What is the octal equivalent of  $(25B)_{16}$ ?  
a)  $101010101$    b)  $001001011011$    c)  $11100010$    d)  $00001111101$
40. What is the 2's complement of  $(10100011)_2$ ?  
a)  $1010101$    b)  $01011101$    c)  $0001101$    d)  $011111100$
41. What is the 9's complement of 567?  
a) 123   b) 456   c) 432   d) 147
42. What is the 10's complement of 71112?  
a) 28888   b) 27777   c) 4532   d) 1234



### UNIT III

43. Which symbol denotes sum of product?

- a)  $\Sigma$    b)  $\Pi$    c) %   d) \$

44. Which law states  $A+B=B+A$ ?

- a) Commutative law   b) distributive law   c) associative law   d) demorgans law

45. Which law states  $A+(B+C) = (A+B)+C$ ?

- a) Commutative law   b) distributive law   c) associative law   d) demorgans law

46. Which law states  $A(B+C) = AB+AC$ ?

- a) Commutative law   b) distributive law   c) associative law   d) demorgans law

47. What is the basic logic function NOT circuit performs?

- a) Inversion   b) addition   c) multiplication   d) sum

48. What is  $A+AB$ ?

- a) 0   b) 1   c) A   d)  $A+B$

49. what is the individual term in canonical sop form?

- a) minterm   b) maxterm   c) product   d) sum

50. what is the individual term in canonical pos form?

- a) minterm   b) maxterm   c) product   d) sum

51. Which Symbol denotes product of sum?

- a)  $\Sigma$    b)  $\Pi$    c) %   d) \$

52. How many cells contains in k-map 3-variable map?

- a) 8   b) 2   c) 4   d) 16

53. What X denotes in don't care condition?

- a) 0   b) 1   c) either 0 or 1   d) None

54. What is the output of two input OR gate if it is high?

- a) Only if both inputs are high                      b) Only if both inputs are low  
c) Only if one input is high and other is low   d) If atleast one of the input is high

55. What is the output of a two input AND gate if it is high?

- a) Only if both inputs are high  
b) Only if both the inputs are low  
c) Only if one input is high and the other is low

- d) If a least one of the inputs is low
56. What NAND gate means?
- a) Inversion followed by AND gate
  - b) AND gate followed by an inverter
  - c) AND gate followed by an OR gate
  - d) None of these
57. What is the output of a two-input NAND gate when it is high?
- a) Only if both inputs are high
  - b) Only if both the inputs are low
  - c) Only if one input is high and the other is low
  - d) If a least one of the inputs is low
58. What NOR gate means?
- a) Inversion followed by an OR gate
  - b) OR gate followed by an Inverter
  - c) NOT gate followed by an OR gate
  - d) NAND gate followed by an OR gate
59. What is the output of a two-input NOR gate when it is high?
- a) Only if both inputs are high
  - b) Only if both the inputs are low
  - c) Only if one input is high and the other is low
  - d) If a least one of the inputs is high
60. When XOR gate gives a high output?
- a) if there are odd number of 1's in the input
  - b) if there are even number of 1's in the input
  - c) if there are odd number of 0's in the input
  - d) if there are even number of 0's in the input
61. Which is logically equal to exclusive NOR gate?
- a) Inverter followed by an XOR gate
  - b) NOT gate followed by an exclusive OR gate
  - c) Exclusive OR gate followed by an inverter
  - d) Complement of a NOR gate

62. Which gate ideally suited for bit comparison?  
a) Two input exclusive NOR gate    b) Two input exclusive OR gate  
c) Two input NAND gate                d) Two inputs NOR gate
63. When Two input Exclusive NOR gate gives high output?  
a) When one input is high and the other is low  
b) Only when both the inputs are low  
c) When both the inputs are same  
d) Only when both the inputs are high

#### **UNIT IV**

64. Which circuit performs addition of 2 bits?  
a) Half adder    b) full adder    c) adder    d) AND
65. Which circuit performs addition of 3 bits?  
a) Half adder    b) full adder    c) adder    d) AND
66. Which circuit has one input and many outputs?  
a) Decoder    b) flip-flops    c) multiplexer    d) demultiplexer
67. Which storage device used to store 1-bit binary information?  
a) Decoder    b) flip flops    c) multiplexer    d) demultiplexer
68. When J and K both are low in JK flip-flop which gates are disabled?  
a) AND    b) NAND    c) OR    d) NOT
69. Which of the following is a group of flip-flops?  
a) Counters    b) registers    c) full adder    d) ripple
70. What is called group of flip-flops used to store a word?  
a) Counters    b) registers    c) full adder    d) ripple
71. What is the othername of Asynchronous counter?  
a) Counters    b) registers    c) full adder    d) ripple
72. What register can have?  
a) Number of flip flops    b) Number of AND gates    c) Number of OR gates    d) None
73. Which flip flop is used as latch?  
a) J-K flip flop                      b) Master slave J-K flip flop  
c) T flip flop                          d) D flip flop

74. Which is used as D flip flop?  
a) Differentiator      b) divider circuit  
c) Delay switch      d) all of these
75. Which flip flop is used to eliminate race around problem?  
a) R-S flip flop      b) Master slave J-K flip flop  
c) J-K flip flop      d) None of the above
76. What is the maximum number of states that the counter can count if a counter is connected using six flip-flop?  
a) 6      b) 254      c) 8      d) 64
77. What is the maximum modulo number that can be obtained by a ripple counter using five flip-flop?  
a) 16      b) 32      c) 5      d) 31
78. How many number of counts skipped when mod -5 synchronous counter is designed using J-K flip-flops?  
a) 2      b) 3      c) 5      d) 0
79. How many number of flip-flop required for a Mod-16 ring counter?  
a) 4 flip-flop      b) 8 flip-flop      c) 10 flip-flop      d) 16 flip-flop
80. Which counter requires maximum number of flip-flop for a given Mod number?  
a) Ripple counter      b) BCD counter      c) ring counter      d) programmable counter
81. What is the difference bit output of a half-subtractor?  
a) Difference bit output of a full-subtractor      b) Sum bit output of a half-adder  
c) Sum bit output of a full-adder      d) carry bit output of a half-adder
82. How many inputs and outputs does a full-adder have?  
a) Two inputs, two outputs      b) Two inputs, one outputs  
c) Three inputs, two outputs      d) Two inputs, three outputs
83. How full adder can be realized?  
a) One half-adder, two OR gates      b) Two half-adders, one OR gates  
c) Two half-adders, two OR gates      d) none of these
84. Which of the following is known as half-adder?  
a) XOR gate      b) XNOR gate      c) NAND gate      d) NOR gate

## UNIT V

85. What is full form of ASCII?

- a) American Standard Code for Information Interchange.
- b) American Standard code for institute information.
- c) American Symbolic code for information interchange.
- d) none.

86. What is full form of MICR?

- a) Magnetic ink character recognition
- b) Magnetic ink character reading
- c) Mask ink character reading
- d) None

87. What is full form of OCR?

- a) Optimization character reading
- b) Optical character recognition
- c) Optical character reading
- d) None of these

88. Which printer is used when permanent record of results is needed?

- a) Laser printer
- b) ink jet printer
- c) dot matrix printer
- d) line printer

89. What uses a heat to bond a fine powder?

- a) Dot matrix
- b) ink jet
- c) laser
- d) none

90. How many pages per minute Laser printer prints?

- a) 10 pages per minute
- b) 8 pages per minute
- c) 6 pages per minute
- (d) None

91. How Printer resolution is usually measured?

- a) Dots per inch
- b) bits per inch
- c) letter per inch
- d) None

92. What is CRT?

- a) input device
- b) output device
- c) I-O device
- d) None

93. What is the full form of CRT?

- a) Cathode Ray Tube
- b) Character Ray Tube
- c) Cathode Ray Technique
- d) none

94. What type of device is Keyboard?  
a) Input                      b) output                      c) I-O                      d) none
95. What is full form of ALU?  
a) Arithmetic Logic Unit                      b) Algorithm Unit  
c) Arithmetic Logic Universe                      d) none
96. Which memory stores programs and data permanently?  
a) ROM                      b) RAM                      c) EPROM                      d) DRAM.
97. Which is similar to SOS memory?  
a) CMOS                      b) SRAM                      c) ROM                      d) DRAM
98. When a ROM is constructed how the user can electrically write in the contents of the memory?  
a) EEPROM                      b) EAPROM                      c) EPROM                      d) PROM
99. What is full form of CCD?  
a) Currently computed digit                      b) Complementary charged device  
c) Charge coupled device                      d) Change Charged Device
100. What is full form of RAM?  
a) read only memory                      b) random access memory                      c) real access memory                      d) None
101. What is full form of ROM?  
a) Read only memory                      b) random access memory                      c) random only memory                      d) None
102. Which memory that can be both read and also write?  
a) RAM                      b) ROM                      c) DRAM                      d) None
103. What is full form of SRAM?  
a) Standard RAM                      b) static RAM                      c) symbolic RAM                      d) None
104. What is full form of DRAM?  
a) Destroying RAM                      b) dynamic RAM                      c) discrete RAM                      d) None
105. What is full form of SOS?  
a) Silicon of sapphire memories                      b) Silicon of standard memories  
c) Silicon of single memories                      d) None
106. What is full form of EPROM?  
a) Erasable and programmable ROM                      b) Erase and process ROM

- c) Enable and programmable ROM      d) None

107. What is full form of EAROM?

- a) Electrically alterable ROM's      b) Erasable alterable ROM's  
c) Electronic alterable ROM's      d) None

108. What is used to control several dynamic memory chips assembled into a memory?

- a) memory control chips      b) access controller  
c) counter chips      d) none

109. What is the full form of IIL?

- a) Integrated Information Language      b) Integrated Injection Logic  
c) Instruction Information Language      d) Information Injection Logic

110. What is the advanced of dynamic RAMs over static RAM?

- a) lower power consumption      b) high capacity  
c) lower cost per bit      d) all of the above

KASC-Computer Applications

## SECTION –B

### UNIT-I

1. Can you discuss the characteristics of computer organization?
2. Can you design and develop the General Register organizations?
3. Can you elaborate the ALU?
4. Can you provide an example of what you mean of control word?
5. Can you provide an example of what you mean of micro operations?
6. What is your opinion of Data Transfer?
7. Can you elaborate the Data manipulation?
8. Can you elaborate the Program control?

### UNIT II

9. Can you convert the following Hexadecimal numbers to decimal?  
i)  $F28_{16}$  ii)  $BC2_{16}$
10. Can you convert the following decimal to hexadecimal?  
i)  $1259_{10}$  ii)  $768_{10}$
11. Can you convert decimal number 61.3 to binary?
12. Can you convert  $A92_{16}$  to octal?
13. Can you provide an example of what you mean of Excess-3-code and Gray code?
14. Can you convert gray code 110011 into its equivalent binary?
15. Can you discuss about 2's Complement subtract,  
i) 1011 from 1100 ii) 1001 from 1110
16. Can you discuss about 9's Complement subtract. i) 561-443 ii) 1024-837
17. Can you provide an example of what you mean Error detecting codes?
18. Can you convert  $(725.63)_8$  to binary?
19. Can you convert  $(1101100010011011)_2$  to hexadecimal equivalent?
20. Can you convert binary number into BCD Addition?  
i) 1000 0110-0001 0101 ii) 0110 0111-0101 0011
21. Can you convert the following decimal digits to Excess-3 code?  
i) 129 ii) 159
22. Can you convert the following binary numbers to Gray code?  
i) 10110 ii) 1011101



23. Can you convert the following Gray code to binary numbers?  
 i) 10010111    ii) 11001010

### UNIT III

24. Can you provide the Boolean expressions used for following gates and also draw the logic symbol along with truth table:    i) OR    ii) NOR    iii) XOR
25. Can you discuss about truth table along with logic gates for De-Morgan's law, Associative law?
26. Can you design and develop the following Boolean expression using AND, OR and NOT gates.    i)  $Y=AB+BC$     ii)  $Y=ABC+AD$     iii)  $Y=(A+C)(B'+D)$   
 iv)  $Y=A(B'+C)$     v)  $Y=AB(C+D)$
27. Can you convert the given expression in canonical SOP form with logic gates?  
 $Y=AC+AB+BC$
28. Can you convert the given expression in canonical POS form with logic gates?  
 $Y=(A+B)(B+C)(A+C)$
29. Can you solve the min terms of the expression?  
 i)  $Y=A'B'C'+A'B'C+A'BC+ABC'$     ii)  $Y=AB'C'+ABC+ABC'+A'BC$
30. Can you solve the max terms for the expression  
 i)  $Y=(A+B+C)(A+B'+C')(A'+B'+C')$     ii)  $Y=(A+B'+C')(A'+B'+C')(A'+B+C)$
31. Can you solve the boolean function  $f=A+B'C$  in a sum of min-terms?
32. Can you solve the boolean function  $f=(x'+y)(x+z)(y+z)$  in a product of max-terms?
33. Can you simplify the expression  $Y=AB+A(B+C)+B(B+C)$  using Boolean algebra techniques?
34. Can you simply the following Boolean expression using Boolean algebra?  
 $Y=\bar{A}\bar{B}\bar{C} + \bar{A}B\bar{C} + A\bar{B}\bar{C} + AB\bar{C}$
35. Can you simplify the Boolean function  $\sum m(1, 3, 5, 7, 4)$  using Karnaugh map?
36. Can you simplify the Boolean function  $\sum m(0, 1, 3, 7) + \sum d(2, 5)$  using Don't care condition?

#### **UNIT IV**

37. Can you design and develop about the Half-Adder?
38. Can you discuss about the Registers?
39. Can you provide an example of what you mean Reverse polish notation?
40. What is your opinion of decoders? Draw and explain the working of a 3 to 8 line decoder?
41. What is your opinion demultiplexer? Draw and explain a 1 to 8 line demultiplexer?
42. What is your opinion multiplexer? Draw and explain a 1 to 8 line multiplexer?
43. Can you discuss about the RS-flip flop?
44. Can you discuss about the JK-flip flop?
45. Can you discuss about the D-flip flop?
46. Can you discuss about the Shift Registers?
47. Can you design and develop about the Half-Subtractor?
48. Can you discuss about the RS- Flip flops clock pulse?
49. Can you discuss about the BCD parallel addition?
50. Can you discuss about the Decimal Adder?

#### **UNIT V**

51. Can you elaborate the ASCII Features in the Peripheral devices?
52. Can you discuss about the Auxiliary memory?
53. Can you discuss about the Asynchronous serial transfer?
54. Can you elaborate about the Asynchronous communication interface?
55. What is your opinion about the DMA Controller?
56. Can you elaborate about ROM and RAM?
57. What is your opinion about the Associative memory?
58. Can you elaborate about PROM and EPROM?
59. Can you elaborate about the Microcomputer memory?
60. What is your opinion about the DMA Transfer?
61. Can you discuss about the direct mapping in the Cache memory?

## SECTION –C

### UNIT I

1. Can you elaborate in detail about the Machine Language?
2. Can you write in your own words in detail about the Assembly Language?
3. Can you write a brief outline about the Register Transfer Language?
4. Can you elaborate about the Stack organization?
5. Can you write a brief outline about the Instruction formats?
6. Can you write in your own words in detail about the General Register organizations along with some examples?
7. Can you elaborate about the Addressing modes?

### UNIT II

8. Can you convert  $(725.25)_8$  to its decimal, binary and hexadecimal equivalent?
9. Can you convert octal number 574 to binary and decimal?
10. Can you convert the following numbers to hexadecimal?  
i)  $(360)_8$  ii)  $(22.62)_{10}$  iii)  $(10011.1101)_2$  iv)  $(10.1)_2$
11. Can you convert the following numbers to octal?  
i)  $(1100101011)_2$  ii)  $(37.29)_{10}$  iii)  $(672)_{16}$
12. Can you convert  $(268.75)_{10}$  to binary, octal and hexadecimal?
13. Can you convert the following hexadecimal numbers into their equivalent decimal and octal Numbers?  
i)  $(23867)_{16}$  ii)  $(368170.AB)_{16}$
14. Can you convert i)  $78FC.5B_{16}$  ii)  $4AE.23_{16}$  into binary, octal, decimal numbers?
15. Can you provide an example of what you mean of BCD Codes using BCD Addition?
16. Can you provide an example of what you mean of 9's Complement and 10's Complement?
17. Can you elaborate Error Detecting and Error Correcting Codes.
18. Can you convert the following BCD to Decimal?  
i) 010101000111 ii) 001010101 iii) 1010111111
19. Can you convert the following Binary into BCD Addition?  
i) 0100-0010 ii) 10000110 iii) 01100111-01010011

20. Can you convert the following Decimal to Excess-3 code?  
 i) 159    ii)  $6_{10}+3_{10}$     iii)  $36_{10}+39_{10}$
21. Can you convert the following binary number to Gray code?  
 i) 1011100    ii) 1101010101    iii) 1110010101010
22. Can you convert the following Gray code to binary number?  
 i) 1111101010    ii) 0101010101    iii) 0011111

### UNIT III

23. Can you elaborate briefly about the AND, OR, NOT, XOR, NAND logic gates?
24. Can you simplify the Boolean functions for  
 $f_1=xyz'$      $f_2=x+y'z$      $f_3=x'y'z+x'yz+xy'$      $f_4=xy'+x'z$
25. Can you solve the min and max terms.  
 i)  $Y=\sum m(0,2,4,6,8,10,12,14)$     ii)  $Y=\prod m(1,3,5,7,9,11,13,15)$
26. Can you solve the canonical product of sums (POS) form for the expression?  
 $A'B'CD+A'BC'D+A'B'CD'+A'B'C'D'+ABCD$ ?
27. Can you solve the canonical sum of products (SOP) form for the expression?  
 $(A'+B'+C+D)(A'+B+C'+D)(A'+B'+C+D')(A'+B'+C'+D')(A+B+C+D)$
28. Can you solve the min terms of the expressions?  
 i)  $Y=A'B'C'D+A'B'CD+A'BCD'+ABC'D'$   
 ii)  $Y=AB'C'D+ABCD'+ABC'D+A'BCD'$
29. Can you solve the max terms for the expressions?  
 i)  $Y=(A+B+C)(A+B'+C')(A'+B'+C')$     ii)  $Y=(A+B'+C')(A'+B'+C')(A'+B+C)$
30. Can you plot and derive the Boolean expression  
 $Y=A'B'C+A'BC+AB'C+A'B'C'+ABC$  using Karnaugh map?
31. Can you Simplify the Boolean function  $\sum m(1,3,5,7,4,9,11,12)$  using Karnaugh map?
32. Can you Simplify the Boolean function  $\sum m(0,1,3,7,9,12,15) + \sum d(2,5,8)$  using Don't care condition?

33. Can you Simplify the Boolean function  $\sum m (1,3,4,5,6,14)$  using Karnaugh map?

#### **UNIT IV**

34. Can you write a brief outline about the Full Adder?
35. Can you write a brief outline about the Full Subtractor?
36. Can you elaborate in detail about Binary Parallel Adder?
37. Can you write in your own words in detail about 16-1 Multiplexer with logic gate?
38. Can you write in your own words in detail about 16-1 De-Multiplexer with logic gate?
39. Can you write in your own words in detail about the decoders? Draw and explain the working of a 3 to 16 line decoder
40. Can you elaborate in detail about the Encoder?
41. Can you write a brief outline about the Registers?
42. Can you elaborate in detail about the Counters?
43. Can you write any 2 flip flops in detailed?

#### **UNIT V**

44. Can you write in your own words in detail about the Peripheral devices?
45. Can you write a brief outline about the I/O interface?
46. Can you elaborate in detail about the Asynchronous data transfer?
47. Can you write a brief outline about the DMA?
48. Can you elaborate in detail about the IOP?
49. Can you write a brief outline about the Primary Memories?
  - i) RAM
  - ii) ROM
  - iii) PROM
  - iv) EPROM
50. Can you elaborate in detail about the Cache Memory?

**ANSWER KEY:-SECTION-A**

**UNIT I**

1. LIFO
2. STACK
3. POLISH
4. REVERSE POLISH
5. THREE-ADD
6. LOAD
7. TWO
8. INSTRUCTION
9. DIRECT
10. DATA TRANSFER
11. DATA MANIPULATION
12. PROGRAM CONTROL
13. LOAD
14. STORE
15. EXCHANGE
16. FLAG BIT
17. CALL SUBROUTINE
18. RECURSIVE
19. TRAPS
20. SOFTWARE

**UNIT II**

21. UNITS
22. BASE
23. WEIGHT
24. 10
25. 2

26. 8
27. 16
28. 1 BYTE
29. NIBBLE
30.  $(45.6875)_{10}$
31. BINARY
32.  $(754)_8$
33.  $(110011100)_2$
34.  $(111010101)_2$
35.  $(D89B)_{16}$
36.  $(00111111101)_2$
37.  $(010110101001.10110100)_2$
38.  $(18D)_{16}$
39.  $(001001011011)_8$
40. 01011101
41. 432
42. 28888

### **UNIT-III**

43.  $\Sigma$
44. COMMUTATIVE LAW
45. ASSOCIATIVE LAW
46. DISTRIBUTIVE LAW
47. INVERSION
48. A
49. MINTERM
50. Maxterm
51.  $\Pi$
52. 8
53. Either 0 or 1
54. IF ATLEAST ONE OF THE INPUT IS HIGH
55. ONLY IF BOTH INPUTS ARE HIGH

56. AND GATE FOLLOWED BY AN INVERTER
57. IF A LEAST ONE OF THE INPUTS IS LOW
58. OR GATE FOLLOWED BY AN INVERTER
59. ONLY IF BOTH THE INPUTS ARE LOW
60. IF THERE ARE ODD NUMBER OF 1'S IN THE INPUT
61. EXCLUSIVE OR GATE FOLLOWED BY AN INVERTER
62. TWO INPUT EXCLUSIVE NOR GATE
63. WHEN BOTH THE INPUTS ARE SAME

#### **UNIT-IV**

64. HALF ADDER
65. FULL ADDER
66. MULTIPLEXERS
67. FLIP FLOPS
68. AND
69. COUNTERS
70. REGISTERS
71. RIPPLE
72. NUMBER OF FLIPFLOPS
73. FLIP FLOP
74. DELAY SWITCH
75. MASTER SLAVE J-K FLIP FLOP
76. 4
77. 32
78. 3
79. 16 FLIP-FLOP
80. RING COUNTER
81. SUM BIT OUTPUT OF A HALF-ADDER
82. THREE INPUTS, TWO OUTPUTS
83. TWO HALF-ADDERS, ONE OR GATES
84. XOR GATE

#### **UNIT-V**



85. AMERICAN STANDARD CODE FOR INFORMATION INTERCHANGE
86. MAGNETIC INK CHARACTER READING
87. OPTICAL CHARACTER READING
88. DOT MATRIX PRINTER
89. LASER
90. 8 PAGES PER MINUTE
91. DOTS PER INCH
92. OUTPUT DEVICE
93. CATHODE RAY TUBE
94. INPUT
95. ARITHMETIC LOGIC UNIT
96. ROM
97. CMOS
98. EEPROM
99. CHARGE COUPLED DEVICE
100. RANDOM ACCESS MEMORY
101. READ ONLY MEMORY
102. ROM
103. STATIC RAM
104. DYNAMIC RAM
105. SILICON ON SAPPHIRE MEMORIES
106. ERASABLE AND PROGRAMMABLE ROM
107. ELECTRICALLY ALTERABLE ROM'S
108. MEMORY CONTROL CHIPS
109. INTEGRATED INJECTION LOGIC
110. ALL OF THE ABOVE

**KONGUNADU ARTS AND SCIENCE COLLEGE**  
**(AUTONOMOUS)**  
**COIMBATORE-641029**



**QUESTION BANK**

**SUBJECT CODE: 18UCA3S1**  
**TITLE OF THE PAPER: PYTHON PROGRAMMING I**  
**DEPARTMENT OF COMPUTER APPLICATIONS (UG)**

**NOVEMBER 2018**

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KASC-Computer Applications

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| 3    | Section C         | 12       |
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## SECTION - A

1. Python possesses a property of code is termed as
  - a. Dynamic
  - b. Reusability
  - c. Interpreted
  - d. General-purpose
2. The Statement is used to display the output screen.
  - a. Print
  - b. Comment
  - c. Identifiers
  - d. Keyword
3. The Symbol, which is used for commenting.
  - a. >>>
  - b. #
  - c. ( )
  - d. " "
4. In python, an identifier must begin with
  - a. Letter
  - b. underscore
  - c. digits
  - d. all
5. In python, writing the name of a variable.
  - a. Declare
  - b. initialize
  - c. list
  - d. code
6. In python, assigning a value to a variable.
  - a. Declare
  - b. initialize
  - c. assign
  - d. define
7. In python, how many types of data are supported?
  - a. 6
  - b. 5
  - c. 4
  - d. 3
8. How many ways to start a python programming?
  - a. 3
  - b. 4
  - c. 5
  - d. 6
9. The first approach in python programming is
  - a. Text editor
  - b. GUI
  - c. IDE
  - d. Notepad
10. The second approach in python programming is
  - a. GUI
  - b. WordPad
  - c. Notepad
  - d. IDE
11. In python programming has a list of reserved words known as
  - a. Keywords
  - b. Identifiers
  - c. Comments
  - d. Variables
12. The operator, which is used to assigning a value to a variable.
  - a. =
  - b. ' '
  - c. #
  - d. ( )
13. By which string data type is used combine two or more strings.
  - a. Slicing
  - b. concatenation
  - c. repetition
  - d. reverse
14. The operator, which is used to separate the items in the list.
  - a. #
  - b. ,
  - c. [ ]
  - d. " "
15. The data type is used to store sequence of items.
  - a. Tuple
  - b. list
  - c. Boolean
  - d. numeric

16. By which data type order of elements are defined.  
 a. Numeric    b. list    c. String    d. dictionary
17. The items which are enclosed within square brackets.  
 a. List    b. tuple    c. String    d. numeric
18. The sequence of items, which are enclosed within parenthesis.  
 a. List    b. tuple    c. Boolean    d. String
19. The data type which is an ordered collection of data.  
 a. Dictionary    b. numeric    c. String    d. Boolean
20. The string, which is used to repeat the same string for several times.  
 a. Slicing    b. concatenation    c. repetition    d. string
21. The operator which is used to compare the values.  
 a. Arithmetic    b. comparison    c. logical    d. bitwise
22. The operator which is used to calculate the power values.  
 a. Multiplication    b. Division    c. Exponential    d. modulus
23. The operator which is used to shift the bits towards left.  
 a. <<    b. >>    c. &    d. |
24. Which one of the following will be printed? Where  $x = 4.5$ ,  $y = 2$ . Print  $x//y$ .  
 a. 2.0    b. 2.25    c. 0.25    d. 0.5
25. Which of the following is not an arithmetic operator?  
 a. \*    b. \*\*    c. //    d. =
26. This operator is used to reverse the operand state.  
 a. Logical AND    b. logical OR    c. logical NOT    d. bitwise inverse
27. Which operator will reduce the effort of searching an element in the list?  
 a. Arithmetic    b. comparison    c. membership    d. identity
28. Which operator can shows the item is in list in membership?  
 a. In    b. not in    c. is    d. not is
29. The method which is used to convert all upper case letters into lower case.  
 a. Lower()    b. upper()    c. isalpha()    d. isdigit()
30. The method is used to return the first index of search string.  
 a. Find("string")    b. len ("string")    c. lower()    d. upper()
31. What will be the output of `str[0:4]` if `str = "Hello"` ?  
 a. Hello'    b. 'H'    c. 'Hel'    d. 'Hell'
32. Which of the following is the floor division operator?  
 a. /    b. %    c. //    d. \
33. Which of the following is used to access single character of string?  
 a. [:]    b. ()    c. [.]    d. []

34. Which of the following operator is used for repetition?  
a. \*                      b. +                      c. =                      d. ()
35. Which of the following is used to display the statement?  
a. Print                      b. Assignment                      c. Expression                      d. String
36. How many types of operators in python?  
a. 6                      b. 7                      c. 8                      d. 9
37. In arithmetic operators, which operator can be used to find the remainder?  
a. +                      b. -                      c. \*                      d. %
38. What will be the output of x=10, y=12 and z=0, if z=x//y?  
a. 10                      b. 12                      c. 2                      d. 0
39. What will be the output of test[:3], if test = "Test String"?  
a. 'Tes'                      b. 'est'                      c. 'st St'                      d. 'Test'
40. What will be the output of s="Hello", if s.alpha()?  
a. True                      b. False                      c. 'Hello'                      d. in
41. Iterator based loop is  
a. for                      b. do...while                      c. switch                      d. break
42. Built-in function in python is  
a. name()                      b. range()                      c. func()                      d. def()
43. Range() function generates sequence of numbers that starts with  
a. 0                      b. 1                      c. n-1                      d. n
44. Range() function generates sequence of numbers that ends with  
a. 0                      b. 1                      c. n-1                      d. n
45. The first argument in range() is  
a. begin                      b. start                      c. first                      d. step
46. The second argument in range() is  
a. begin                      b. start                      c. first                      d. end
47. The statement that transfers the execution from the loop to the statement that is immediately following the loop is  
a. for                      b. return                      c. break                      d. continue
48. Multiple expression for true can be checked with the help of  
a. if                      b. if-else                      c. if-else-if                      d. if elif else
49. In if elif else the optional statement is  
a. elif                      b. else                      c. if                      d. elif else

50. The function that prompt the input from the user is  
 a. input()                      b. func()                      c. function( )                      d. raw\_input()
51. The function that does not interpret the input is  
 a. input()                      b. func()                      c. function( )                      d. raw\_input()
52. The repetition of a set of statements or a piece of code is  
 a. loop                      b. block                      c. iteration                      d.function
53. The word that is reserved in a programming language is  
 a. argument                      b. parameter                      c. keyword                      d. list
54. The value on which the operator operates is called  
 a. operand                      b. parameter                      c. keyword                      d. list
55. The statement iterates over the items in sequence in the order is  
 a. for                      b.return                      c. break                      d.continue
56. Type casting can be done in  
 a. input()                      b. func()                      c. function( )                      d. raw\_input()
57. Most preferred function for input is  
 a. input()                      b. func()                      c. function( )                      d. raw\_input()
58. The function that interprets the input from the user is  
 a. input()                      b. func()                      c. function( )                      d. raw\_input()
59. The decision making statement is  
 a. if                      b.return                      c. break                      d.continue
60. The statement that return the value is  
 a. if                      b.return                      c. break                      d.continue
61. Type conversion is  
 a. implicit                      b. explicit                      c. default                      d. unknown
62. Type Coercion is  
 a. implicit                      b. explicit                      c. default                      d. unknown
- Interface
63. The module that contain mathematical functions is  
 a. math                      b. maths                      c. sin                      d.log
64. The file that contains some predefined codes is  
 a. module                      b. folder                      c. directory                      d. function



65. Collection of related function grouped together is  
a. module                      b. folder                      c. directory                      d. function
66. To access the function the name of the function is followed by  
a. (.)                      b.(,)                      c.(;)                      d. (:)
67. Module name is preceded by the statement  
a. import                      b. def                      c. header                      d. module
68. The method used to get time in readable format is  
a. asctime()                      b. time()                      c. asc()                      d. atime()
69. The method used to get current date and time is  
a. asctime()                      b. time()                      c. asc()                      d. atime()
70. Name of the module to display calendar is  
a. calendar                      b. date                      c. time                      d. month
71. The function used to display month is  
a. day()                      b. date ()                      c. month()                      d.cal()
72. The function takes an object as argument is  
a.len()                      b. help()                      c. range()                      d. dir()
73. The built-in function that gives detailed information about the object is  
a. len()                      b. help()                      c. range()                      d. dir()
74. A file that contains a collection of related function and definition is  
a. module                      b. folder                      c. directory                      d. function
75. The statement used to import various modules in python is  
a. def                      b. import                      c. module                      d. modules
76. The detailed information about the module is given by  
a.def()                      b. help()                      c. module()                      d. dir()
77. The syntax of composition of function is  
a.fog()                      b. f(g(x))=fog(x)                      c. f(f(x))                      d. f(g(x))
78. The names of members of the object are returned by using  
a.def()                      b. help()                      c.name()                      d. dir()
79. The time function returns the time tuple with how many items  
a.5                      b.7                      c.8                      d. 9

80. The variables used to pass some values to a function definition between parenthesis is  
a. parameters                      b. arguments                      c. constants                      d. literals
81. Defining a function is known as  
a. function definition    b. Initialization                      c. definition    d. Specification
82. In a function definition users have to define.  
a. name of the function                      b. list of statements  
c. both a & b                      d. parameters
83. In function the block is ended with the statement  
a. end                      b. return                      c. exit                      d. goto
84. To return more than one value separate the values using  
a. Colon(:)                      b. Comma(,)                      c. semicolon(;)                      d. dot(.)
85. The default return value is  
a. None                      b. void                      c. one                      d. two
86. The first line in the definition of function is known as  
a. header                      b. heading                      c. name                      d. parameter
87. The header line will always end with  
a. Colon(:)                      b. Comma(,)                      c. semicolon(;)                      d. dot(.)
88. The block of the statement always starts with  
a. Colon(:)                      b. Comma(,)                      c. semicolon(;)                      d. dot(.)
89. What is the use of the return statement?  
a. null value                      b. initiate a function    c. exit a function                      d. none
90. Which keyword is used to define the block of statements in the function  
a. function                      b. def                      c. func                      d. pi
91. A function is called using the name with which it was defined earlier, followed by:  
a. { }                      b. ( )                      c. < >                      d. [ ]
92. What are the advantages of using functions?  
a. Reduce duplication of code                      b. clarity of code  
c. Reuse of code                      d. All

93. The caller recognizes the arguments by the parameter name is called
- a. Default arguments
  - b. Required arguments.
  - c. Variable length arguments
  - d. Keyword arguments
94. The value assigned to a parameter at the time of function definition is called
- a. Default arguments
  - b. Required arguments.
  - c. Variable length arguments
  - d. Keyword arguments
95. Function with more number of arguments specified in function definition is
- a. Default arguments
  - b. Required arguments.
  - c. Variable length arguments
  - d. Keyword arguments
96. The number of arguments should match the defined number of parameters is
- a. Default arguments
  - b. Required arguments.
  - c. Variable length arguments
  - d. Keyword arguments
97. In variable length arguments the name of the variable must be preceded by
- a. (:)
  - b.(,)
  - c. (;)
  - d. (\*)
98. The statement used to exit a function is
- a. end
  - b. return
  - c. exit
  - d. goto
99. In function definition the rest is abbreviated as
- a. header
  - b. body
  - c. block
  - d. statements
100. Process of repeating a function is known as
- a. recursive
  - b. return
  - c. void
  - d. repeat

### SECTION - B

1. Explain about the Python Overview.
2. Describe about the installing on linux OS.
3. Discuss about the installing on windows OS.
4. Explain about the Comments.
5. Describe about the python Identifiers.
6. Discuss about the Reserved keywords.
7. Explain about the declaring a variable.
8. What is list? Explain about it.

9. What is tuple? Explain about it.
10. Explain about the concept of dictionary.
11. Explain about the Arithmetic operator with an example.
12. Explain about the Membership operator with an example.
13. Discuss about the Precedence of operators.
14. What is statement? Explain about it.
15. Explain about the Slicing in String operators.
16. Discuss about the concept of Boolean Expressions.
17. Write a program to find the square root of a number?
18. Write a program to find the area of a rectangle?
19. Write a program to swap the values of two variables?
20. What is an operator? Explain Assignment operator with an example.
21. Write a note on For loop with an example.
22. Write a note on range() function.
  
23. What is the use of While statement?
24. What are break and continue statements in Python?
25. What is if-elif-else statement?
26. What is the use of input() function?
27. What is raw\_input() function?
28. Write a program to find Odd and Even Numbers.
29. Write a program using range() function.
30. Write a program using while statement.
31. What are Mathematical Functions?
32. How Mathematical functions are used in Python?
33. Write a Program to print the calendar for the month of March 1991.
34. What is help() function?
35. Write a Program using help() function.
36. Write a program to print the Cos of 45 degrees.
37. Write about Working with date and time in Python.
38. What is a function?
39. What is Type Conversion?

40. What is Type Coercion?
41. What is a function? Explain about the User- defined Functions.
42. Explain about the concept of parameters with an example.
43. Discuss about any two types of arguments.
44. Explain about the concept of the return statement with an example.
45. Explain about the Python Recursive function.
46. Write a program to find the HCF of given numbers?
47. Write a program to convert the decimal numbers to its binary, octal and hexadecimal equivalents?
48. Write a program to display factors of a given number?
49. Write a program to find the sum of natural numbers using recursion?
50. Write a program to find the factorial of a given number?

### **SECTION - C**

1. What is Python? Explain about the overview of python.
2. What are all the ways to start the python? Explain in detail about installing python on various OS.
3. Explain about the python Comments and identifiers with an neat diagram.
4. What is a variable? Explain about the variables.
5. Explain any 4 types of data in python programming.
6. Discuss in detail about the string data type in python with a neat diagram.
7. Discuss in detail about the Standard data types in python.
8. Explain in detail about the concept of Numeric, List and Tuple data type in python.
9. How to install python on windows OS? Explain with its neat diagram.
10. How to Initializing a variable in python? Explain with an example.
11. Explain about the Arithmetic operator with an example.
12. Explain about the Membership operator with an example.
13. Discuss about the Precedence of operators.
14. What is statement? Explain about it.
15. Explain about the Slicing in String operators.

16. Discuss about the concept of Boolean Expressions.
17. Write a program to find the square root of a number?
18. Write a program to find the area of a rectangle?
19. Write a program to swap the values of two variables?
20. What is an operator? Explain Assignment operator with an example.
21. Explain For loop and give an example to print the letters using for loop.
22. How to print a range of values using range() function? Give example
23. Explain While, Break and Continue statements in Python.
24. Write a program to print even numbers using break and continue statements.
25. Explain if elif else statement with example.
26. Write a program in python using while statement
27. Write a Program to print the largest of three numbers.
28. Write a program to print whether the input year is leap or not.
29. Write a program to print Fibonacci sequence of n terms.
30. How to display a list of elements using range() function?
31. Explain Built-in functions in Python.
32. What is Type Conversion? Explain.
33. What is Type Coercion? Explain with an example.
34. Give the syntax required to convert an integer number into string and float to an integer value.
35. What are Mathematical functions in Python? Explain.
36. Write a program to get current date and time.
37. Write a program to get formatted date and time.
38. Write a program to print Calendar for a Month.
39. What is Composition of functions? Explain.
40. What is dir() function? Explain.
41. What is a Function? Explain in detail about the concept of user defined functions.
42. Explain in detail about the Parameters and Arguments with an example.
43. Illustrate the concept of Python recursive Functions and the return statement.
44. Discuss in detail about the concept of arguments & explain any two of the arguments.

45. What is a Function? Explain about the Required arguments and Keyword arguments.
46. What is a Function? Explain about the Default arguments and Variable-length arguments.
47. Write a program to find the sum of natural numbers using recursion and factorial of a given number.
48. Write a program to convert to convert the decimal numbers to its binary, octal and hexadecimal equivalents? Explain the concept of user defined function in this program.
49. Illustrate the concept of user defined function with an example.
50. Discuss in detail about the concept of the return statement with an example program.

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**KEY ANSWERS FOR SECTION - A**

|       |       |       |        |
|-------|-------|-------|--------|
| 1. b  | 27. c | 53. c | 79. d  |
| 2. a  | 28. a | 54. a | 80. a  |
| 3. b  | 29. a | 55. a | 81. a  |
| 4. d  | 30. a | 56. d | 82. c  |
| 5. a  | 31. c | 57. d | 83. b  |
| 6. b  | 32. c | 58. a | 84. b  |
| 7. a  | 33. d | 59. a | 85. a  |
| 8. a  | 34. a | 60. b | 86. a  |
| 9. a  | 35. a | 61. b | 87. a  |
| 10. a | 36. b | 62. a | 88. a  |
| 11. a | 37. d | 63. a | 89. c  |
| 12. a | 38. d | 64. a | 90. b  |
| 13. b | 39. a | 65. a | 91. b  |
| 14. b | 40. a | 66. a | 92. d  |
| 15. a | 41. a | 67. a | 93. d  |
| 16. d | 42. b | 68. a | 94. a  |
| 17. a | 43. a | 69. b | 95. c  |
| 18. b | 44. c | 70. a | 96. b  |
| 19. a | 45. a | 71. c | 97. d  |
| 20. c | 46. d | 72. d | 98. b  |
| 21. b | 47. c | 73. b | 99. b  |
| 22. c | 48. d | 74. a | 100. a |
| 23. a | 49. a | 75. b |        |
| 24. d | 50. a | 76. b |        |
| 25. a | 51. d | 77. b |        |
| 26. c | 52. c | 78. d |        |



**KONGUNADU ARTS AND SCIENCE COLLEGE**

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**QUESTION BANK**

**SUBJECT CODE : 15UCA305**

**TITLE OF THE PAPER : DATA STRUCTURES AND GORITHMS**

**DEPARTMENT OF COMPUTER APPLICATIONS(UG)**

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**COIMBATORE**

**KASC-Computer Applications**

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KASC-Computer Applications

**Section – A (10X1=10)**

**Choose the correct answer:**

**Unit – I**

1. The term referring to set of elements is \_\_\_\_\_.  
(a) Data type (b) Data object (c) Data definition (d) Data structure
2. SPARKS refers to \_\_\_\_\_ programming a reasonably complete set  
(a) Structured (b) Smart (c) Both a & b (d) None
3.  $O(n^2)$  is called as \_\_\_\_\_  
(a) Quadratic (b) linear (c) Cubic (d) Exponential
4. The array is also called as \_\_\_\_\_ structure.  
(a) Random access (b) Sequential access (c) Index sequential (d) none.
5. Array is a set of \_\_\_\_\_  
(a) Pairs, index, value (b) Pairs, value (c) Index, value (d) Value pairs, index
6. The \_\_\_\_\_ is a term which refers to the kinds of data that variable hold in programming language.  
(a) Data type (b) Data object (c) Data definition (d) Files
7. To judge a program \_\_\_\_\_ it is important  
(a) Computing time (b) Storage requirement (c) Document (d) Both a and b
8. Performance evaluation be divided into two phases as  
(a) Priori estimates (b) Posteriori testing (c) moderate testing (d) both a and b
9. Verification consists of three distinct aspects  
(a) Program proving (b) testing (c) debugging (d) all the three.
10. Arrays concern with two operations as,  
(a) Create, Retrieve (b) Create, Store (c) Store, Retrieve (d) none
11. In the Program creation, the process broken into \_\_\_\_\_ phases .  
(a) one (b) Two (c) Six (d) Five
12. In Polynomial addition \_\_\_\_\_ statement is used to remove any terms.  
(a) ATTACH (b) REM (c) EXPONENT (d) None
13. The simplest and most commonly found data object is \_\_\_\_\_  
(a) Ordered list (b) Array (c) Pointer (d) Polynomial
14. The function \_\_\_\_\_ produces a new empty array  
(a) Declare (b) Insert (c) Create (d) Empty

15. Ordered list also called as \_\_\_\_\_  
(a) Stack (b) Queue (c) Linear list (d) Expressions
16. Algorithm is \_\_\_\_\_ set of instructions  
(a) Finite (b) Infinite (c) ordered (d) unordered
17. In Ordered list the element read from \_\_\_\_\_ & \_\_\_\_\_ order.  
(a) Right – Left (b) Left-Right (c) Right (d) Both a & b
18. In Program creation \_\_\_\_\_ phase is used to understand the input  
(a) Design (b) Analysis (c) Refinement (d) Requirement
19. Design used to decompose until all tasks are expressed called as \_\_\_\_\_ approach  
(a) Top-Down (b) Bottom-up (c) Bottom (d) Top
20. Polynomial addition in the form of  $ax^e$  in which X is \_\_\_\_\_  
(a) Coefficient (b) Exponent (c) Degree (d) Variable
21. \_\_\_\_\_ is a set of pairs consists of Index and value.  
(a) Pointer (b) Sparks (c) Array (d) Program
22. Performance evaluation is divided into \_\_\_\_\_ phases.  
(a) Two (b) Three (c) One (d) Four
23. \_\_\_\_\_ refers to a set of elements  
(a) Data types (b) Data objects (c) Algorithm (d) Coding
24.  $O(n^2)$  is in \_\_\_\_\_ order Proportional to n.  
(a) Constant (b) Linear (c) Quadric (d) Power
25. Verification Phase is classified into \_\_\_\_\_ types.  
(a) One (b) Two (c) Three (d) Four
26. In \_\_\_\_\_ Searching method entries be in increasing order.  
(a) Sequential (b) Binary (c) Fibonacci (d) Linear
27. \_\_\_\_\_ representation is important to know how data are represented in memory.  
(a) Array (b) Expression (c) Data Object (d) None
28. One common way to represent an array is a \_\_\_\_\_ order.  
(a) Row –major (b) Column - major (c) Increasing (d) Both a & b
29. Adding \_\_\_\_\_ to polynomial is called Quadratic Polynomial.  
(a) Index (b) Values (c) Base (d) Degree
30. Algorithm is a set of \_\_\_\_\_.

- (a) Commands (b) Queries (c) instructions (d) Procedures

## Unit – II

31. The \_\_\_\_\_ is an ordered list in which all insertion and deletion are made At one end called top.  
(a) A Stack (b) A Queue (c) A graph (d) None
32. A \_\_\_\_\_ is an ordered list in which all insertions take place at one end called rear.  
(a) A Stack (b) A Queue (c) A graph (d) None
33. A common data objects found in computer algorithm are \_\_\_\_\_  
(a) A Stack (b) A Queue (c) Both a & b (d) None
34. Expression is an combination of  
(a) Operators (b) Operands (c) Symbols (d) Both a,b
35. Which of the following form of an expression calls for each operator to appear after its operands as \_\_\_\_\_.  
(a) Prefix (b) Post fix (c) Infix (d) none
36. The \_\_\_\_\_ time needed for each insertion  
(a)  $O(m)$  (b)  $O(n)$  (c)  $O(m^2)$  (d)  $\log o(m)$
37.  $A/B**C$  convert to postfix form  
(a)  $ABC**/$  (b)  $A/BC**$  (c)  $AB/**C$  (d) NONE
38. The ISP is referred as \_\_\_\_\_ priority.  
(a) In- Stack (b) In- Symbol (c) In- Special (d) In- Stock
39. ICP refers to \_\_\_\_\_ priority.  
(a) In-coming (b) In-combining (c) Initial-coming (d) In-capturing
40. Stack following \_\_\_\_\_ concepts.  
(a) FIFO (b) LIFO (c) BIFO (d) none
41. The main program called \_\_\_\_\_  
(a) Subroutine (b) Calling program (c) Recursive (d) Procedure
42. Queue following \_\_\_\_\_ concepts.  
(a) FIFO (b) LIFO (c) BIFO (d) none
43. The \_\_\_\_\_ operation used to insert an element to the stack  
(a) Insert (b) Add (c) Top (d) Retreive
44. operation \_\_\_\_\_ is used to represents an empty stack  
(a) Insert (b) Add (c) Top (d) Create

45. Deletion done at \_\_\_\_\_ end in Queue  
(a) Rear (b) Top (c) Front (d) Bottom
46. Job is submitted at \_\_\_\_\_ end in queue.  
(a) Rear (b) Top (c) Front (d) Bottom
47. Only \_\_\_\_\_ operators allowed in arithmetic expression.  
(a) Logical (b) Relational (c) Arithmetic (d) boolean
48. The \_\_\_\_\_ operators produces the result true or false.  
(a) Logical (b) Relational (c) Arithmetic (d) boolean
49. Front of queue returns the \_\_\_\_\_ element.  
(a) Top (b) Front (c) first (d) deleted
50. If the Operators occurs in between the operands called as \_\_\_\_\_ notation.  
(a) Infix (b) postfix (c) Infix (d) prefix
51. To convert postfix to infix expression first it should be \_\_\_\_\_ fully.  
(a) multiplied (b) parenthesized (c) subtracted (d) add
52. Stacks sometimes referred as \_\_\_\_\_ lists.  
(a) Ordered list (b) unordered list (c) linear list (d) None
53. Mod is an \_\_\_\_\_ operator.  
(a) Modulo (b) Multiplication (c) Addition (d) division
54. 0,1 is an resultant value of \_\_\_\_\_ expression.  
(a) Logical (b) Relational (c) Arithmetic (d) Boolean
55. Function \_\_\_\_\_ used to extract next token from expression.  
(a) Create (b) Insert (c) Eval (d) Retrieve
56. The \_\_\_\_\_ representation is used to represent single stack and Queue  
(a) Sequential (b) Random (c) Direct (d) Indirect
57. Queue is used for the application of \_\_\_\_\_ processing.  
(a) Real time (b) on-line (c) Batch (d) none
58. In Multiple stack and queue \_\_\_\_\_ time is needed for each insertion.  
(a)  $O(m)$  (b)  $O(n)$  (c)  $\log m$  (d)  $2\log m$
59. An \_\_\_\_\_ algorithm is used to add element in multiple stack.  
(a) Add (b) Retrieve (c) declare (d) insert

### Unit – III

60. Each nodes has two field as \_\_\_\_\_ & \_\_\_\_\_  
(a) DATA & LINK (b) LINK & VALUE (C) VALUE & Ptr (d) DATA & Ptr.
61. RET (X) is used to \_\_\_\_\_  
(a) Retrieve (b) Recall (c) Return (d) Reverse
62. If AV is used as stack \_\_\_\_\_ lists is used for insertion and deletion.  
(a) FIFO (b) FILO (C) Priority (d) LIFO
63. A node in a doubly linked list has three fields \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_  
(a) LLINK, DATA, RLINK (b) DATA, LLINK, RLINK  
(c) LLINK, RLINK, DATA (d) DATA, RLINK, LLINK.
64. The first word of each block has \_\_\_\_\_ fields.  
(a) Two (b) Three (c) Four (d) One
65. The \_\_\_\_\_ and \_\_\_\_\_ fields are important in each block.  
(a) TAG & SIZE (b) TAG & RLINK (c) LLINK & SIZE (d) RLINK & LLINK.
66. Garbage collection is the process of collecting all \_\_\_\_\_ nodes.  
(a) Used (b) Unused (c) Empty (d) Allotted
67. The Second phase of garbage collection can be carried out in \_\_\_\_\_ steps.  
(a)  $\log(n)$  (b)  $2\log(n)$  (c)  $O(n)$  (d) none
68. In garbage collection a node with a tag has \_\_\_\_\_, \_\_\_\_\_ fields.  
(a) DLINK & RLINK (b) RLINK & LLINK (c) DLINK & LLINK  
(d) LLINK & DLINK
69. To represent an end of a link \_\_\_\_\_ is used.  
(a) dot (b) Hyphen (c) Arrow (d) zero
70. Data items be placed anywhere in memory using \_\_\_\_\_ representation.  
(a) Pointer (b) Linked (c) Direction (d) Path
71. Pointer is referred as \_\_\_\_\_  
(a) Pointer (b) direction (c) link (d) connectivity
72. A list comes to an end when link equal to \_\_\_\_\_ value.  
(a) Zero (b) One (c) Two (d) Null
73. Free nodes kept in a black box called \_\_\_\_\_  
(a) Free space (b) Storage pool (c) Data area (d) Array
74. The \_\_\_\_\_ used to get node from Storage pool.  
(a) GET NODE (b) RET (c) CREATE (d) RETRIEVE
75. The node \_\_\_\_\_ used to return node in Storage pool



- (a) GET NODE (b) RET (c) CREATE (d) RETRIEVE
76. The \_\_\_\_\_ time is less for linked stack & Queue  
 (a) Execution (b) Run-time (c) Compilation (d) Processing.
77. The values of Data & link are represented by \_\_\_\_  
 (a) \* (b) -> (c) ( ) (d) #
78. Direction of links is easy for \_\_\_\_\_ and \_\_\_\_\_ operation of nodes.  
 (a) Insert, Delete (b) Delete, (c) Retrieve, Create (d) Insert, Create
79. Storage pool contains \_\_\_\_\_ nodes.  
 (a) Currently used (b) Not currently used (c) Existing (d) Free
80. When node is defined \_\_\_\_\_ & \_\_\_\_\_ depend on problem  
 (a) Number & Size (b) Data & Number (c) Value & Size (d) Data & Size.
81. Storage space allocation depend partly on the \_\_\_\_\_ & \_\_\_\_\_ of machines.  
 (a) Problem & Properties (b) Problem & addressing (c) addressing & data  
 (d) Properties & addressing
82. Structure is used later for \_\_\_\_\_  
 (a) Proving (b) Comparing (c) Printing (d) Sorting
83. Linked list is used to prevent \_\_\_\_\_  
 (a) Wastage (b) Storing (c) Maintenance (d) Damage
84. Storage pool has \_\_\_\_\_ nodes.  
 (a) Field (b) Data (c) Link (d) All a,b,c
85. AV is \_\_\_\_\_ variable.  
 (a) Local (b) Global (c) External (d) Internal
86. \_\_\_\_\_ inserts new node at the front of list AV.  
 (a) RET (b) GETNODE (c) REM (d) ATTACH
87. When Pointer = 0 the operation said to be \_\_\_\_\_  
 (a) Legal (b) Illegal (c) Equal (d) Invalid
88. When Pointer = 1 the operation said to be \_\_\_\_\_  
 (a) Legal (b) Illegal (c) Equal (d) Invalid
89. \_\_\_\_\_ operations is not used to determine the data stored in nodes.  
 (a) Legal (b) Illegal (c) Equal (d) Invalid

#### Unit-IV

90. Fibonacci search involves only \_\_\_\_\_  
(a) Addition, Subtraction (b) Addition, Multiplication (c) Subtraction, division  
(d) Addition, Division
91. Average computing time for quick sort is \_\_\_\_\_  
(a)  $\log 2^n$  (b)  $O(n)$  (c)  $O(n \log 2^n)$  (d)  $n \log 2^n$
92. The area that can be read from or written onto by head is \_\_\_\_\_  
(a) Tape (b) index (c) disk (d) track
93. Collection of tracks under all the platters is called \_\_\_\_\_  
(a) Storage space (b) Cylinder (c) Surface (d) None
94. \_\_\_\_\_ time is used to select the right sector of the track under R/W head.  
(a) Seek time (b) Latency time (c) Transmission time (d) Computing time
95. A selection tree is a \_\_\_\_\_ tree.  
(a) Balanced (b) Binary (c) Heap (d) B-tree
96. The method of distributing runs is also known as \_\_\_\_\_ merge.  
(a) Fibonacci (b) Poly-phase (c) K-way (d) 2-way
97. If the identifier is known in advance called as \_\_\_\_\_ property  
(a) Static (b) Dynamic (c) Heap (d) none
98. Hash function is obtained by using \_\_\_\_\_ operator.  
(a) Arithmetic (b) Relational (c) Mod (d) Boolean
99. Fibonacci search involves \_\_\_\_\_ & \_\_\_\_\_ operations.  
(a) +, - (b) \*, / (c) +, / (d) -, \*
100. File is a set of \_\_\_\_\_  
(a) data (b) Instructions (c) Records (d) Program
101. The difference between Parent & Child number called \_\_\_\_\_  
(a) Sequence (b) Radix (c) Base (d) Fibonacci
102. Records containing several different fields called \_\_\_\_\_  
(a) Records (b) Values (c) Keys (d) Data
103. The records searched & stored in \_\_\_\_\_ ways  
(a) Sequential (b) non-Sequential (c) Random (d) Both a, b
104. \_\_\_\_\_ search is proceeded until correct record located.  
(a) Sequential (b) non-Sequential (c) Random (d) Both a, b
105. The while loop is used to \_\_\_\_\_ the search  
(a) Proceed (b) Terminate (c) Exit (d) Continue

106. To make Fibonacci search, the entries in file must be \_\_\_\_\_  
 (a) Ordered (b) unordered (c) Increased (d) Decreased
107. Order of alphabets arranged in a dictionary called as \_\_\_\_\_ order  
 (a) Ascending (b) Descending (c) Lexicographical (d) Unsorted
108. Binary search requires \_\_\_\_\_ comparisons in worst- case.  
 (a)  $O(\log n)$  (b)  $O(n)$  (c)  $O(m)$  (d)  $2\log n$
109. The Total computation time requires in insertion sort is \_\_\_\_\_  
 (a)  $O(\log n)$  (b)  $O(i)$  (c)  $O(m)$  (d)  $2\log n$
110. The node without child called as \_\_\_\_\_  
 (a) Parent (b) Grand parent (c) Child (d) leaf
111. The value of parent should be larger than the child is \_\_\_\_\_ property.  
 (a) Heap (b) Quick (c) Radix (d) Tree
112. Average computing time for quick sort is \_\_\_\_\_  
 (a)  $O(n \log^2 n)$  (b)  $n \log n$  (c)  $2\log$  (d)  $\log n$
113. In radix sort , \_\_\_\_\_ significant bit is to be considered first  
 (a) Most (b) First (c) Least (d) last
114. Computing time for 2-way merge sort is \_\_\_\_\_  
 (a)  $O(n \log^2 n)$  (b)  $O(n \log n)$  (c)  $2\log$  (d)  $\log n$
115. The meaning for polyphase is \_\_\_\_\_  
 (a) Few (b) Same (c) Many (d) Different
116. The distributing runs in polyphase merge is also known as \_\_\_\_\_  
 (a) Sequential merge (b) Random merge (c) Poly merge (d) Fibonacci merge.
117. Name & Value pairs consists in \_\_\_\_\_ table.  
 (a) Static (b) Dynamic (c) Hash (d) Symbol
118. Midsquare method is used to determine \_\_\_\_\_  
 (a) Value (b) bucket address (c) identifier (d) Free node
119. Chaining method links only the \_\_\_\_\_ identifier.  
 (a) Non- identical (b) identical (c) many (d) different

### Unit – V

120. A Combination of key values specified for retrieval termed as \_\_\_\_\_.  
 (a) Query (b) Records (c) Data (d) Key
121. The DASD is expanded as \_\_\_\_\_.  
 (a) Direct access storage disk (b) Direct access storage Device  
 (c) Direct access stack device (d) Device access storage disk

122. The Physical sequence of records is ordered on some Key called the \_\_\_\_\_.
- (a) Secondary key (b) Primary key (c) Tertiary key (d) none.
123. A directory is an collection of \_\_\_\_\_.
- (a) multi-list structure (b) Tree indexing (c) B-tree (d) Trie-index
124. ISAM refers to \_\_\_\_\_
- (a) Indexed Sequential Access Method (b) Indexed Sequential Access Model  
(c) Indexed Sequence Access Method (d) Indirect Sequential Access Method
125. All the free nodes are available in \_\_\_\_\_
- (a) GETNODE (b) AV (c) FREE (d) POOL
126. \_\_\_\_\_ file storage referred to Permanent storage
- (a) Transaction (b) Master (c) Inverted (d) Batched
127. All branch node containing \_\_\_\_\_ link fields.
- (a) 40 (b) 35 (c) 4 (d) 27
128. A \_\_\_\_\_ is obtained by combining two or more keys together.
- (a) File (b) Record (c) Information (d) Directory Size
129. Each record in the file have one addition field called as \_\_\_\_\_ field.
- (a) Link (b) Pointer (c) Insertion (d) Creation
130. The \_\_\_\_\_ is a collection of records.
- (a) Files (b) Database (c) Field (d) Record
131. The collection of fields is said to be \_\_\_\_\_.
- (a) Files (b) Record (c) Field (d) Database
132. The \_\_\_\_\_ represents a single key value
- (a) Simple (b) Boolean (c) Functional (d) Range
133. The file \_\_\_\_\_ represents the previous update.
- (a) Transaction (b) Temporary (c) Master (d) Permanent
134. Physical sequence of records is ordered on some key called \_\_\_\_\_
- (a) Sequence key (b) Random key (c) Index key (d) Primary key
135. One of the important components of file \_\_\_\_\_
- (a) Directory (b) Records (c) Field (d) Database
136. Dense index is in a form of \_\_\_\_\_ & \_\_\_\_\_
- (a) Keyvalue , Pointer (b) Keyvalue , address (c) Link, address (d) Pointer , address
137. Which one is not overflow handling techniques
- (a) Rehashing (b) Open addressing (c) Chaining (d) ISAM
138. Storage media may be divided into \_\_\_\_\_

- (a) Cells (b) Records (c) Tracks (d) Sector
139. The \_\_\_\_\_ file used to label location of all documents  
(a) Master (b) Transaction (c) Inverted (d) Temporary
140. The Situation none or very few which satisfy the query called \_\_\_\_\_  
(a) Compound key (b) Key (c) Field (d) Database
141. \_\_\_\_\_ method used to accomplish doubly linked multilist structure  
(a) Coral rings (b) A-link (c) B-link (d) doubly link
142. \_\_\_\_\_ field gives the number of information in the subtree  
(a) COUNT (b) NUM (c) CAL (d) INFO
143. Key should be \_\_\_\_\_  
(a) Alphabets (b) Digits (c) Shapes (d) all a,b,c
144. The term Trie comes from \_\_\_\_\_  
(a) Retrieval (b) B-trieval (c) Trieindex (d) Treetrieval
145. The operation of B-trees are \_\_\_\_\_  
(a) Searching (b) Insertion (c) Deletion (d) all a,b,c
146. In \_\_\_\_\_ list each key available in more than one list  
(a) Singly (b) Doubly (c) Multi (d) Index
147. The \_\_\_\_\_ order used to enter values in hash table.  
(a) Loading (b) Increasing (c) Decreasing (d) Indexing
148. The area where the records are located is called as \_\_\_\_\_.  
(a) Chaining (b) Bucket (c) Linear (d) Quadratic
149. The response time is very minimum in \_\_\_\_\_ retrieval  
(a) Batch (b) On-line (c) Real time (d) None.

## **SECTION – B (5X5=25)**

### **Unit - I**

- 1) Mention the classification of algorithms?
- 2) What are all the different criteria that algorithm should satisfy?
- 3) Explain SPARKS with neat diagram?
- 4) How to create programs?
- 5) Explain the Top-down and Bottom-up approach?
- 6) Write the Binary search algorithm?
- 7) Write the Fibonacci search algorithm?
- 8) Define array? How to represents the array in computer memory.
- 9) How to create a good looking program ? Explain with example.
- 10) What is an Ordered list ? Explain with an example.
- 11) Write the procedure for Polynomial addition
- 12) Write a short notes on Algorithms.

### **Unit-II**

- 13) What is the data structure of STACK? Explain.
- 14) What is the data structure of Queue? Explain.
- 15) What are all the operations performed in STACK? Explain.
- 16) Write the ADD operation for STACK?
- 17) Write the DELETE operation in STACK?
- 18) Write the addition and deletion procedures in Queue?
- 19) How to evaluate the expressions?
- 20) What is infix notation? Explain with an example?
- 21) What is Postfix notation? Explain with an example?
- 22) Write the procedure to Evaluate the expressions?
- 23) Convert the expression  $(A/B)**(C+D)*(E-A)*C$  into postfix form
- 24) Write the ISP and ICP for the operators?
- 25) Write the Procedure for POSTFIX (E)
- 26) What is Multiple Stack and Queues?

### **Unit – III**

- 27) What is Linked Stacks and Queues? Explain.
- 28) Write the addition and deletion procedure for Linked stacks and Queues.

- 29) Write about the Storage pool?
- 30) Write the procedure to add two numbers in polynomial addition?
- 31) Explain the SPARSE MATRICES with algorithm
- 32) Explain the Doubly linked lists?
- 33) Explain the Dynamic Storage management?
- 34) Write the Garbage collection and compaction?
- 35) Write the algorithm for Dynamic storage management?
- 36) What is Singly Linked lists? Explain.

#### **Unit- IV**

- 37) Write a short note on Internal Sorting ?
- 38) Explain the searching and sorting methods?
- 39) What is Binary Search ? Explain with example.
- 40) What is Sequential Search ? Explain with example.
- 41) What is Fibonacci Search ? Explain with example.
- 42) Explain Insertion sorting method with example?
- 43) Explain quick sorting method with example?
- 44) Explain 2-way merge sorting method with example?
- 45) Explain Heap sorting method with example?
- 46) Explain Radix sorting method with example?
- 47) What is External sorting explain in detail?
- 48) What is Sorting with disks?
- 49) Explain the K-way merging?
- 50) How to sort using tapes?
- 51) What is Balanced merge? Explain.
- 52) What is Polyphase merge? Explain in detail.
- 53) What is Symbol tables? Explain.
- 54) Write a short note on static tree tables?
- 55) Write a short note on Dynamic tree tables?
- 56) Write a note on Hash tables?
- 57) What is Hashing function? Explain.
- 58) Explain Mid-Square method?
- 59) Explain Division method?
- 60) Explain Folding method with example?

- 61) Write a short note on Digit Analysis
- 62) What is Overflow Handling? Explain.

### **Unit- V**

- 64) What is a File? Explain with an example?
- 65) What is Query? Explain with an example?
- 66) Mention the different types of queries?
- 67) Explain the Mode of Update and Retrieval?
- 68) What is hashing ? Explain.
- 69) Explain index techniques?
- 70) Explain Cylinder-Surface Indexing with example.
- 71) Explain the Rehashing methods
- 72) Explain the Open addressing methods.
- 73) What is Hash tables explain ?
- 74) What is Trie indexing?
- 75) What is File Organizations? Explain
- 76) Explain the Random Organization ?
- 77) What is Directory Look up table?
- 78) Give a short note on Linked Organization
- 79) What is Coral rings?
- 80) What is Inverted Files?
- 81) What is Cellular Partitions? Explain.



## Section – C (5X8=40)

### Unit – I

- 1) What are the different classifications of algorithm?
- 2) How to Create and Analyse the Programs?
- 3) Explain the SPARKS method with Fibonacci algorithm?
- 4) Describe about representation of arrays.
- 5) Define array and explain the Structure of array
- 6) What is an ordered list explain with an example?
- 7) Write the Structure of an polynomial addition?
- 8) Mention the rules to be satisfied by the algorithm?

### Unit –II

- 9) Explain the Structure of a Stack.
- 10) Explain the Structure of a Queue.
- 11) Explain about insertion and deletion of elements from a Stack.
- 12) Explain about insertion and deletion of elements from a Queue.
- 13) How to Evaluate an Expression?
- 14) Write the rules for the infix notation and explain with an example.
- 15) What are the rules for postfix notation and explain with an example
- 16) Explain Multiple stacks and Queues with ADD and DELETE algorithm.
- 17) Write an algorithm to transform an infix expression into its postfix equivalent.
- 18) Define Expression and Explain its types.

### Unit –III

- 19) Describe in detail about single linked list concepts.
- 20) Explain about linked Stacks and Queues with addition and Deletion algorithm?
- 21) Explain in detail about the storage pool and mention its various operations.
- 22) Describe the procedure for polynomial addition with an example?
- 23) Explain about Equivalence relations in detail.
- 24) Write an algorithm for Sparse matrices?
- 25) Write in detail about doubly linked list concepts.
- 26) Give a brief note on dynamic storage management.
- 27) Explain briefly about Garbage collection and Compaction.

#### **Unit – IV**

- 28) Illustrate an algorithm for Binary search with example?
- 29) Explain an algorithm for Fibonacci search method.
- 30) Describe an algorithm for Sequential search method?
- 31) Explain an algorithm and analysis about insertion sort.
- 32) Write an algorithm and analysis about Quick sort.
- 33) Give short note on 2-Way merging with
- 34) Write an algorithm and analysis about Heap sort.
- 35) Write an algorithm and analysis about Radix sort.
- 36) Explain the sorting with disks in external sorting method.
- 37) Explain in detail about K-way merging example?
- 38) Mention the method how to sort using tapes .
- 39) Explain in detail about Balanced merging.
- 40) Write a brief note on Poly-phase merge.
- 41) Explain an algorithm for structure of symbol tables
- 42) Write the differences between static and dynamic tree tables.
- 43) What is hashing function? What are its kinds?
- 44) What is Overflow handling methods ? Explain in Detail.

#### **Unit – V**

- 45) Explain Index Techniques with example
- 46) Illustrate cylinder – surface indexing techniques.
- 47) What is Overflow techniques? Explain various techniques in overflow method?
- 48) Explain Tree indexing – B Trees with an example?
- 49) Write an algorithm and analysis about Trie Indexing?
- 50) Explain file organizations?
- 51) Explain Linked Organization?
- 52) Write about Sequential Organization.
- 53) Explain briefly about Inverted files
- 54) Describe about Cellular partitions in detail.

## ANSWERS

### (Section – A )

#### Unit-I

1)b 2).c 3)a 4)b 5)a 6)a 7)d 8)d 9)d 10)b 11)d 12) a 13) a 14) c 15) c 16)  
b 17) d 18) d 19) b 20) d 21) c 22) a 23) b 24) c 25) c 26) b 27) a 28) d 29) d 30) c

---

#### Unit- II

31) a 32) b 33) c 34) d 35) c 36) a 37) a 38) a 39) a 40) b 41) a 42) a 43) b 44) d 45) c  
46) a 47) c 48) d 49) b 50) a 51) a 52) a 53)a 54) d 55) c 56) a 57) c 58) a 59) a

---

#### Unit – III

60)a 61)b 62)d 63)a 64)c 65) a 66)b 67)c 68)a 69) d 70) b 71) c 72 ) a 73) b 74) a  
75) b 76) c 77) b 78) a 79) b 80) a 81) b 82) c 83) a 84) d 85) b 86) a 87) a 88) b  
89) c

---

#### Unit- IV

90 )a 91)c 92)d 93)b 94)b 95) b 96)a 97)a 98)c 99) a 100) c 101) d 102) c 103) d  
104) a 105) b 106) a 107) c 108) a 109) b 110) d 111)a 112)a 113) c 114) a  
115) c 116)d 117) d 118) b 119) b

---

#### Unit – V

120)a 121) b 122)b 123)d 124)a 125)b 126)b 127)d 128)d 129)a 130) a 131) b 132)a  
133)c 134) d 135) a 136) b 137) d 138) a 139)c 140)a 141)a 142)a 143)d 144)a  
145)d 146)c 147)a 148)b 149)c

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# **KONGUNADU ARTS AND SCIENCE COLLEGE**

**(AUTONOMOUS)**

**[Re-accredited by NAAC with 'A' Grade 3.64 CGPA (3<sup>rd</sup> Cycle)]**

**[College of Excellence (UGC)]**

**COIMBATORE – 641 029**



**SUBJECT CODE : 15UCA304**

**TITLE OF THE PAPER : OPERATING SYSTEMS**

**DEPARTMENT OF COMPUTER APPLICATIONS(UG)**

**NOVEMBER 2018**

**Prepared By**

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**KASC-Computer Applications**

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KASC-Computer Applications

## SECTION – A

### UNIT – I

1. Major development during the 3<sup>rd</sup> generation was the phenomenal growth of ----- computer in 1961.  
(a) Micro (2) Personal (c) Mini (d) none
2. IEEE developed standard for UNIX called -----  
(a) PREIX (b) POSIX (c) POSTIX (d) PREOX
3. Kendall wrote a disk-based os called  
(a) CP/M (b) CP/N (c) OP/M (d) OP/N
4. ----- Instruction switches from user mode to kernel mode and starts the OS.  
(a) Interrupt (b) Kernel (c) Trap (d) none
5. The memory storage capacity is ----- bits.  
(a) 32\*32 (b) 16\*16 (c) 40\*40 (d) 42\*42
6. Each track is divided into some no of -----  
(a) Traps (b) deadlocks (c) sectors (d) none
7. The given access is permitted, the system returns a small integer called-----  
(a) File descriptor (b) OS descriptor (d) deadlock descriptor (d) none
8. A ----- is a sort of pseudo file.  
(a) trap (b) thread (c) OS (d) Pipe
9. OS to manage the system ----- to do the files.  
(a) Process (b) Memory (c) security (d) none
10. The initial releases of ----- were strictly batch system.  
(a) OS/360 (b) OS/8080 (c) OS/960 (d) none
11. The bottom layer, running in kernel mode is a program called-----.  
(a) Kernel space (b) Exo kernel (c) Kernel mode (d) none
12. Process that stay in the background to handle some activity is called-----  
(a) Processor (b) daemons (c) deadlocks (d) none
13. The child process can itself create more processes forming a -----  
(a) Process state (b) Process creation (c) Process hierarchy (d) processors.
14. ----- does not have any concept of a process hierarchy.  
(a) UNIX (b) LINUX (c) IEEE (d) Windows
15. Each I/O device class is a location called-----  
(a) Trap vector (b) Interrupt vector (c) Interrupt (d) Trap
16. The OS to maintains a table is called-----  
(a) Process control (b) process table (c) process state (d) none
17. The concept of process has a ----- of execution  
(a) Thread (b) Trap (c) OS (d) none
18. Threads have some of the properties of processes is called ----- process.  
(a) Multithread (b) state (c) blocked (d) lightweight
19. Each process needs its own private is called -----  
(a) Process table (b) thread table (c) address space (d) none
20. The code placed around the system call to do the checking is called -----  
(a) Interpreter (b) wrapper (c) thread (d) NONE

## UNIT - II

21. Analogous to the problem of blocking system calls is the problem of -----  
(a) Page table (b) page fault (c) page (d) none
22. Describe one such approach devised by Anderson et al called ----- activations.  
(a) Process (b) Scheduler (c) Kernel (d) none
23. Some set of events that can occur to change the state is called ----- machine.  
(a) Finite state (b) infinite state (c) dispatcher (d) similar
24. Web servers use this fact to improve performance by maintaining a collection is called -----  
(a) Source (b) cache (c) workers (d) Memory
25. Computers are equipped with a layer of software called the -----.  
(a) CPU (b) OS (c) Monitor (d) Printer
26. A process wants to print a file, it enters the file name in a special -----  
(a) Spooler directory (b) Race conditions (c) Processor (d) printer daemon
27. The part of the program where the shared memory is accessed is called the -----  
(a) Critical region (b) race condition (c) both (d) none
28. Continuously testing a variable until some value appears is called -----  
(a) Race condition (b) busy waiting (c) both (d) none
29. A lock that uses busy waiting is called -----  
(a) Lock variable (b) deadlock (c) Spinlock (d) Exclusive
30. TSL stands for -----  
(a) Text and set list (b) Test and set lock (c) test and set list (d) text and set lock
31. Use the TSL instruction, we will use a shared variable, lock to coordinate access to ---  
---- memory.  
(a) Main memory (b) virtual (c) physical (d) Shared
32. Producer consumer problem is also known as ----- problem.  
(a) Bounded-buffer (b) buffer-bound (c) both (d) Rounded
33. Semaphores was introduced by -----  
(a) Babbage (b) Tanenbaum (c) E.W.Pijkstra (d) Peterson
34. Semaphores could have the value -----  
(a) 0 (b) 1 (c) -1 (d) n+1
35. The mutex semaphore is used for ----- exclusion.  
(a) Mutual (b) Mutex (c) deadlock (d) lockdead
36. ----- is a variable that can be in one of two states.  
(a) Mutual (b) mutex (c) spin (d) turn
37. A different way is to invent a new data structure called -----  
(a) Mailbox (b) mutex box (c) mutual box (d) deadlock box
38. MPI stands for -----  
(a) Message-passing interrupt (b) message- passing interface  
(c) message- passing (d) Message Pursing interrupt
39. The Dining philosopher's problem was implemented in -----  
(a) 1953 (b) 1955 (c) 1965 (d) 1963
40. Message passing is commonly used in ----- systems.  
(a) Multilevel (b) single (c) parallel (d) Spooling



### UNIT - III

41. The other use of semaphores is for  
(a) Communication (b) insertion (c) processing (d) synchronization.
42. To express system calls, such as ----- and ----- in c.  
(a) Wait & sleep (b) Sleep & wakeup (c) sleep & waiting (d) sleep & busy
43. Peterson's solution and TSL solution are correct, but both have the defect of requiring -----  
(a) Busy waiting (b) mutual (c) mutex (d) busy & sleep
44. The scheduling rules are such that H is run whenever it is in ----- state.  
(a) Running (b) ready (c) blocked (d) suspended
45. Two processes share a common, ----- buffer.  
(a) Non-fixed size (b) fixed-size (c) bounded-buffer (d) infixed-size
46. To keep track of the number of items in the buffer, we will need a variable -----  
(a) Lock (b) local (c) count (d) Global
47. A quick fix is to modify the rules to add a ----- bit to the picture.  
(a) Waiting bit (b) wakeup bit (c) wakeup waiting (d) waiting
48. Checking the value, changing it and possibly going to sleep is all done as a single, Indivisible - ----- action.  
(a) Disatomic (b) atomic (c) quick (d) Fast
49. One or more processes were sleeping on that semaphore unable to complete an easier- ----- Operation.  
(a) Top (b) down (c) top-down (d) down-top
50. Hoare and brunch hansas proposed a higher – level synchronization primitive called -- -----  
(a) Mouse (b) scanner (c) monitor (d) keyboard.
51. Computer systems are full of -----  
(a) Resource (b) process (c) deadlock (d) Components
52. A resource can be a -----  
(a) Software (b) hardware (c) both (d) Middleware
53. Two or more processors interacting some situation is called -----  
(a) Resource (b) deadlock (c) both (d) waiting
54. ----- resource is one that can be taken away from the process owning it with no ill effects.  
(a) Preempt able (b) non preempt able (c) both (d) Accepted
55. Deadlock conditions can be modeled using directed -----  
(a) slots (b) box (c) graphs (d) all the above
56. The main algorithms for doing deadlock avoidance are based on the concept of ----- states.  
(a) Two (b) one (c) safe (d) unsafe
57. Banker's algorithm is also called ----- algorithm  
(a) Deadlock avoidance (b) deadlock recovery (c) deadlock detection (d) detection
58. The ----- wait can be elimination in several ways.  
(a) Busy (b) circular (c) mutual (d) Simultaneously
59. The banker's algorithm was 1<sup>st</sup> published by ----- in 1965.  
(a) tanenbaum (b) Dijkstra (c) Babbage (d) Charles
60. The banker's algorithm can be generalized to handle ----- resources.  
(a) Multiple (b) single (c) both (d) Multilevel

## UNIT - IV

61. A scheduling algorithm that can avoid deadlock is called ----- algorithm  
(a) Source (b) destination (c) banker's (d) Algorithm
62. The graphical approach does not translate -----  
(a) Indirectly (b) directly (c) both (d) none of these
63. The crudest, but simplest way to break a deadlock is to ----- one or more processes.  
(a) Create (b) access (c) kill (d) Suspend
64. One possibility is to kill a process in the -----  
(a) Random (b) sequence (c) cycle (d) Acycle
65. ----- this way is frequently difficult or impossible.  
(a) Prevention (b) Killing (c) removing (d) detecting
66. ----- algorithm is based on comparing vectors.  
(a) IPC (b) Deadlock recovery (c) Deadlock detection (d) Deadlock
67. Each process is initially said to be -----  
(a) marked (b) unmarked (c) accessed (d) Used
68. Algorithm progresses, processes will be -----  
(a) Unmarked (b) accessed (c) marked (d) Used
69. Other systems, the request fails with an ----- code.  
(a) Byte (b) process (c) error (d) Bit
70. Two bibliographies on the subject have appeared in -----  
(a) Monitor review (b) OS review (c) deadlock review (d) OS
71. ----- can occur when processes have been granted exclusive access to devices, files and so forth.  
(a) Resource (b) deadlock (c) processor (d) Hardware
72. A computer will normally have many different ----- that can be acquired  
(a) Resources (b) processes (c) OS (d) Software
73. More complicated situations can cause ----- involving two or more devices and users  
(a) Processes (b) deadlocks (c) resources (d) Software
74. Deadlocks can occur on ----- resources.  
(a) Software (b) hardware (c) spinlock (d) Resource
75. ----- can also occur across machines  
(a) Resource (b) deadlock (c) spinlock (d) Hardware
76. ----- is an important resource that must be carefully managed.  
(a) Storage (b) memory (c) resource (d) Byte
77. The part of the OS that manages the memory hierarchy is called-----  
(a) Storage management (b) slot manager (c) memory manager (d) Memory
78. ----- Systems can be divided into two classes.  
(a) Memory allocated (b) memory management (c) multilevel (d) Multiple
79. Now Microsoft recommends having at least ----- for a single user.  
(a) 32MB (b) 64MB (c) 16 MB (d) 34 MB
80. The portion of the system in the ROM is called the -----  
(a) I/O (b) IPC (c) BIOS (d) BYTE

## UNIT – V

81. The solution usually adopted was to split the program into pieces called -----  
(a) Overview (b) overflow (c) overlays (d) Over
82. The method that was devised has come to be known as -----  
(a) Main (b) shared (c) virtual (d) Partial
83. Most virtual memory systems use a technique called -----  
(a) Table (b) paging (c) memory (d) Segmentation
84. The corresponding units in the physical memory are called-----  
(a)Paging (b) page fault (c) page frames (d) frames
85. The page number is used as an index into the -----  
(a) page fault (b) page table (c) page frames' (d) Sectors
86. The amount of CPU time a process has actually used has since it started is often called it ----- time  
(a)current virtual (b) base virtual (c) both a&b (d) Virtual
87. An improved algorithm that is based on the clock algorithm but also uses on the clock algorithm but also uses the working set information is called -----  
(a)MSclock (b) OS clock (c) WSclock (d) BS clock
88. Algorithms that have this property are called ----- algorithms.  
(a) Queue (b) stack (c) front (d) Rear
89. The electronic component is called the ----- controller.  
(a) Hardware (b) software (c) device (d) component
90. Each controller has a few ----- are used for communicating with the CPU.  
(a) Stack (b) registers (c)I/O (d) CIP
91. A key concept in the design of I/O software is known as ----- independence.  
(a) Registers (b) stack (c) device (d) REAR
92. An interrupt that does not meet this requirement is called an ----- interrupt.  
(a) Imprecise (b) disimprecise (c) both (d) premier
93. Each running program has a -----directory.  
(a) Page fault (b) page frame (c) page (d) frame
94. Locking a page is often called --- it in memory.  
(a) Linking (b) removing (c) pinning (d) cycle
95. The extra space in that page is wasted. This wastage is called ----- fragmentation  
(a) External (b) internal (c) both (d) Mutual
96. ----- is often a parameter that can be chosen by the OS.  
(a) page frame (b)page fault (c) page size (d) Segment size
97. one way to manage the allocation is to use the ----- algorithm.  
(a) IPC (b) IEEE (c) PFF (d) PCA
98. List of page numbers are called ----- string.  
(a) Replacement (b) reference (c) frames (d) sectors
99. Loading the pages before letting processes run is called -----  
(a) Paging (b) page fault (c) pre paging (d) segmentation
100. The set of pages that a process is currently using is called its -----  
(a) Process set (b) demand set (c) working set (d) Frame set

## **SECTION - B**

### **UNIT – I**

1. What is the need for an operating system? What are the functions of operating systems?
2. Explain about Interrupts.
3. Which are the three major areas in which the operating system divides its services? Give examples.
4. How has distributed computing affected operating system design?
5. Distinguish between multiprogramming and multiprocessing. What were the key motivations for the development of each?
6. Compare the advantages and disadvantages of Command line Interface and Graphical user Interface?
7. What is system call? How does it work?
8. What is a multi-tasking operating system?
9. What are input output devices?
10. Explain fourth generation language in briefly?

### **UNIT – II**

11. Difference between contiguous versus Non-contiguous memory management scheme?
12. Write short note on Single Contiguous Memory Management?
13. Explain about the Context of a Program.
14. Write short note about the uses of system calls?
15. Explain briefly about evolution of multiprogramming?
16. What is the need for a memory management and its services?
17. Describe two different techniques for handling the communications between a processor and devices.
18. Explain how DMA improves system performance, and cycle stealing
19. Why does it not make sense to maintain the blocked list in priority order?
20. What is various type of addressing?

### UNIT – III

21. Write short note about process states?
22. Draw a process state transition diagram using five states and explain the interpretation of each transition.
23. Explain how the READY and BLOCKED queues would represent the presence of processes in these states.
24. Explain in detail about paging.
25. Explain in detail about demand paging.
26. Explain in detail about page replacement.
27. Explain in detail about FIFO and optimal page replacement.
28. Write short notes on optimal page replacement.
29. Write short notes on allocation algorithm.
30. Discuss about counters and stack.

### UNIT – IV

31. Write short notes on direct access.
32. Write short notes on sequential access.
33. Write short notes on linked allocation.
34. Write short notes on hash table.
35. Write short notes on mounting.
36. Write short notes on partition.
37. Write short notes on FCFS scheduling.
38. Write short notes on file attributes.
39. Write short notes on single level directory.
40. Write short notes on virtual file systems.

### UNIT – V

41. Write short notes on components of UNIX systems.
42. Write notes on Shell in UNIX.
43. Write short notes on Kernel in UNIX.
44. What features of UNIX systems are especially useful from a software engineering standpoint?

45. What aspects of the origin of UNIX systems contributed greatly to their unique design?
46. What are the advantages in UNIX systems, when the same system calls are used to read (or) write files, devices, and inter process message buffers?
47. What are the disadvantages advantages in UNIX systems, when the same system calls are used to read (or) write files, devices, and inter process message buffers?
48. How are permissions used to control access to files.
49. Write short notes on Inter process Communication.
50. Write short notes on Scheduling in process management.

KASC-Computer Applications

## **SECTION - C**

### **UNIT – I**

1. Explain about the systems which used in fourth generation?
2. Discuss various levels of programming language?
3. Describe what is meant by user's view of the operating system?
4. Briefly describe how a program written in a high-level language is prepared for execution.
5. Explain briefly the different types of GUI Interfaces?
6. Explain different layers of Operating system?
7. Explain MULTIPROCESSOR Operating system?
8. Explain MULTIPROGRAMMING Operating system?
9. Explain in brief the system programs?
10. Explain Interrupts in detail.

### **UNIT – II**

11. Explain the address translation mechanism & compaction technique in paging?
12. Discuss segmentation and its scheme?
13. Explain the virtual memory systems and its service?
14. Explain about fixed partitioned memory management?
15. Explain the following?  
(i) Batch processing (ii) Multiprocessor System (iii) Time sharing
16. Explain the difference between Internal and external fragmentation.
17. Explain the following allocation algorithms: a. First-Fit b. Best-Fit c. Worst-fit
18. What are the advantages and disadvantages of the fixed partition memory management scheme?
19. Explain the multiprogramming environment using dynamic partitions
20. Describe the mechanism of translating a logical address to physical address in paging.

### **UNIT – III**

21. Explain about Create a process and Kill a process.
22. Explain deadlock and prerequisites.
23. Explain in detail about Process Control Block with diagram.
24. Explain in detail about deadlock and methods for handling deadlock.
25. Explain in detail about process management.
26. Explain in detail about process scheduling.

27. Explain in detail about operations on process.
28. Explain in detail about multiple processor scheduling.
29. Explain in detail about deadlock detection.
30. Explain in detail about deadlock recovery.

#### **UNIT – IV**

31. Explain about I/O Scheduler in detail.
32. Explain device handler & Interrupt service routine.
33. Explain about block and block numbering & file support levels with diagram.
34. Describe in detail about I/O procedure?
35. Explain the First Come First Served & Shortest Seek Time First.
36. Explain in detail about CPU scheduling.
37. Explain various disk scheduling algorithms.
38. Explain file system? What are components of file system?
39. Describe the different scheme for defining the logical structure of directory.
40. Explain C-SCAN disk scheduling algorithm.

#### **UNIT – V**

41. Explain in detail about history of UNIX.
42. Discuss in detail about the concept of File System.
43. Explain in detail about the concept of Process Management.
44. Describe the directory structure of the UNIX file system.
45. Discuss the concept of Input / Output System.
46. Explain in detail about memory management in UNIX.
47. Distinguish between internal commands and external commands.
48. Explain about Swapping in UNIX?
49. Explain in detail about Process States and State Transitions with diagram in UNIX?
50. Explain any five shell commands in UNIX in detail.



**SECTION – A KEY:**

1. mini      2.posix      3.cp/m      4.trap      5.32\*32      6.sectors  
7. File descriptor      8.pipe      9.security      10.os/360      11.exokernl  
12. daemons      13.process      14.windows      15.process      16.interrupt      17.thred  
18.lightweight      19.Thread table      20.wrapper      21.page fault      22.scheduler  
23.finite-state      24.cache      25.os      26.Spooler directory      27.critical region      28.busy waiting  
29.spinlock      30.test and set lock      31.Shared      32.bounded buffer      33.e.w.pijkstra  
34.os      35.mutual      36.mutex      37.mailbox      38.message  
39.1965,15      40.parallel      41.synchronization      42.sleep & wakeup      43.busy waiting  
44.ready      45.fixed size      46.count      47.wakeup waiting bit  
48.atomic      49.down      50. Monitor.      51. Resource      52.hardware      53.deadlock  
54.preemptable      55. Graphs      56. Safe      57. Deadlock detection      58. Circular  
59. Dijkstra      60. Multiple      61. Banker's      62.directly      63.kill      64. Cycle  
65.Recovering      66. Deadlock detection      67. Unmarked      68. Marked      69. Error  
70.OS Review      71.Deadlock      72.resources      73.deadlocks      74.both      75.deadlock  
76 .Memory      77.Memory manager      78.Memory management      79.64MB  
80.BLOS      81.Overlays      82.Virtual      83.Paging      84.Page frames  
85.Pagetable      86.Current virtual      87.Ws clock      88.Stack      89.device  
90.Registers      91.Device      92.Imprecise      93.Page      94.Pinning  
95.Internal      96.Pagesize      97.PFF      98 .Reference      99. Pre paging  
100.Working set.

**KONGUNADU ARTS AND SCIENCE COLLEGE**

**(AUTONOMOUS)**

**COIMBATORE-641029**



**QUESTION BANK**

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**TITLE OF THE PAPER: RELATIONAL DATABASE MANAGEMENT SYSTEMS**

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## SECTION A

### UNIT I

1. The full form of SQL is \_\_\_\_\_.
  - a. Single Query Language
  - b) Structured Query Language
  - b. c) Structured Query Log
  - d) Single Query Log
2. A \_\_\_\_\_ command is used to change a table's structure
  - a. a) alter
  - b) update
  - c) delete
  - d) Drop
3. The \_\_\_\_\_ is not a DDL Command.
  - a. a) Rename
  - b) Revoke
  - c) Grant
  - d) Update
4. A \_\_\_\_\_ command lets user to change one or more fields in a record.
  - a. a) insert
  - b) modify
  - c) Lookup
  - d) Drop
5. SQL Keyword used to retrieve a maximum value is \_\_\_\_\_.
  - a. a) Top
  - b) Most
  - c) Lookup
  - d) Max
6. Which of the command is used to retrieve data?
  - a. a) Select
  - b) update
  - c) delete
  - d) Drop
7. Which of the following is a SQL Aggregate function?
  - a. a) Left
  - b) Avg
  - c) Join
  - d) Len
8. The \_\_\_\_\_ SQL statement is used to modify data in database.
  - a. a) alter
  - b) update
  - c) delete
  - d) Drop
9. The \_\_\_\_\_ SQL statement is used to remove only data in database.
  - a. a) alter
  - b) update
  - c) delete
  - d) Drop
10. A \_\_\_\_\_ command undo all the operations performed by SQL in transaction.
  - a. a) Rollback
  - b) Commit
  - c) delete
  - d) Truncate
11. The \_\_\_\_\_ Query finds all cities with temperature, condition, humidity where humidity is in range of 63 to 79
  - a. SELECT \* FROM weather WHERE humidity IN (63 to 79)
  - b. SELECT \* FROM weather WHERE humidity NOT IN (63 AND 79)
  - c. SELECT \* FROM weather WHERE humidity BETWEEN 63 AND 79
  - d. SELECT \* FROM weather WHERE humidity NOT BETWEEN 63 AND 79

12. The \_\_\_\_\_ query finds the names of countries whose condition is sunny.
- SELECT country FROM location WHERE condition = 'sunny';
  - SELECT country FROM location WHERE city IN (SELECT city FROM weather WHERE condition = sunny');
  - SELECT country FROM location WHERE city NOT IN (SELECT city FROM weather WHERE condition = 'sunny');
  - SELECT country FROM location WHERE city UNION (SELECT city FROM weather WHERE condition = 'sunny');
13. The \_\_\_\_\_ Query decides the order of precedence if NOT, AND , OR with no parenthesis is considered.
- NOT will be evaluated first; AND will be evaluated second; OR will be evaluated last.
  - NOT will be evaluated first; OR will be evaluated second; AND will be evaluated last.
  - AND will be evaluated first; OR will be evaluated second; NOT will be evaluated last.
  - The order of occurrence determines the order of evaluation.
14. A query used to add a data to the database is \_\_\_\_\_.
- Insert
  - update
  - Alter
  - Invoke
15. The SQL Alter statement can be used to \_\_\_\_\_.
- change the table data.
  - change the table structure.
  - delete rows from the table.
  - add rows to the table.
16. The command used to remove rows from a table 'Customer' is \_\_\_\_\_
- drop from customer ...
  - update from customer ...
  - remove from customer ...
  - delete from customer where ...
17. The SQL 'Where Clause' \_\_\_\_\_
- limits the row data that are returned
  - limits the column data that are returned
  - limits row & column Data
  - Does not limits row data

18. The command to eliminate a table from database is \_\_\_\_\_.
- a) drop table customer;
  - b) delete table customer;
  - c) remove table customer;
  - d) update table customer;
19. The result of a SQL statement is \_\_\_\_\_
- a) File
  - b) Report
  - c) Table
  - d) Form
20. The SQL Keyword Between is used \_\_\_\_\_
- a) to limit the columns displayed.
  - b) for ranges.
  - c) as a wildcard.
  - d) to exceed the columns displayed.
21. \_\_\_\_\_ is the characteristic of an entity.
- a) Attribute
  - b) Relationship
  - c) Row
  - d) Oval.
22. \_\_\_\_\_ level represents how the data is stored in database systems.
- a. a) Physical
  - b) Conceptual
  - c) View
  - d) Persistent.
23. The overall logical structure of a database can be represented graphically by \_\_\_\_\_.
- a) Database
  - b) ER diagram
  - c) Flowchart
  - d) Metadata.
24. \_\_\_\_\_ refers to splitting the table into two or more forms.
- a) Normalization
  - b) Schema
  - c) Split
  - d) Consistency.
25. \_\_\_\_\_ entity is one whose existence depends on another entity.
- a) Weak
  - b) Strong
  - c) Resolve
  - d) Composite.
26. \_\_\_\_\_ is overall logical structure of Database.
- a) Schema
  - b) Information
  - c) Format
  - d) Graph.
27. The default extension for an Oracle SQL\*Plus file is:
- a) .txt
  - b) .doc
  - c) .sql
  - d) .pls

## UNIT II

28. A row lacking a data value for a particular column that value is said to be \_\_\_\_\_.  
a) NULL b) UNIQUE c) DEFAULT d) PRIMARY
29. The data constraints will be connected to a cell by DBA as \_\_\_\_\_.  
a. a) Flags b) Keys c) Records d) Fields
30. The \_\_\_\_\_ value is not equivalent to a value of zero.  
a. a) NULL b) DEFAULT c) UNIQUE d) PRIMARY
31. A column when defined as \_\_\_\_\_ that column becomes mandatory.  
a. a) NULL b) UNIQUE c) NOT NULL d) PRIMARY
32. The \_\_\_\_\_ value can be assigned to row at the time of cell creation.  
a) Default b) Procedure c) Function d) Trigger
33. A \_\_\_\_\_ key is used to uniquely identify each row in a table.  
a) null b) foreign c) default d) primary
34. A multicolumn primary key is called a \_\_\_\_\_ primary key.  
a) unique b) composite c) default d) new
35. 8. A \_\_\_\_\_ key is similar to primary key.  
a) null b) unique c) default d) primary
36. A \_\_\_\_\_ key represents relationships between tables.  
a) foreign b) unique c) default d) primary
37. A \_\_\_\_\_ key constraint is used to enforce integrity rules evaluated based on logical expression.  
a) foreign b) unique c) check d) primary
38. A \_\_\_\_\_ is an example of Check key integrity constraint.  
a. a) NULL b) UNIQUE c) NOT NULL d) PRIMARY
39. A \_\_\_\_\_ clause restricts the range of valid values for a column.  
a. a) Constraint b) When c) Where d) Is
40. A \_\_\_\_\_ acts as primary key in one table and non prime in another table.  
i. foreign b) unique c) check d) primary



41. A \_\_\_\_\_ operator performs pattern matching.  
a) Between    b) Like    c) Exists    d) when
42. A \_\_\_\_\_ operator tests column for absence of data.  
a) Not Null    b) Like    c) Exists    d) Is Null
43. Find all tuples having temperature greater than Paris.  
a) `SELECT * FROM weather WHERE temperature > (SELECT temperature FROM weather WHERE city = 'Paris')`  
b) `SELECT * FROM weather WHERE temperature > (SELECT * FROM weather WHERE city = 'Paris')`  
c) `SELECT * FROM weather WHERE temperature > (SELECT city FROM weather WHERE city = 'Paris')`  
d) `SELECT * FROM weather WHERE temperature > 'Paris' temperature`
44. The Option satisfies the name of cities with temperature and condition whose condition is either Sunny or Cloudy but temperature is greater than 70°F.  
a) `SELECT city, temperature, condition FROM weather WHERE condition = 'sunny' AND condition = 'cloudy' OR temperature > 70;`  
b) `SELECT city, temperature, condition FROM weather WHERE condition = 'sunny' OR condition = 'cloudy' OR temperature > 70;`  
c) `SELECT city, temperature, condition FROM weather WHERE condition = 'sunny' OR condition = 'cloudy' AND temperature > 70;`  
d) `SELECT city, temperature, condition FROM weather WHERE condition = 'sunny' AND condition = 'cloudy' AND temperature > 70;`
45. Which of the following is not an SQL constraint?  
a) Primary Key    b) Alternate Key    c) Foreign Key    d) Unique Key
46. The wildcard in 'Where' clause is useful when an exact match is \_\_\_\_\_.  
a) necessary in a CREATE statement.  
b) necessary in a SELECT statement.  
c) not possible in a SELECT statement.  
d) not possible in a CREATE statement.
47. The SQL Keyword used with wildcards is \_\_\_\_\_.  
a) NOT IN only    b) LIKE only    c) IN only    d) IN and NOT IN

### UNIT III

48. A Subquery in select statement is enclosed with \_\_\_\_\_.
- a) parenthesis -- (...)    b) brackets -- [...]  
c) CAPITAL LETTERS    d) braces -- {...}
49. A command which is also called inner join is \_\_\_\_\_.
- a) Equijoin    b) Natural    c) Left    d) Right
50. \_\_\_\_\_ checks for the condition and displays the available values from left outer join.
- a) Left Join    b) Full Join    c) Right Join    d) Natural Join.
51. \_\_\_\_\_ is a database object from which multiple users can generate unique integers.
- a) Synonyms    b) Sequences    c) View    d) Tables
52. The \_\_\_\_\_ data represents how user wants to see current data
- a) Logical    b) Physical    c) View    d) Column
53. The \_\_\_\_\_ are masks placed upon a table.
- a) Logical    b) Physical    c) View    d) Column
54. A \_\_\_\_\_ is a form of SQL statement that appears inside another SQL statement.
- a) Subquery    b) Not in    c) Default    d) Checkkey
55. The index consists of \_\_\_\_\_
- a) List of keys    b) Pointer to list    c) Keys and pointer    d) Check keys
56. A \_\_\_\_\_ evaluates true if last fetch has failed when no rows are available.
- a) %NOTFOUND    b) %ISFOUND    c) %FOUND    d) \*NOTFOUND
57. A \_\_\_\_\_ is the logical opposite of %NOTFOUND.
- a) %NOTFOUND    b) %ISFOUND    c) %FOUND    d) \*NOTFOUND
58. The \_\_\_\_\_ returns the number of rows fetched from active set.
- a) %NOTFOUND    b) %ROWCOUNT    c) %FOUND    d) \*NOTFOUND
59. A \_\_\_\_\_ evaluates true if an explicit cursor is open.
- a) %ISOPEN    b) %ROWCOUNT    c) %FOUND    d) \*NOTFOUND

## UNIT IV

60. Oracle loads the compiled procedure in memory area called \_\_\_\_\_.  
a) SSG      b) SGS      c) SRG      d) SGA
61. \_\_\_\_\_ provides oracle with highly customized DBMS & prevents invalid transactions.  
a) Trigger      b) Procedure      c) Functions      d) Query.
62. Which of the following is NOT an Oracle-supported trigger?  
a) Before      b) After      c) During      d) Instead Of
63. Triggers \_\_\_\_\_ be enabled or disabled.  
a) Can      b) Cannot      c) Ought      d) Always
64. Which prefixes are available to Oracle triggers?  
a) : new only      b) : old only      c) Both :new and : old  
d) Neither: new nor : old
65. The \_\_\_ trigger fires once during every post and commit transactions event.  
a) post commit      b) post change      c) post delete      d) post insert
66. The \_\_\_\_\_ trigger fires when Leave the Record event occurs.  
a) post record      b) post change      c) post delete      d) post insert
67. A trigger which fires during post and commit transactions event occurs is \_\_\_\_\_.  
a) On-Update      b) post change      c) post delete      d) post insert
68. The \_\_\_\_\_ part contains declarations of cursors, constants, variables etc.  
a) Declarative      b) Executable      c) Exception handling      d) post insert
69. Oracle loads the compiled procedure in memory area called \_\_\_\_\_.  
a) System Global Area      b) System Garbage Area  
c) Slow Global Area      d) System Gate Area
70. The \_\_\_\_\_ parameter specifies that you must give a value for argument when calling the procedure.  
a) IN      b) OUT      c) IN OUT      d) REPLACE
71. The \_\_\_\_\_ parameter specifies that procedure passes a value for argument.  
a) IN      b) OUT      c) IN OUT      d) REPLACE
72. A trigger \_\_\_\_\_ specifies a Boolean expression that must be true for trigger to fire.  
a) Declarative      b) Restriction      c) Exception handling      d) post insert

## UNIT V

73. \_\_\_\_\_ is the process of inspecting, cleaning, transferring & modeling data with goal of highlighting useful information.  
a) Data mining            b) Data analysis            c) Data warehouse    d) Data set
74. The term Data Warehouse was coined in the year \_\_\_\_\_.  
a) 1980            b) 1998            c) 1990            d) 1975.
75. \_\_\_\_\_ focuses on modeling & knowledge discovery for predictive purposes.  
a) Data warehouse            b) Data analysis            c) Data mining            d) Data set
76. \_\_\_\_\_ is a technique during which data is inspected & erroneous data are collected.  
a) Data cleaning            b) Data mart            c) Data search            d) Clustering.
77. \_\_\_\_\_ in geographic databases consists of points, lines, polygons, and other map or cartographic features.  
a) Graphic data            b) Non Graphic data            c) Spatial data            d) Index data.
78. Data scrubbing is which of the following?  
a) A process to reject data from the data warehouse and to create the necessary indexes  
b) A process to load the data in the data warehouse and to create the necessary indexes  
c) A process to upgrade the quality of data after it is moved into a data warehouse  
d) A process to upgrade the quality of data before it is moved into a data warehouse
79. \_\_\_\_\_ is a subject-oriented, integrated, time-variant, nonvolatile collection of data in support of management decisions.  
a) Data Mining    b) Data Warehousing.    c) Web Mining    d) Text Mining.
80. Expansion for DSS in DW is \_\_\_\_\_.  
a) Decision Support system    b) Decision Single System    c) Data Storable System.  
d) Data Support System.
81. The data is stored, retrieved & updated in \_\_\_\_\_.  
a) OLAP    b) OLTP    c) SMTP    d) FTP
82. \_\_\_\_\_ describes the data contained in the data warehouse.  
a) Relational data    b) Operational data    c) Metadata    d) Informational data
83. \_\_\_\_\_ predicts future trends & behaviors, allowing business managers to make

proactive, knowledge-driven decisions.

a) Data warehouse b) Data mining c) Datamarts d) Metadata.

84. \_\_\_\_\_ is the specialized data warehouse database.

a) Oracle b) DBZ c) Informix d) Redbrick

85. \_\_\_\_\_ databases are owned by particular departments or business groups.

a) Informational b) Operational c) Both informational and operational d) Flat.

86. Data warehouse contains \_\_\_\_\_ data that is never found in the operational environment.

a) Normalized b) informational c) summary d) denormalized

87. \_\_\_\_\_ test is used in an online transactional processing environment.

a) MEGA b) MICRO c) MACRO d) ACID.

88. The full form of KDD is \_\_\_\_\_.

a) Knowledge database b) Knowledge discovery in database  
c) Knowledge data house. d) Knowledge data definition.

89. 17. Removing duplicate records is a process called \_\_\_\_\_.

a) Recovery b) data cleaning c) data cleansing d) data pruning

90. Data marts that incorporate data mining tools to extract sets of data are called \_\_\_\_\_.

a) independent data mart b) dependent data marts  
c) intra-entry data mart d) inter-entry data mart.

91. GIS stands for

a) Geographic Information System b) Generic Information System  
c) Geological Information System d) Geographic Information Sharing

## **SECTION B**

## UNIT I

1. What is the purpose of Database system?
2. What are the disadvantages of DBMS?
3. Write short notes on ER-Diagram.
4. Differentiate Weak and Strong Entity sets.
5. What are DML Commands?
6. Write short notes on usage of where clause with an example query.
7. What is the role of Select Query?
8. What is the use of insert command and update command in sql?
9. List and give short notes on set operations.
10. Differentiate on delete and drop commands in sql.
11. Give short notes on Alter query in SQL.
12. What are the available Data types in Sql?
13. Expand DDL and discuss.
14. What is the role of DCL commands in SQL?
15. Give brief notes on normalization.
16. Write short notes on 1NF.
17. What is 2NF in normalization?
18. What is the role of 3NF in SQL?
19. List and confer on Aggregate functions.
20. Give example queries on Arithmetic & Relational operators.
21. What are Logical and Set operators?
22. What is a Sorting operator?
23. Write short notes on union and union all operators.
24. What is Intersect operator in sql?

## UNIT II

25. What is the use of NULL value Concept?
26. What is the role of Default value concept?
27. Write short notes on Primary Key concept with suitable example.
28. What is Unique key concept?
29. Define Foreign key and give an example.
30. What is the role of Check Key integrity constraint?
31. Write short notes on Renaming Columns with expressions list.
32. What is Range Searching?
33. Confer on Pattern matching with an example.
34. Give brief notes on String Manipulation.
35. Confer on Date functions with relevant queries.

### UNIT III

36. Give three examples for Sophisticated Queries.
37. List and give example queries for Built in functions.
38. What is inner join concept in joined relations?
39. Differentiate Left Join and Right join n in SQL.
40. What is the role of Full Outer Join?
41. Confer on Nested Sub Queries with two examples.
42. Give short notes on Views in SQL.
43. What is a Sequence? Give its role in SQL.
44. What are Synonyms in SQL?
45. Give short notes on Table Indexes.
46. List and explain any one type of Table Partition.

### UNIT IV

47. What is a Database Trigger?
48. What are the uses of Database Triggers?
49. Write short notes on types of Triggers with examples.
50. What is a Database trigger applies>Give an example.
51. Give the combinations of triggers.
52. Confer on keywords and Parameters in Triggers.
53. How will you drop a trigger? Give example Query.
54. Give the basic of PL/SQL with suitable example.
55. What is a Stored Procedure?
56. Write short notes on Stored Functions with an example PL\SQL Query.
57. How do procedures reside and write short notes on parameters of procedures.
58. Confer on Packages with an PL/SQL code.
59. Write short notes on how data is retrieved using Cursors.
60. How is a table formatted?
61. Give short notes on Exception handling.

## UNIT V

62. Give short note on DSS.
63. What is Data Mining?
64. What is Spatial Database?
65. What is the role of Geographic Database?
66. Give short notes on Multimedia Database.
67. Confer on Mobility and Personal Database.
68. Write short notes on IRS.
69. What is DSS? Give short notes.
70. What is WWW?
71. Write short notes on Default Tabular Reports.

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## SECTION C



## UNIT I

1. Differentiate DBMS and RDBMS concepts.
2. What is the purpose of Database Systems? Discuss.
3. Explain ER Diagram with suitable example and diagrams.
4. Discuss on Strong Entity Set.
5. Give the Codd's Rules in detail.
6. What is Normalization? Discuss its Types with suitable examples.
7. List and explain the data types in SQL.
8. Expand DML and discuss on its types.
9. What is the role of Select Query in detail?
10. How are values stored in a table? Discuss.
11. Differentiate Delete Command and Drop Command.
12. Differentiate Update and Alter Commands with relevant Examples.
13. What is the role of Set Operation? Explain its types.
14. Implement the role of 'Where Clause' with examples in SQL.
15. List and explain DDL Commands.
16. What are DCL Commands? Explain.
17. Discuss on operators in SQL.
18. What is the role of Arithmetic and Relational Operator?
19. How are Logical and Set operators useful in Oracle?
20. Discuss on Aggregate functions in detail.

## UNIT II

21. Discuss on Null Value Concept and Default value concepts in detail.
22. What are the roles of Primary Key Concept and Foreign Key Concept? Discuss.
23. How is Unique Key useful in RDBMS?
24. Explain Check Key Integrity Constraint with relevant queries.
25. How a Column is renamed using Expression list? Give Examples.
26. Discuss on various concepts in Pattern Matching with examples.
27. What is Range Searching? Explain with suitable queries.
28. Discuss on String Manipulation in detail.
29. What are the different Date functions available in Oracle? Discuss.
30. Discuss on creating Reports with Titles and Headings in detail.
31. Give a PL/SQL code to implement the concept of Primary Key.
32. Create tables to implement the concept of Foreign Key.

## UNIT III

33. Give detailed notes on Built in group functions with suitable queries.
34. What is a Sophisticated Query? Discuss.
35. What is a Joined Relation? Discuss its types.
36. What is the role of Nested Sub Query? Give examples.
37. Give a PL/SQL code to implement the concept of Views in Oracle.
38. What is a View? Explain.
39. Explain Sequences in detail with suitable PL/SQL code.
40. Explain the role of Synonym with suitable Queries in Oracle.
41. What is Table Index? Discuss.
42. Give detailed notes on Table Partitioning in Oracle.
43. What is Joining of tables? Discuss.

#### UNIT IV

44. What is a Database Trigger? What are the uses of DB Triggers?
45. Discuss on types of Database Triggers.
46. How to apply a DB trigger? Discuss.
47. What are the different Combinations of Triggers? Discuss.
48. D
49. What is the role of Stored Procedure in Oracle? Justify with PL/SQL code.
50. How are Stored Functions important in Oracle? Discuss.
51. Differentiate the concepts of Procedures and Functions in detail.
52. Give a PL/SQL code to implement concept of Functions?
53. What are the parameters available in Procedure. Discuss with PL/SQL code.
54. What is a Package? Give an example and explain.
55. What are the types of Packages? Discuss.
56. How data are retrieved using Cursors? Write a PL/SQL code to retrieve data using cursors.
57. Write detailed notes on Formatting Table in SQL.
58. What is an Exception handling in SQL? Discuss.
59. Give a PL/SQL code to implement the concept of Exception Handling in Oracle.

#### UNIT V

60. Explain the concepts in Data Mining with suitable diagram.
61. Differentiate Spatial and Geographic Database.
62. What are Multimedia and Mobility Databases?
63. Discuss on DSS with relevant examples.
64. Give detailed notes on:
  - i) DSS
  - ii) IRS
65. Explain WWW in detail.
66. Discuss on PL/SQL Reports in detail.
67. Discuss the role of Data Warehousing in detail.
68. What is Data Analysis? Discuss.
69. What is the role of Default Tabular report in detail?
70. Discuss on Reports in detail with relevant Queries.

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## KEY ANSWERS

## UNIT I

1. b) Structured Query Language
2. a) alter
3. d) Update
4. b) modify
5. d) Max
6. a) Select
7. b) Avg
8. b) update
9. c) delete
10. a) Rollback
11. c) `SELECT * FROM weather WHERE humidity BETWEEN 63 AND 79`
12. b) `SELECT country FROM location WHERE city IN (SELECT city FROM weather WHERE condition = sunny');`
13. a) NOT will be evaluated first; AND will be evaluated second; OR will be evaluated last.
14. a) Insert
15. b) change the table structure.
16. d) delete from customer where ...
17. a) limits the row data that are returned.
18. a) drop table customer;
19. c) Table
20. b) for ranges.
21. a) Attribute
22. a) Physical
23. b) ER diagram
24. a) Normalization
25. a) Weak
26. a) Schema
27. c) sql

## UNIT II

28. a) NULL
29. a) Flags
30. a) NULL
31. c) NOT NULL
32. a) Default
33. d) Primary
34. b) Composite
35. b) Unique
36. a) Foreign
37. c) Check
38. c) NOT NULL
39. a) Constraint
40. a) Foreign
41. b) Like
42. d) Is Null
43. a) `SELECT * FROM weather WHERE temperature > (SELECT temperature FROM weather WHERE city = 'Paris')`
44. c) `SELECT city, temperature, condition FROM weather WHERE condition = 'sunny' OR condition = 'cloudy' AND temperature > 70;`
45. b) Alternate Key
46. c) not possible in a SELECT statement.
47. b) LIKE only

### UNIT III

48. a) parenthesis -- (...)
49. a) Equijoin
50. a) Left Join
51. b) Sequences
52. a) Logical
53. c) View
54. a) Subquery
55. c) Keys and pointer
56. a) %NOTFOUND
57. c) %FOUND
58. b) %ROWCOUNT
59. a) %ISOPEN

### UNIT IV

- 60. c) Triggers
- 61. d) SGA
- 62. a) Trigger
- 63. c) During
- 64. a) Can
- 65. c) Both :new and : old
- 66. a) post commit
- 67. a) post record
- 68. a) On-Update
- 69. a) Declarative
- 70. b) Executable
- 71. a) System Global Area
- 72. a) IN
- 73. b) OUT
- 74. b) Restriction

## UNIT V

- 75. b) Data analysis
- 76. c) 1990
- 77. c) Data mining
- 78. a) Data cleaning
- 79. c) Spatial data
- 80. d) A process to upgrade the quality of data before it is moved into a data warehouse
- 81. b) Data Warehousing
- 82. a) Decision Support system
- 83. b) OLTP
- 84. c) Metadata
- 85. b) Data mining
- 86. d) Redbrick
- 87. b) Operational
- 88. c) summary
- 89. d) ACID.
- 90. b) Knowledge discovery in database
- 91. b) data cleaning
- 92. b) dependent data marts.
- 93. a) Geographic Information System

# **KONGUNADU ARTS AND SCIENCE COLLEGE**

**(AUTONOMOUS)**

**[Re-accredited by NAAC with 'A' Grade 3.64 CGPA (3<sup>rd</sup> Cycle)]**

[College of Excellence (UGC)]

COIMBATORE – 641 029.



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KASC-Computer Applications



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## SECTION-A

### UNIT-I

1. An example of a distributed system is the \_\_\_\_\_ .  
(a) World Wide Web (b) Http (c) FTP (d) Networks
2. Person to person communication is often called as \_\_\_\_\_ .  
(a) Host- Host (b) Host – peer (c) Peer-to-peer (d) Peer- Host
3. Point-to-point transmission with one sender and one receiver is sometimes called as \_\_\_\_\_ .  
(a) Unicasting (b) multicasting (c) broadcasting (d) bicasting
4. The \_\_\_\_\_ is a type of network.  
(a) LAN (b) broadcast (c) unicasting (d) multicasting
5. All the communication pass through the central node is in \_\_\_\_\_ topology.  
(a) bus (b) ring (c) both a and b (d) Star
6. Wireless connection called as \_\_\_\_\_  
(a) Topology (b) Internet (c) Intranet (d) Bluetooth
7. A collection of interconnected networks are called as an \_\_\_\_\_ .  
(a) Internet (b) intranet (c) LAN (d) MAN
8. \_\_\_\_\_ is said to be a set of procedures or rules.  
(a) Multiplex (b) Demultiplexing (c) Simple multiplexing (d) Protocol
9. The entities comprising the corresponding layers on different machines are called \_\_\_\_\_ .  
(a) peers (b) levels (c) protocols (d) cables
10. OSI reference model is expanded as \_\_\_\_\_ Interconnection.  
(a) Open System (b) One System (c) Only System (d) Open Subnet
11. VBB is expanded as \_\_\_\_\_ black board.  
(a) Vast (b) Virtual (c) Vide (d) Visual
12. The System which request a Service is \_\_\_\_\_ .  
(a) Client (b) Server (c) Network (d) Process
13. The System which Provides a Service is \_\_\_\_\_ .  
(a) Client (b) Server (c) Network (d) Process

14. The \_\_\_\_\_ used to transfer data to the next layer in the same host.  
(a) Rules (b) Interface (c) Protocol (d) link
15. One protocol per layer is called as \_\_\_\_\_.  
(a) Interface (b) Procedure (c) protocol stack. (d) None
16. Connection \_\_\_\_\_ service is modeled after the telephone system  
(a) Oriented (b) Less (c) dependent (d) Independent
17. A set of layers and protocols called as \_\_\_\_\_.  
(a) Network architecture (b) Internet (c) Intranet (d) Interface
18. The network layer controls the operation of the \_\_\_\_\_.  
(a) Subnet (b) router (c) hub (d) bridge
19. The widely used application protocol is \_\_\_\_\_.  
(a) TCP/IP (b) http (c) udp (d) tcp
20. \_\_\_\_\_ are the protocols used in transport layer.  
(a) TCP (b) UDP (c) both a and b (d) none
21. A layer on top of OSI reference model is \_\_\_\_\_.  
(a) Session (b) Physical (c) Application (d) Transport
22. The \_\_\_\_\_ is a combination of Transmission line and Switching element.  
(a) Router (b) Subnet (c) Client (d) Server.
23. The decision made by the router is called as \_\_\_\_\_ algorithm.  
(a) Routing (b) Subnet (c) Packet (d) Decision making
24. Expand LAN as \_\_\_\_\_.  
(a) Local Area Network (b) Level Area Network (c) Light Area Network  
(d) Last Area network
25. Abbreviation of MAN is \_\_\_\_\_.  
(a) Model area network (b) Metropolitan area network. (c) Metro area network  
(d) Metropolitan and network
26. WAN is said to be \_\_\_\_\_.  
(a) Wide area network (b) eek area network (c) Wait area network  
(d) Wired area network
27. Connecting two LANs forms an \_\_\_\_\_.  
(a) Internetwork (b) Internet (c) Network (d) Interconnection.
28. The connection of different networks by machine called as \_\_\_\_\_

- (a) Internetwork (b) Gateway (c) Network (d) Interconnection
29. ARPANET is defined as \_\_\_\_\_ network.  
(a) Advanced Research Project Agency (b) Advanced Report Project Agency  
(c) Applied Research Project Agency (d) Advanced Research Process Agency
30. Subnet consists of \_\_\_\_\_ & \_\_\_\_\_.  
(a) Host, Routers (b) Host, Transmission lines  
(c) Routers, Protocol (d) Routers, Transmission lines
31. The Physical and Datalink layer not available in \_\_\_\_\_ model  
(a) TCP (b) IP (c) OSI (d) TCP/IP

## UNIT-II

32. Copper wire and fiber optics are grouped into \_\_\_\_\_ media transmission.  
(a) Guided (b) Unguided (c) Magnetic
33. One of the oldest and still more common transmission media is \_\_\_\_\_.  
(a) Twisted pair. (b) Co-axial (c) Fibre-optic (d) Copper
34. Expansion of UTP is \_\_\_\_\_.  
(a) Unshielded twisted pair (b) Unshielded twisted part (c) Unshielded tuned pair  
(d) Unshaped twisted pair
35. Coaxial is widely used for \_\_\_\_\_.  
(a) LAN (b) MAN (c) WAN (d) internet works
36. Wide area data communication went from 56 kbps is called \_\_\_\_\_.  
(a) ARPANET (b) LAN (c) MAN (d) WAN
37. \_\_\_\_\_ pieces of fiber can be fused to form a solid connection.  
(a) Two (b) Three (c) Four (d) Five
38. Light sources are typically used to do the \_\_\_\_\_ LEDs.  
(a) Forwarding (b) Controlling (c) Signaling (d) Focusing
39. In ring topology \_\_\_\_\_ broadcasting done by using passive star construction.  
(a) Hardware (b) Software (c) Middleware (d) Firmware
40. The category \_\_\_\_\_ twisted pair is used to reduce the cross-talk problem.  
(a) 7UTP (b) 3UTP (c) 5UTP (d) 2UTP
41. The \_\_\_\_\_ cable is used for analog transmission and cable TV.  
(a) 50-Ohm (b) 30-Ohm (c) 45-Ohm (d) 75-Ohm
42. The Local loop is referred as \_\_\_\_\_.

- (a) Last mile (b) First mile (c) Front mile (d) Back Mile
43. PSTN refers to \_\_\_\_\_  
(a) Public Switched Telephone Network (b) Private Switched Telephone Network  
(c) Public Switched Top Network (d) Public Socket Telephone Network
44. Each end office has a number of outgoing lines to one or more nearby switching centers called \_\_\_\_\_.  
(a) Toll offices (b) Host (c) Station (d) Telephone office
45. \_\_\_\_\_ is the loss of energy as the signal propagates outwards.  
(a) Toll Office (b) Hub (c) Attenuation. (d) Switches
46. Expansion of QPSK  
(a) Quadrature Face Shift Keying (b) Quadrature Phase Sort Keying.  
(c) Quarterly Phase Shift Keying (d) Quadrature Phase Shift Keying.
47. A connection that allows traffic in directions simultaneously is called \_\_\_\_\_.  
(a) full duplex. (b) Simplex (b) Half duplex (d) Duplex
48. A connection that allows traffic only one way is called \_\_\_\_\_.  
(a) Simplex (b) Half duplex (c) Full Duplex (d) Multiplex
49. \_\_\_\_\_ switching used to exchange the logical units of data.  
(a) Packet (b) Message (c) Circuit (d) Datagram
50. In \_\_\_\_\_ circuit logical connection established before any packets is send.  
(a) Datagram (b) Virtual (c) Packet (d) Message
51. Expansion of QAM.  
(a) Quadrature amplitude modulation. (b) Quadrature amplitude model.  
(c) Quadrature amplification modulation. (d) Quadrature amplifier modulation.

### **UNIT-III**

52. The \_\_\_\_\_ layer breaks the data bit into frames.  
(a) Datalink (b) Physical (c) Presentation (d) Network
53. The first framing method uses a field in the header to specify the number of \_\_\_\_\_ in the frame.  
(a) characters (b) Words (c) Pictures (d) Pixels
54. A flag sequence is used at the \_\_\_\_\_ stuffing.  
(a) characters (b) Words (c) Bit (d) Pixels
55. ASCII characters are included in the \_\_\_\_\_ stuffing .  
(a) Word (b) Frame (c) Character (d) flag

56. The use of error correcting codes is often referred to \_\_\_\_\_  
(a) Forward error detecting code (b) Backward error detecting code  
(c) Correcting methods (d) Error-less method
57. The \_\_\_\_\_ codes can only correct single errors.  
(a) Hamming (b) error detecting code (c) Error correcting code (d) Double
58. Expansion of CRC as \_\_\_\_\_  
(a) Cyclic ready check (b) Cyclic repetition check (c) Cyclic redundancy check  
(d) Cyclic return check
59. Two frames transmitted at a time get overlapped called as \_\_\_\_\_.  
(a) Transmission (b) Collision (c) Terminate (d) Persistent
60. Expand CSMA as \_\_\_\_\_.  
(a) Carrier sense multiple access (b) Carrier Model access  
(c) Carrier sense multiple active (d) Carrier side multiple protocols
61. It is a \_\_\_\_\_ system used at the ground based level for broadcasting.  
(a) Aloha (b) CSMA (c) CSMA/CD (d) CSMA/CA
62. The Basic unit of System is \_\_\_\_\_.  
(a) Scatter net (b) Piconet (c) Extranet (d) Internet
63. Expansion of FDM.  
(a) Frequency divide multiplexing (b) Frequency division multiplexing.  
(c) Frequency division multiple. (d) Frequency divider multiplexing.
64. The basic unit of a Bluetooth system is a piconet which consists of a \_\_\_\_\_ node.  
(a) master (b) Slave (c) more (d) Single
65. Protocols in which stations listen for a carrier and act accordingly are called \_\_\_\_\_.  
(a) Carrier sense protocols (b) Carrier Model access (c) Carrier sense multiple active  
(d) Carrier side multiple protocols
66. The \_\_\_\_\_ is used to exchange data over short distance.  
(a) Bit (b) Frame (c) Bluetooth (d) CSMA
67. An interconnected collection of piconet is called a \_\_\_\_\_.  
(a) Scatter net (b) Router (c) Gateway (d) Bridges
68. Switches do not use store and forward switching is called \_\_\_\_\_.  
(a) Cut-through switches (b) Cut- switches (c) Cut-trie switches (d) Cut-Talk switches

69. The applications of Bluetooth is referred as \_\_\_\_\_.  
(a) Architecture (b) Telephony(c) Profile (d) Model
70. The PDA is expanded as \_\_\_\_\_ digital assistants.  
(a) Personal(b) Packet (c) Project (d) Permanent
71. The \_\_\_\_\_ device is used to connect two Separate LANs.  
(a) Bridges (b) Hub(c) Repeaters (d) Switches
- 72.The \_\_\_\_\_ is a technique standard for accessing information over a mobile wireless network.  
(a) WML (b) WAP (c) WWW(d) WWP

#### UNIT-IV

- 73.A path established before sending packets in \_\_\_\_\_ circuit connection.  
(a) Virtual (b) Datagram (c)Message (d) Hybrid
- 74.The algorithm \_\_\_\_\_used for computing the shortest path.  
(a)Dijkstra (b) ) adaptive algorithms (c) Shortest path algorithm (d) Routing algorithm
75. \_\_\_\_\_ do not base their routing decisions on measurement or estimates of the current traffic and topology  
(a) Non adaptive algorithms (b) adaptive algorithms (c) Shortest path algorithm  
(d) Routing algorithm
76. \_\_\_\_\_ in which every incoming packet is sent out on every outgoing line except the one it arrives on.  
(a)Packet (b) Flooding (c) Routing (d)Collision
77. A variation of flooding that is slightly more practical is \_\_\_\_\_  
(a) Selective flooding (b)Packet (c) Flooding (d) Routing
78. \_\_\_\_\_ algorithms operate by having each router maintain table.  
(a) Distance vector routing (b) adaptive algorithms (c) Shortest path algorithm  
(d) Routing algorithm
79. The algorithm \_\_\_\_\_ compute distance to other router.  
(a) Routing (b) Shortest path (c) Non adaptive (d) adaptive
80. The transport layer makes use of the services provided by \_\_\_\_\_ .  
(a) Network layer(b) Presentation layer (c) Physical layer (d) Application layer
81. The hardware within the transport layer that does the work is called \_\_\_\_\_ .

- (a) Signaling (b) Sending (c) Receiving (d) Transport entity
82. \_\_\_\_\_ controls TPDU's are also acknowledged implicitly or explicitly.  
(a) Packets (b) Tokens (c) Networks (d) Path
83. Data can now be exchanged using \_\_\_\_\_ primitives.  
(a) Receive (b) Send (c) Accept (d) Clear
84. \_\_\_\_\_ is widely used for internet programming.  
(a) Interpreter (b) Primitives. (c) Coding (d) Transmitter
85. \_\_\_\_\_ can also be useful in the transport layer for another reason.  
(a) Multiplexing (b) DeMultiplexing. (c) Simplex (d) Half duplex
86. \_\_\_\_\_ problem is used to recover from host crashes.  
(a) Troublesome (b) Static (c) Dynamic (d) Host
87. The Software or Hardware within the Transport layer is called as \_\_\_\_\_.  
(a) Protocol (b) Transport Entity (c) Primitives (d) Kernel
88. Each transport service has its own \_\_\_\_\_.  
(a) Interface (b) Segment (c) Protocol (d) Primitives
89. The distance metric is the number of hops, and such tree is called \_\_\_\_\_.  
(a) Sink tree (b) Binary tree (c) Heap tree (d) Trie Indexing
90. The \_\_\_\_\_ algorithm is static.  
(a) Static (b) Dynamic (c) Host (d) Flooding
91. Abbreviation of TPDU is \_\_\_\_\_.  
(a) Transport packet data unit. (b) Transfer protocol data unit (c) Transport protocol data unit (d) Transport protocol data unique
92. Abbreviation of TSAP is \_\_\_\_\_.  
(a) Transport service access point (b) Transport system access point  
(c) Transport service active point (d) Transport service access part
93. Name server is sometimes called \_\_\_\_\_.  
(a) Client Server (b) Network Server (c) Directory server (d) File server
94. The Situation \_\_\_\_\_ degrades performance when too many packets present in the Subnet.  
(a) Static (b) Dynamic (c) Congestion (d) Flooding
95. The Transport layer is below the \_\_\_\_\_ layer.



- (a) Application (b) Datalink (c) Session (d) Presentation

**UNIT-V**

96. Expansion of DNS is \_\_\_\_\_.  
(a) Domain name service (b) Domain name secure (c) Domain name server  
(d) Domain name system
97. To map a name onto an IP address, an application program calls a library procedure called the \_\_\_\_\_.  
(a) Recursive (b) Controller (c) Transmitter (d) Resolver.
98. Every \_\_\_\_\_ can have a set of resource records.  
(a) domain (b) Main (c) Host (d) Server
99. An absolute domain name always ends with a \_\_\_\_\_.  
(a) Slash (b) Hyphen (c) Dot (d) Period
100. The first e-mail systems simply consisted of \_\_\_\_\_ protocols.  
(a) FTP (b) HTTP (c) TFTP (d) ARP
101. The \_\_\_\_\_ which allow people to read and send e-mail.  
(a) user agent (b) Processor agent (c) Transfer agent (d) Active agent
102. The \_\_\_\_\_ refers to the process of creating messages and answers  
(a) composition (b) transfer (c) reporting (d) displaying
103. The \_\_\_\_\_ refers to moving message from originator to recipient.  
(a) composition (b) transfer (c) reporting (d) displaying
104. It is responsibility of \_\_\_\_\_ has to do with telling the originator what happened to the message.  
(a) composition (b) transfer (c) reporting (d) displaying
105. The \_\_\_\_\_ incoming messages is needed so people can read their e-mail.  
(a) composition (b) transfer (c) reporting (d) displaying
106. The message inside the envelope consists of two parts as \_\_\_\_\_ and \_\_\_\_\_.  
(a) header, body (b) header, title (c) Body, Text (d) header. Text
107. The message to be encrypted known as \_\_\_\_\_.  
(a) Decoding (b) plaintext (c) Encoding (d) Cipher text
108. The output of the encrypted process known as \_\_\_\_\_.  
(a) Decoding (b) plaintext (c) Encoding (d) Cipher text
109. In a \_\_\_\_\_ each letter or group of letters is replaced by another letters.

- (a) substitution cipher (b) plaintext(c) Encoding (d) Cipher text
110. The general system of symbol-to-symbol substitution is called \_\_\_\_\_ substitutions  
(a) substitution cipher (b) plaintext(c) Encoding (d) mono alphabets
111. Reorder the letters is called \_\_\_\_\_  
(a)Transposition ciphers (b) substitution cipher (c) cipher text (d) Plain text.
112. In Quantum cryptography the light comes in little packets called \_\_\_\_\_.  
(a) Photons (b) Neutrons (c) Electrons (d) None
113. Expansion of DES as \_\_\_\_\_.  
(a) Data encryption state(b) Data encoding standard(c) Data entitled standard.  
(d) Data encryption standard
114. Substitutions are performed by \_\_\_\_\_ boxes.  
(a).S(b).A (c).P (d).F
115. Substitutions are implemented with simple electrical circuit known as \_\_\_\_\_ boxes.  
(a).S (b).A(c).P (d).F
116. The most common two-letter combinations are called \_\_\_\_\_.  
(a) Diagrams (b) Designs (c) Structures (d) Architecture
117. The most common three-letter combinations are called \_\_\_\_\_.  
(a) Trigrams (b) Diagrams (c) Structures (d) Architecture
118. In P-Box, the word P stands for \_\_\_\_\_.  
(a) Permutation (b) Properties (c) Possibilities (d) Permission

## **SECTION-B**

### **UNIT-I**

1. What is Client and Server ?
2. Mention the advantages of Computer Networks.
- 3 . Write short note on business applications?
4. What are home applications?
5. Discuss about broadcast link.
6. Discuss about point-to-point link.
7. Discuss about LAN.
8. Discuss about MAN.
9. Discuss about WAN.
10. Discuss about wireless networks.
11. What is network software?
12. Explain design issues for the layers.
13. Write any two types of Topologies with diagram.
14. Discuss the different between TCP/IP and OSI models.
15. Discuss the protocols in TCP/IP protocols.
16. What are the difference between TCP and UDP?

### **UNIT-II**

17. Discuss about magnetic media.
- 18 Discuss about Twisted cable.
19. Discuss about co-axial cable.
20. Discuss about fiber optics.
- 21 What is fiber optic network?
22. What is a fiber cable?
23. Discuss the comparison of fiber optics and copper wire.
24. Explain the structure of telephone system.
25. Discuss about modems.
26. Discuss about wireless.

27. Discuss about local loops.
28. Write short note on any two switching techniques with diagram.
29. List out the difference between Packets and Circuit switching.

### UNIT-III

30. What is framing?
31. Discuss about error control.
32. Discuss about flow control.
33. Discuss about static channel allocation in LANs and MANs.
34. Discuss about dynamic channel allocation in LANs and MANs.
35. Discuss about CSMA protocols.
36. Discuss about CSMA/CD protocols.
37. Discuss about repeaters.
38. Discuss about hubs.
39. Discuss about bridges.
40. Discuss about switches.
41. Discuss about routers.
42. Discuss about gateways.
43. Mention the advantages offered by the WAP Architecture layers.
44. Discuss the difference between bridges and gateways.
45. Discuss the difference between routers and hubs.

### UNIT-IV

46. Discuss about store and forward packet switching.
47. Discuss the implementation of connectionless service.
48. Discuss the implementation of connection oriented service.
49. What is optimality principle?
50. Discuss the services provided to the upper layer.
51. Discuss the transport service primitives.
52. Discuss about Berkeley sockets.
53. Discuss about connection establishment.

54. Discuss about crash recovery.
55. Discuss about virtual circuit.
56. Discuss about datagram subnet.
57. Discuss about flooding.
58. Discuss about multiplexing.
59. Discuss about flow control.
60. Explain congestion control in VC subnet.
61. Explain congestion control in Datagram subnet.

#### UNIT-V

62. Discuss about DNS name space.
63. What are the types of name servers?
64. Discuss about the architecture of E-mail.
65. Discuss about the user agent in E-mail.
66. Discuss about the Transposition ciphers.
67. Discuss about the substitution ciphers.
68. Discuss about DES.
69. Discuss about the signatures.
70. Discuss about cryptography.
71. Discuss about E-mail.
72. Write notes on one-time pads.
73. Write short notes on two fundamental cryptographic principles.

## **SECTION-C**

### **UNIT-I**

1. Explain the Uses of computer networks.
2. Describe the different types of Networks .
- 3.Explain the Network Hardware in detail.
4. Explain the Network Software in detail.
5. Explain OSI reference model with neat diagram.
6. Explain TCP/IP reference model.
- 7.List out different types of Topologies with its advantages and disadvantages.
8. Discuss about connection-oriented and connectionless services.
- 9.Explain Service Primitives in detail.
- 10.What are the critique of OSI model and protocols and TCP/IP model and protocol.

### **UNIT-II**

11. Explain about two types of transmission media.
- 12.Describe Fiber optics and fiber optic networks in detail.
- 13.What is PSTN? Explain in detail.
14. Explain about public switched telephone network
- 15.Explain the structure of the telephone system.
16. Explain the local loops.
17. Describe modem in detail .
18. Define switching and explain its types.
19. Explain the comparision of packet and circuit switching.
20. Explain the comparision of message and circuit switching.
21. Explain the comparision of packet and message switching.

### **UNIT-III**

22. Describe Issues in data link layer
23. Explain Error detection codes in detail.
24. Explain in detail about Error Correction codes with example.
25. Explain the Channel allocation problem.
26. Explain Multiple access protocols.
27. Explain Collision free protocols.
28. Explain Limited contention protocol.
29. What is Bluetooth? Explain in detail.
30. Explain Bluetooth architecture.
31. Mention the Bluetooth applications in detail.
32. Explain repeaters, hubs and routers with diagram.
33. Explain bridges and gateways, Switches with neat diagram.
34. Describe data Link Layer Switching in detail.
35. Describe the overview of the WAP Architecture with its diagram.

### **UNIT-IV**

36. Explain Shortest path algorithm in detail.
37. Explain about the comparison of virtual circuit and datagram subnet.
38. Explain in detail about flooding.
39. Explain in detail about distance vector routing.
40. Explain in detail about routing for mobile hosts.
41. Explain in detail about transport layer services.
42. Explain in detail about multiplexing.
43. Explain in detail about crash recovery.
44. Explain in detail about flow control.
45. Explain in detail about buffering.
46. Describe the congestion control algorithm in detail.
47. Describe the different elements of transport protocol with its diagram.

## UNIT-V

- 48.. Explain in detail about domain name system.
49. Discuss in detail about electronic mail.
50. Explain in detail about cryptography.
51. Explain in detail about symmetric key signatures.
52. Explain in detail about digital signatures.
53. Discuss in detail about the cryptographic principles.
54. Explain in detail about DES.
55. Discuss in detail about public key signatures.
56. Discuss about public key and symmetric key signatures.
57. Explain in detail about transposition and substitution ciphers.

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**ANSWERS**

**UNIT-I**

1(a) 2(a) 3(a) 4(a) 5(d) 6(d) 7(a) 8(a) 9(a) 10(a) 11(b) 12(a) 13(b) 14(b) 15(c) 16(b) 17(a)  
18(a) 19(b) 20(a) 21(c) 22(b) 23(a) 24(a) 25(b) 26(a) 27(a) 28(b) 29(a) 30(b) 31(d)

**UNIT-II**

32(a) 33(a) 34(a) 35(a) 36(a) 37(a) 38(c) 39(a) 40(c) 41(d) 42(a) 43(a) 44(a) 45(c) 46(d)  
47(a) 48(a) 49(b) 50(b) 51(a)

**UNIT-III**

52(a) 53(a) 54(c) 55(c) 56(a) 57(a) 58(c) 59(b) 60(a) 61(a) 62(b) 63(b) 64(a) 65(a) 66(c)  
67(a) 68(a) 69(c) 70(a) 71(a) 72(b)

**UNIT-IV**

73(a) 74(a) 75(a) 76(b) 77(a) 78(a) 79(b) 80(a) 81(d) 82(a) 83(b) 84(b) 85(a) 86(a) 87(b)  
88(a) 89(a) 90(d) 91(c) 92(a) 93(c) 94(c) 95(c)

**UNIT-V**

96 (d) 97(d) 98(a) 99(d) 100(a) 101(a) 102(a) 103(b) 104(c) 105(d) 106(a) 107(d)  
108(d) 109(a) 110(d) 111(a) 112(a) 113(d) 114(a) 115(c) 116(a) 117(a) 118(a)

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## SECTION – A (10 X 1 = 10)

### UNIT I

1. Java was developed by \_\_\_\_\_
  - a) Sun Microsystems
  - b) Microsoft
  - c) Netscape
  - d) Intel
2. Java does not include \_\_\_\_\_ C unique statement keywords
  - a) goto
  - b) sizeof
  - c) typedef
  - d) all the above
3. Hot java is a \_\_\_\_\_
  - a) Web browser
  - b) other software
  - c) Hardware
  - d) Operating system
4. Expansion JDK is \_\_\_\_\_
  - a) Java Development Kit
  - b) Java Document Kit
  - c) Java Defined Kit
  - d) Java Derived Kit
5. Java programs are compiled by using
  - a) javah
  - b) javac
  - c) java
  - d) javap
6. Java programs are executed by using
  - a) Java interpreter
  - b) javac
  - c) javah
  - d) java doc
7. `/**.....*/` is known as \_\_\_\_\_ line
  - a) Comment
  - b) Documentation comment
  - c) Multiple comment
  - d) Single
8. Smallest individual units in a program is known as \_\_\_\_\_
  - a) Literals
  - b) Tokens
  - c) Identifiers
  - d) Constants
9. Unicode is a \_\_\_\_\_ character coding system.
  - a) 16 bit
  - b) 8 bit
  - c) 32 bit
  - d) 124 bit
10. How many reserved keywords are available in java?
  - a) 60
  - b) 62
  - c) 64
  - d) 68

11. Identifiers must not begins with

- a) Character                      b) Digits                      c) Alphabets                      d)None

12. && is called

- a) Logical AND              b) Logical OR              c) Logical NOT              d) Bitwise AND

13. DOT (.) operator is used to access

- a) Instance variables              b) Methods              c) Sub packages              d) All the above

14. In java the data items are called

- a) Fields                      b) Class                      c) Methods                      d) Object

15. In java functions are called

- a) Fields                      b) Methods                      c) Class                      d) Object

16. Which operator is used to create objects in java?

- a) new                      b) Comma (,)                      c) Instance of                      d) Period(.)

17. Constructor name is same as

- a) Object name              b) Method name              c) Class name              d) All the above

18. In java method name is same, but different parameters list is known as

- a) Method overloading              b) Method overriding              c) Constructor              d) Class

19. A method can be called by using only its name by another method of the same class is known as

- a) Nesting of methods              b) Static members              c) Method overriding              d) none

20. What is the output of the following code?

```
String s="six :"+ 3+3;
```

```
System.out.println(s);
```

- a) six : 33                      b) six : 6                      c) six :3                      d) none

## UNIT II

1. A \_\_\_\_\_ is a group of contiguous or related data items that share a common name
  - a) Array
  - b) Structure
  - c) Class
  - d) Package
2. In array individual values are called as
  - a) Index
  - b) Elements
  - c) Fields
  - d) Members
3. In array particular value is indicated by writing a number is called
  - a) Filed
  - b) Element
  - c) Index
  - d) Data
4. A list of items can be given one variable name using only one subscript and such variable is called
  - a) Single subscripted variable
  - b) Index
  - c) 2D array
  - d) Class
5. Declaring a memory location for an array by using \_\_\_\_\_ operator
  - a) new
  - b) &&
  - c) Period (.)
  - d) Instanceof
6. A \_\_\_\_\_ represent a sequence of characters
  - a) Char
  - b) String
  - c) Both
  - d) Array
7. A \_\_\_\_\_ method is used to concatenate 2 strings
  - a) compareTo()
  - b) toString()
  - c) concat()
  - d) equals()
8. A \_\_\_\_\_ method is used to remove white spaces at the beginning and end of the string
  - a) trim ()
  - b) replace()
  - c) both
  - d) none
9. Which of the following statements are valid array declaration
  - a) int number ();
  - b) float average[] ;
  - c) double () marks ;
  - d) counter int [];
10. Which of the following methods belong to the string class
  - a) length()
  - b) equals()
  - c) substring()
  - d) All the above

11. Which method is used to add the item specified to the list at the end
- a) addElement(item)    b) elementAt(item)    c) Insert ElementAt()    d) none
12. Which methods is used to compare two string \_\_\_\_\_
- a) toString()    b) charAt()    c) compareTo()    d) toUpperCase()
13. Which methods is used to convert given strings into lowercase \_\_\_\_\_
- a) toUpperCase()    b) toLowerCase()    c) concat()    d) All the above
14. Which of the following classes are available in the java.lang package
- a) Object    b) Math    c) Vector    d) All
15. The concept of multiple inheritance is implemented in java by
- a) Extending 2 or more classes b) extending one class and implementing one or more interfaces c) implementing 2 or more interfaces d) Both b and c
16. The sub interface inherits all the members of the super interface by using \_\_\_\_\_ keyword.
- a) extends    b) synchronized    c) final    d) generic
17. Derived a new class from an old class is known as
- a) Object    b) Inheritance    c) Interface    d) method overloading
18. Which method is used to remove all elements in the vector class?
- a) elementAt(item)    b) removeAllElements()    c) toString()    d) concat()
19. Which keyword is used to inherit components from an interface?
- a) implements    b) extends    c) final    d) generic
20. The \_\_\_\_\_ concept is used to implement the multiple inheritances in java.
- a) Thread    b) Interface    c) Applet    d) AWT



### UNIT III

1. A package is a collection of \_\_\_\_\_
  - a) Classes
  - b) Interfaces
  - c) Editing tools
  - d) Classes and interfaces
2. Which package contains hash table class?
  - a) java.util
  - b) java.awt
  - c) java.applet
  - d) java.lang
3. \_\_\_\_\_ is a program that has a single flow of control
  - a) Thread
  - b) Package
  - c) Wrapper class
  - d) none
4. The methods wait () and notify () are defined in
  - a) java.lang.String
  - b) java.lang.Object
  - c) java.lang.Thread
  - d) java.lang.Runnable
5. When we implement the Runnable interface we must defined the method
  - a) start ()
  - b) init()
  - c) run()
  - d) runnable()
6. The thread is blocked until certain condition is occurred known as
  - a) wait()
  - b) sleep()
  - c) suspend
  - d) run()
7. All syntax errors will be detected and display by the java compiler and therefore these errors are known as
  - a) Compile time error
  - b) Runtime error
  - c) Both
  - d) none
8. \_\_\_\_\_ exception is caused by general i/o failures
  - a) IOException
  - b) NullPointerException
  - c) SecurityException
  - d) none
9. \_\_\_\_\_ exception is used to receive the error information
  - a) Throw
  - b) Catch
  - c) Handle
  - d) Hit
10. \_\_\_\_\_ exception is used to take corrective actions
  - a) Catch
  - b) Throw
  - c) Handle
  - d) Hit

11. \_\_\_\_\_ block can be used to handle any exception generated within a try block
- a) Finally                      b) Throw                      c) Handle                      d) Catch
12. Applet is a \_\_\_\_\_
- a) Small java program              b) Web program              c) Both              d) Function
13. Expansion of URL
- a) Uniform Resource Locator    b) Universal Resource Locator
- c) Unique Remote Locator    d) Uniform Remote Locator
14. Which of the following methods can be used to draw the outline of a square
- a) drawLine()              b) drawRect()              c) drawPolygon()              d) All the above
15. Which method can be used to change the size of a component?
- a) dimension()              b) setSize()              c) Area()              d) setText()
16. Which one of the following method can be used to remove a component from the display
- a) Delete()              b) Remove()              c) Hide()              d) Disappear()
17. The set Background () method is \_\_\_\_\_ part of the class
- a) Graphics              b) Applet              c) Component              d) Container
18. When we invoke repaint () for a component, the AWT invokes the method
- a) draw()              b) show()              c) update()              d) paint()
19. The drawLine() method takes \_\_\_\_\_ arguments
- a) 2              b) 3              c) 1              d) 4
20. The drawRoundRect () method takes \_\_\_\_\_ arguments
- a) 6              b) 2              c) 4              d) 1

## UNIT IV

1. A files is a collection of related \_\_\_\_\_
  - a) Records
  - b) Fields
  - c) Elements
  - d) Characters
2. \_\_\_\_\_ reads data from the source file and sends it to the program
  - a) InputStream
  - b) OutputStream
  - c) ByteStream
  - d) Reader
3. A \_\_\_\_\_ is an interface between the program and I/O devices.
  - a) Stream
  - b) File
  - c) Applet
  - d) Thread
4. Storing and managing data using files is known as \_\_\_\_\_
  - a) File Processing
  - b) Data Processing
  - c) Element Processing
  - d) All the above
5. \_\_\_\_\_ takes data from the program and sends it to the destination
  - a) InputStream
  - b) OutputStream
  - c) Reader
  - d) ByteStream
6. A \_\_\_\_\_ class provide support for handling I/O operations on bytes
  - a) InputStream
  - b) OutputStream
  - c) Reader
  - d) ByteStream
7. Which method gives number of bytes available in the input?
  - a) close()
  - b) skip()
  - c) available()
  - d) reset()
8. Which method is used to flushes the output stream?
  - a) close()
  - b) flush()
  - c) skip()
  - d) reset()
9. The \_\_\_\_\_ classes are designed to perform all output operations on files.
  - a) InputStream
  - b) WriterStream
  - c) ByteStream
  - d) Reader Stream
10. The DataOutputStream implements \_\_\_\_\_ interface.
  - a) DataOutput
  - b) DataInput
  - c) ByteStream
  - d) Reader Stream
11. Character stream classes are used to read and write \_\_\_\_\_ Unicode characters.
  - a) 8 Bit
  - b) 16 Bit
  - c) 32 Bit
  - d) 24 Bit

12. Which of the following package contains stream class?
- a) java.io                      b) java.util                      c) java.awt                      d) java.applet
13. The method read (byte b []) is used to
- a) Reads an array of bytes into b    b) Reads a byte from the inputs stream
- c) Skips over bytes from the input stream    d) All the above
14. Which of the following strings can be used as a mode strings for creating a RandomAccessFile object?
- a) "r"                      b) "rw"                      c) Both a & b                      d) "w"
15. Data Input is
- a) An abstract class defined in java.io
- b) A class we can use to read primitive data types
- c) An interface that defines methods to open files
- d) An interface that defines methods to read primitive data types
16. Which are the valid ways to create DataInputStream streams
- a) newDataInputStream();
- b) newDataInputStream("in.dat", "r");
- c) newDataInputStream("in.dat")
- d) newDataInputStream(new fFileInputStream("in.dat"))
17. Which expression is thrown by the read() method of the InputStream class?
- a) Exception    b) FileNotFoundException    c) ReadException    d) IOException
18. The readerStream class contains
- a) BufferedReader    b) StringReader    c) Pipe reader    d) All the above

19. \_\_\_\_\_ enables us to read and write bytes, text and java data types to any location in a file

- a) RandomAccessFile    b) Stream    c) StreamTokenizer    d) Buffer

20. Which package support Random Access File?

- a) java.io    b) java.util    c) java.awt    d) java.applet

## UNIT V

1. The Swing concept was introduced in \_\_\_\_\_.

- a) 1997    b) 1998    c) 1999    d) 2000

2. The Swing concept is included as part of \_\_\_\_\_.

- a) JVM    b) JFC    c) JDBC    d) URL

3. A \_\_\_\_\_ is an independent visual control.

- a) Container    b) Component    c) Swing    d) Applet

4. A \_\_\_\_\_ holds a group of components

- a) File    b) Swing    c) Container    d) Component

5. A \_\_\_\_\_ Components Are Lightweight & Pluggable look and feel.

- a) Swing    b) Tree    c) Applet    d) Thread

6. JComponent inherits the \_\_\_\_\_ classes Container and Component.

- a) API    b) AWT    c) JVM    d) Applet

7. The top-level container defines a set of \_\_\_\_\_.

- a) Interfaces    b) Classes    c) Panes    d) Objects

8. The \_\_\_\_\_ pane allows components to be given a depth value.

- a) Glass    b) Content    c) Layered    d) All the above

9. Which of them belongs to Swing components?  
a) Labels      b) Check Box      c) Push Buttons      d) All the above
10. The event handling mechanism used by Swing is called \_\_\_\_\_ model.  
a) Delegation Event      b) Delegation Class      c) Panes      d) Objects
11. A Swing applet extends \_\_\_\_\_ class  
a) Applet      b) JApplet      c) Component      d) Container
12. . A \_\_\_\_\_ can be used to display text and/or an icon.  
a) JLabel      b) JTree      c) JList      d) JTable
13. The easiest way to obtain an icon is to use the \_\_\_\_\_ class.  
a) JApplet      b) ImageIcon      c) JList      d) JTree
14. A \_\_\_\_\_ allows you to edit one line of text.  
a) JButton      b) JTree      c) JTextField      d) JList
15. Swing defines \_\_\_\_\_ types of buttons.  
a) One      b) Two      c) Three      d) Four
16. The \_\_\_\_\_ class provides the functionality of a push button.  
a) JButton      b) JCheckBox      c) JList      d) JRadioButton
17. When the user selects or deselects a \_\_\_\_\_ box, an Item Event is generated.  
a) Combo      b) CheckBox      c) List      d) All the above
18. A \_\_\_\_\_ container that automatically handles the scrolling of another component.  
a) JScrollPane      b) JCheckBox      c) JList      d) JTree
19. A \_\_\_\_\_ supports the selection of one or more items from a list.  
a) JLabel      b) JList      c) JButton      d) JComboBox
20. A \_\_\_\_\_ is a component that presents a hierarchical view of data.  
a) Tree      b) Label      c) MenuBar      d) TextArea

## SECTION - B (5 X 5 = 25)

### UNIT - I

1. Discuss about Java history.
2. How Java differs from C++?
3. Write a short note on Web Browsers.
4. How is java associated with internet?
5. Discuss about Simple Java Program
6. What is the task of **main** method in a java program?
7. Discuss briefly on JVM.
8. Explain about Java Character Set.
9. Write a short note on Keywords & Identifiers.
10. Write a short note on Separators.
11. Discuss about Operators in Java.
12. What are objects? How are they created from class?
13. Write a program to calculate Simple Interest.

### UNIT – II

14. What is an array? Discuss its advantages.
15. Write a short note on One Dimensional Array
16. How to Declare an Array? Explain with an example.
17. Discuss about Creation of Arrays with an example.
18. How to Initialize an Array?
19. How to find Array Length with an example?
20. Write a short note on String Arrays with an example.
21. List out the difference between Array and Vector.
22. What is an interface?
23. How to define an interface?
24. Write a short note on Extending interfaces.
25. How to access Interface Variables?

### UNIT – III

26. What is a package? List out the advantages of Packages.
27. How to Naming a package?
28. How to add a class to an existing package?
29. Write a short note on Hiding Classes.
30. What is Multithreading?
31. How to Create Threads?
32. Write a short note on Stopping and Blocking a Thread.
33. What is the difference between Suspending and Stopping a thread?
34. What is Thread Exceptions?
35. What is synchronization? When do we use it?
36. Write the Syntax of Exception Handling Code.
37. How to use Finally Statement in Java?
38. What is the difference between Local and Remote Applet?
39. How applets differ from Applications?
40. Write a java program to display the text with background and foreground color.
41. Write a short note on Graphics Class.
42. How will you use control loops in applet?

### UNIT – IV

43. Explain the concept of streams.
44. Discuss on classification of java stream classes.
45. What is an Input stream classes? Explain with an example.
46. What is an Output stream classes? Explain with an example.
47. Write a short note on Stream Tokenizer.
48. Discuss about File Classes in Java
49. Write a java program that writes bytes to a file.



50. Write a program to display all prime numbers between two limits using files concept.

### **UNIT - V**

51. What is a Swing?

52. Difference between AWT and Swing.

53. Write a short note on Trees in Java.

54. Write a simple program in swing using Event Handling concept.

55. How to create Swing Applet?

56. Write a short note on JLabel.

57. Discuss about ImageIcon.

58. Write a short note on Checkbox with an example

59. What is Radio Button? Explain.

60. Discuss about JScrollPane.

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## SECTION-C

### UNIT – I

1. Explain about java features
2. Write about the difference between java and c
3. Explain about java and World Wide Web
4. Describe java program structure
5. Briefly explain java tokens
6. Describe java statements
7. Write a java program to print the triangle of numbers
8. Write a java program to generate a prime number series
9. How to define a Class in Java?
10. Explain i) Field Declaration ii) Adding Methods iii) Creating Objects
11. Explain method overloading with an example.
12. Discuss on method over-riding.
13. What is a constructor? Discuss.
14. Write a java program to find Factorial of N Numbers.

### UNIT – II

15. Explain about One Dimensional Array with an example.
16. Explain 2D array with example
17. Write a program to perform Matrix Addition using Arrays.
18. Write a program to sort a list of numbers stored in an array.
19. What is string? List out any 5-string methods
20. Write a program, which will read a text & count all occurrences of a particular word
21. Discuss about String Buffer Class.
22. Explain about wrapper classes with example
23. Discuss on the concept of vectors.
24. Briefly explain about Interfaces in Java.
25. How to implement interfaces in java with an example.

### UNIT - III

26. Discuss about JAVA API packages.
27. How to use System packages with an example.
28. Explain the following i) Creating Packages ii) Accessing a Package.
29. How to Use a Package.
30. Discuss about Extending the Thread Class with an example.
31. Describe the complete Life cycle of a Thread
32. How to use Thread methods with proper example.
33. Explain about Thread Priority with an example.
34. Discuss about Runnable Interface with an example.
35. What is an Error? List out the Types of Errors.
36. Explain in detail about Exceptions.
37. Discuss about Multiple Catch Statements with an example.
38. How to use Throw our own Exceptions in Java. Give an example.
39. Explain in detail about Applet Life Cycle with neat diagram.
40. List out the any 4 of the drawing methods of the graphic class with examples

### UNIT - IV

41. How to use Stream in Java?
42. Explain the byte stream classes
43. Explain the character stream classes
44. Explain the following
  - a) Creating a file b) opening a file c) closing a file
45. Explain briefly reading and writing characters
46. Discuss about Reading and writing Bytes.
47. Write the difference between
  - a) Input stream and reader classes
  - b) Output stream and writer classes
48. Explain about random access files
49. How to handle Primitive data types in Java.
50. Write a program to implement the concept of Concatenating and Buffering files.

## UNIT - V

51. Explain in detail about Origins of Swing.
52. Discuss in detail about Swing features.
53. Write about Components in Java.
54. Explain about any 4 components with an example.
55. Explain Containers in Java.
56. Write a program to implement the concept of Trees in java.
57. Discuss about Event Handling in Swing.
58. Explain in detail about Swing Applet.
59. Explain about JTextField with an example.
60. Discuss about i) JButton ii) JToggleButton
61. What is JList & explain its Types.
62. Explain about JComboBox.
63. Discuss about JTable s in Swing.

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## KEY ANSWERS

### UNIT - I

1. a) Sun Microsystems
2. d) All the above
3. a) Web browser
4. a) Java Development Kit
5. b) javac
6. a) java interpreter
7. b) Documentation comment
8. b) Tokens
9. a) 16 bit character coding system
10. a) 60
11. b) Digits
12. a) Logical AND
13. b) toLowerCase()
14. a) Fields
15. b) Methods
16. a) new
17. c) Class name
18. a) Method overloading
19. a) Nesting of methods
20. a) six : 33

### UNIT - II

1. a) Array
2. b) Elements
3. c) Index
4. a) Single subscripted variable
5. a) new
6. b) String
7. c) concat ()
8. a) trim ()
9. b) float average [];
10. d) All the above
11. a) addElement (item)
12. c) compareTo()

13. d) All the above
14. d) All
15. d) Both b and c
16. a) extends
17. b) Inheritance
18. b) removeAllElements()
19. a) implements
20. b) Interface

### UNIT- III

1. d) Classes and interfaces
2. a) java.util
3. a) Thread
4. b) java.lang.Object
5. c) run()
6. a) wait()
7. a) Compile time error
8. a) IOException
9. b) Catch
10. c) Handle
11. a) Finally
12. a) Small java program
13. a) Uniform Resource Locator
14. d) All the above
15. b) setSize()
16. c) Hide ()
17. c) Component
18. c) update ()
19. a) 2
20. a) 6

### UNIT - IV

1. a) Records
2. a) inputStream
3. a) Stream
4. a) File Processing

5. b) OutputStream
6. d) ByteStream
7. c) available()
8. b) flush()
9. b) WriterStream
10. a) DataOutput
11. b) 16 Bit
12. a) java.io
13. a) Reads an array of bytes into b
14. c) Both
15. d) An interface that defines methods to read primitive data types
16. d) `newDataInputStream(new fFileInputStream("in.dat"));`
17. d) IOException
18. d) All the above
19. a) RandomAccessFile
20. a) java.io

## UNIT - V

1. a) 1997
2. b) JFC
3. b) Component
4. c) Container
5. a) Swing
6. b) AWT
7. c) Panes
8. c) Layered
9. d) All the above
10. a) Delegation Event
11. b) JApplet
12. a) JLabel
13. b) ImageIcon
14. c) JTextField
15. d) Four
16. a) JButton
17. b) CheckBox
18. a) JScrollPane
19. b) JList
20. a) Tree

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**KASC-Computer Applications**

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KASC-Computer Applications

**SECTION A****UNIT-I**

1. A \_\_\_\_\_ is a sequence of instructions written to perform a specified task with a computer.  
a) Instructions      b) Data Structures      c) Documents      d) Software
2. The \_\_\_\_\_ is the bed rock of software engineering.  
a) Quality focus      b) Process      c) Tools      d) Methods
3. Layers of software are quality focus, process, methods and \_\_\_\_\_.  
a) Tools      b) Clients      c) design      d) analysis
4. An older programs is often referred as \_\_\_\_\_.  
a) Primitive software      b) older software      c) Legacy software      d) old code
5. The most important feature of spiral model is \_\_\_\_\_.  
a) Requirement analysis      b) risk management  
c) Quality management      d) configure management
6. Software consist of \_\_\_\_\_.  
a) Set of Instruction      b) programs, documentation, operating procedures  
c) Programs, hardware manuals      d) set of programs
7. Which of the items listed below is not one of the software engineering layers?  
a) Process      b) Manufacturing      c) methods      d) Tools
8. Software evolution does not comprises  
a) Development activities      b) Negotiating with client  
c) Maintenance activities      d) Re-engineering activities
9. Agile Software Development is based on  
a) Incremental Development      b) Iterative Development  
c) Linear Development      d) both Incremental and Iterative
10. Which on of the following is not an agile method?  
a) XP      b) 4GT      c) AUP      d) SRS
11. RAD software process model stands for \_\_\_\_\_.  
a)Rapid Application Development.      b) Relative Application Development.  
c) Rapid Application Design      d) Recent Application Development

12. An \_\_\_\_\_ is the simplest model of software development paradigm.  
a) Spiral model      b) water fall model      c) v-model      d) incremental model
13. The most important feature of spiral model is  
a) Requirement analysis      b) quality management  
c) Risk management      d) configure management
14. The \_\_\_\_\_ model is not suitable for large software projects.  
a) Iterative model      b) BigBang model      c) v-model      d) incremental model
15. The \_\_\_\_\_ model is also called as the classic life cycle or the waterfall model  
a) Iterative model      b) Linear sequential development  
c) RAD model      d) incremental model
16. SDLC Stands for \_\_\_\_\_  
a) Software Development life cycle      b) System Development life cycle  
c) Software design life cycle      d) System Design life cycle
17. The individual or organization who wants a product to be developed is known as the \_\_\_\_\_  
a) Developer      b) User      c) Initiator      d) Client.
18. Software scope means \_\_\_\_\_  
a) off-the shelf component      b) software risk  
c) software planning      d) functions and features are delivered to end user
19. What is the main objective of software project planning?  
a) Estimation of resources      b) Estimation of cost  
c) Estimation of schedule      d) all of above
20. COCOMO stands for \_\_\_\_\_.  
a) Constructive cost model      b) comprehensive cost model  
c) Constructive cost estimation model      d) complete cost estimation model

## **UNIT-II**

21. The \_\_\_\_\_ and \_\_\_\_\_ are the two issues of Requirement Analysis.  
a) Performance, Design      b) Stakeholder, Developer  
c) Functional, Non-Functional      d) Planning and analysis
22. Requirements can be refined using \_\_\_\_\_  
a) Waterfall model      b) prototyping model      c) spiral model      d) v-model

23. SRS stands for \_\_\_\_\_
- a) Software requirement specification
  - b) System requirements specification
  - c) Schedule requirement specification
  - d) none of the above
24. The \_\_\_\_\_ is the most important feature of spiral model.
- a) Risk Management
  - b) Quality Management
  - c) Performance management
  - d) efficiency management
25. The \_\_\_\_\_ may be used to show how the system reacts to internal and external events.
- a) Entity-relation diagram
  - b) Data flow diagram
  - c) Objects class diagram
  - d) State transaction diagram
26. In the requirement analysis \_\_\_\_\_ model depicts the information domain for the problem.
- a) Data models
  - b) Class-Oriented models
  - c) Scenario-based models
  - d) Flow-oriented models
27. The requirement analysis \_\_\_\_\_ depicts the software behaves as a Consequence of external events.
- a) Behavioral models
  - b) Class-Oriented models
  - c) Scenario-based models
  - d) Flow-oriented models
28. The process together the software requirements from Client, Analyze and Document is known as \_\_\_\_\_
- a) Requirement engineering process
  - b) Software system analyst
  - c) Requirement elicitation process
  - d) User interface requirements
29. The \_\_\_\_\_ can have a profound effect on the design that is chosen and also, the implementation approach will be applied
- a) Scenario-based elements
  - b) Class-based elements
  - c) Behavioral elements
  - d) Flow-oriented elements.
30. The \_\_\_\_\_ is created by system analyst after the requirements are collected from Various stakeholders.
- a) Software requirement specification
  - b) Software requirement validation
  - c) Feasibility study
  - d) Requirement Gathering
31. Prototyping aims at \_\_\_\_\_
- a) End user understanding and approval
  - b) program logic
  - c) Planning of dataflow organization
  - d) none of these

32. Prototype Means \_\_\_\_\_
- a) Mini-model of existing system                      b) Mini-model of the proposed system  
c) Working model of the existing system            d) None of these above
33. Alternate approach to requirements analysis is called \_\_\_\_\_.
- a) prototyping            b) meta –systems            c) gathering            d) Specification
34. The \_\_\_\_\_ represents the manner in which data and control change as each move through a system
- a) Data flow            b) information flow            c) system flow            d) Organization flow
35. Software responding to the events from outside world is \_\_\_\_\_ model .
- a) Functional models            b) behavioral model            c) modeling            d)none
36. The open ended approach is called \_\_\_\_\_
- a) Throwaway            b) implementation            c) evolutionary prototyping            d) close ended
37. The \_\_\_\_\_ provide an indication of how data are transformed as they move through the system.
- a) DFD            b) data object            c) ER diagram            d) None
38. We can create \_\_\_\_\_ for any computer based system regardless of size and complexity
- a) Dataflow model            b) flow model            c) system flow model            d) None
39. The context diagram is also known as \_\_\_\_\_
- a) Level-0 DFD            b) Level-1 DFD            c) Level-2 DFD            d) Level-3 DFD
40. The \_\_\_\_\_ depicts flow of control in program modules.
- a) Flow chart            b) DFD            c) object            d) model

### UNIT-III

41. The importance of software design can be summarized in \_\_\_\_\_
- a) Efficiency            b) Accuracy            c) Quality            d) Analysis
42. The UML was designed for describing \_\_\_\_\_
- a) Object oriented system            b) Architectural design            c) SRS            d) Both
43. In \_\_\_\_\_ is not included in Architectural design decisions.
- a) Type of application            b) Distribution of the system  
c) Architectural styles            d) testing the system.

44. Which of the following is a type of Architectural model?  
a) Static structural model      b) Dynamic process model  
c) Distribution model      d) All of the above
45. The architectural design defines the relationship between major \_\_\_\_\_ elements of Software.  
a) Structural      b) Procedural      c) modular      d) Tabular
46. The component level design transforms structural elements of the software Architecture into a \_\_\_\_\_ of software components.  
a) Procedural description      b) component description  
c) Interface design      d) deployment design
47. The importance of software design can be stated with single word \_\_\_\_\_  
a) Quality      b) quantity      c) maturity      d) none
48. The \_\_\_\_\_ is equivalent of an architect's plan for a house  
a) System model      b) design model      c) mockup model      d) Data model
49. Architectural styles is composed of \_\_\_\_\_  
a) A set of component types      b) A topological layout of these components  
c) A set of semantic constraints      d) set of semantic models
50. Which architectural style goal is to achieve Integrability?  
a) Data Flow Architecture      b) Call and Return Architecture  
c) Data Centered Architectures      d) None
51. Which architectural style goal is to achieve Modifiability with scalability?  
a) Data Flow Architecture      b) Call and Return Architecture  
c) Data Centered Architectures      d) None
52. The \_\_\_\_\_ style goal is to achieve Portability.  
a) Data Flow Architecture      b) Call and Return Architecture  
c) Virtual machine Architecture      d) None
53. Data Centered architecture is subdivided into \_\_\_\_\_  
a) Repository and Blackboard      b) Batch Sequential, Pipes and Filters  
c) All of the mentioned      d) None of the mentioned
54. Which of the architectural style is further subdivided into Batch sequential and Pipes & filters?  
a) Data Flow Architecture      b) Call and Return Architecture  
c) Data Centered Architectures      d) None

55. Which of the following are types of Call and return architecture?  
 a) Main program and subroutine Architecture    b) Remote Procedure Call system  
 c) Object Oriented or abstract data type system    d) All of the mentioned
56. What describes how a set of interacting components can share data?  
 a) model-view-controller    b) architecture pattern    c) repository pattern    d) none
57. Pattern means \_\_\_\_\_  
 a) It is a model proposed for imitation    b) It solves a software design problem  
 c) All of the mentioned    d) None of the mentioned
58. Which among these are the design patterns?  
 a) Architectural Styles and Programming Idioms    b) Mid-Level Design Patterns  
 c) Data Structures and Algorithms    d) All of the mentioned
59. Which of the following represents the (static) structure and (dynamic) behavior of the pattern?  
 a) Name    b) Application    c) Consequences    d) Form
60. An \_\_\_\_\_ indicate the important abstractions within the problem domain.  
 a) Archetypes    b) class    c) pattern    d) abstraction

#### UNIT-IV

61. A \_\_\_\_\_ for analysis of system performance.  
 a) Module View    b) Process view    c) Data flow view    d) Style view
62. An \_\_\_\_\_ for analysis of the degree to which the architecture meets functional requirements.  
 a) Module View    b) Process view    c) Data flow view    d) Style view
63. Which method is used to establish an iterative evaluation process for software?  
 a) Architecture tradeoff analysis method    b) SAAM method  
 c) Assessing method    d) sensitivity method
64. The \_\_\_\_\_ represent relationship among consumers.  
 a) Sharing Dependencies    b) Flow dependencies  
 c) Constrained Dependencies    d) Data dependencies
65. An \_\_\_\_\_ dependencies relative flow of control among a set of activities.  
 a) Sharing Dependencies    b) Flow dependencies  
 c) Constrained Dependencies    d) Data dependencies
66. Information transform external data into an internal form is called \_\_\_\_\_  
 a) Incoming flow    b) Outgoing flow    c) Transaction flow    d) transform flow



67. The information flow is characterized by a single data item called \_\_\_\_\_  
a) Transaction    b) action path    c) transaction center    d) trigger
68. An \_\_\_\_\_ creates an effective communication medium between a human and computer.  
a) User Interface design    b) analysis design    c) data design    d) model design
69. UI design refers to \_\_\_\_\_  
a) Interface to computers    b) interface computer to machines  
c) Creating business logic    d) interface computer, machines, devices, applications.
70. Which model is a UI design model?  
a) User model    b) Prototype model    c) Enhance model    d) Concurrent model
71. The interface standards are based on which principles?  
a) Structure principle    b) simplicity principle    c) tolerance    d) enhancement
72. User interface design involves \_\_\_\_\_ model.  
a) design    b) SDLC    c) Spiral    d) Command
73. UID is an \_\_\_\_\_ process.  
a) Sequential    b) Iterative    c) both    d) None
74. User interface design involves following issues  
a) Error message handling    b) System response time    c) command labeling    d) all
75. Architectural design involves \_\_\_\_\_  
a) Data flow    b) Information flow    c) Control flow    d) None
76. What incorporates data, architectural, interface, and procedural representations of the software?  
a) Design model    b) users model    c) mental image    d) system image
77. Which of the following is golden rule for interface design?  
a) Place the user in control    b) Reduce the users memory load  
c) Make the interface consistent    d) all of mentioned
78. Which of the following is not a user interface design process?  
a) User, task, and environment analysis and modeling    b) Interface design  
c) Knowledgeable, frequent users    d) Interface validation
79. A software might allow a user to interact via  
a) keyboard commands    b) mouse movement    c) voice recognition commands  
d) all of the mentioned

80. The \_\_\_\_\_ of the system incorporate the procedural representation of the software.
- a) design model      b) user model      c) data model      d) analysis model

### UNIT-V

81. Which of the following term describes testing?
- a) Finding broken code      b) Evaluating deliverable to find errors  
c) A stage of all projects      d) None of the mentioned
82. A \_\_\_\_\_ is a failure if a program doesn't work correctly.
- a) Programming      b) Testing      c) Both a and b      d) one of these
83. Cyclomatic Complexity method comes under \_\_\_\_\_ testing method.
- a) White box      b) Black box      c) Green box      d) Yellow box
84. A variation of stress testing is a technique called \_\_\_\_\_
- a) Sensitivity testing      b) performance testing      c) Security Testing      d) recovery testing
85. The \_\_\_\_\_ of a reverse engineering process refers to the level of detail that is provided at an abstraction level.
- a) Completeness      b) Partial      c) abstraction      d) directionality
86. The \_\_\_\_\_ is conducted at one or more customer's sites by end user
- a) Security      b) recovery      c) Alpha      d) Beta
87. A \_\_\_\_\_ is a sequence of statements from one place in the program to another.
- a) Route      b) Path      c) Sub path      d) Gateway
88. Loop Testing comes under \_\_\_\_\_ testing method.
- a) White Box      b) Black Box      c) Green Box      d) Yellow Box
89. The \_\_\_\_\_ of these can be successfully tested using Loop Testing methodology.
- a) Simple Loops      b) Nested Loops      c) Concatenated Loops      d) All of the above
90. Graph based testing comes under \_\_\_\_\_ testing methods.
- a) White Box      b) Black Box      c) Green Box      d) Yellow Box
91. An \_\_\_\_\_ testing methods are used by end-users who actually test software before they use it.
- a) Alpha and Beta Testing      b) White Box      c) Black Box      d) Trial and Error
92. What are the various Testing Levels?
- a) Unit Testing      b) System Testing      c) Integration Testing      d) All of the mentioned

93. Boundary value analysis belong to \_\_\_\_\_
- a) White Box Testing
  - b) Black Box Testing
  - c) White Box & Black Box Testing
  - d) None of the mentioned
94. Alpha testing is done at
- a) Developer's end
  - b) User's end
  - c) Developer's & User's end
  - d) None
95. Component testing is also known as \_\_\_\_\_
- a) Alpha testing
  - b) Unit Testing
  - c) Ad hoc testing
  - d) Beta testing
96. Verification and Validation uses \_\_\_\_\_.
- a) Internal and External resources respectively.
  - b) Internal resources only.
  - c) External resources only.
  - d) External and Internal resources respectively.
97. The expected results of the software is \_\_\_\_\_
- a) Only important in system testing
  - b) Only used in component testing
  - c) Most useful when specified in advance
  - d) Derived from the code.
98. An \_\_\_\_\_ focus on design and construction of software architecture.
- a) Unit Testing
  - b) Integration testing
  - c) Validation testing
  - d) System testing
99. The \_\_\_\_\_ is ensure the information properly flow into out of the program unit.
- a) Module interface
  - b) local data
  - c) independent path
  - d) error handling path
100. Focus Testing comes under \_\_\_\_\_
- a) Performance Testing
  - b) Acceptance Testing
  - c) Usability Testing
  - d) Component Testing

## **SECTION B**

### **Unit I**

1. Discuss in detail software myths
2. Explain the evolving role of software in brief
3. Discuss software engineering layered technology.
4. Discuss in detail five process maturity levels.
5. Explain software crisis.
6. What are software process models
7. Difference between traditional and evolutionary software models.
8. List out the software development process models.
9. What do you understand by software development life cycle?
10. How does the risk factor affect the spiral model of software development?

### **Unit-II**

11. Discuss requirements analysis
12. Explain the types of requirements.
13. What do you mean by requirement specification?
14. Explain the functional parts of system model template
15. Discuss in detail Software requirements specification.
16. What are the symbols involved in DFD and ER diagram.
17. Discuss prototyping model
18. What are prototyping methods and tools?
19. What is data dictionary, Discuss elements of analysis model?
20. What is cardinality and modality explain

### **Unit III**

21. What is the evolution of software design?
22. What are the design principles involved in designing?
23. Discuss functional independence in effective modular design.
24. Write in detail on set of properties of architectural design.
25. Give the various guidelines of software quality.
26. List out the various design concepts.
27. Write short note on data design elements.

28. What is architecture? why it is important.
29. List out the various principles of data specification.
30. Write short notes on architectural design.

#### **Unit IV**

31. Differentiate the transform and transaction flow with diagrams.
32. Explain safe home system in transform mapping.
33. Explain different levels of factoring in detail
34. How to map the DFD in program structure to transaction processing
35. Discuss about user interface design process.
36. List out the various dependencies in architecture complexity.
37. What is mean by Interface design model?
38. What do you mean by simplicity of User Interface?
39. What is transaction mapping? How it is used in software design?
40. What are the attributes in design evaluation?

#### **Unit-V**

41. What are the testing objectives involved in testing?
42. What is mean by testability?
43. Define verification and validation and differentiate both.
44. Define alpha and beta testing
45. What is configuration review
46. Discuss validation testing criteria
47. what is stress testing
48. How to perform recovery testing
49. What is security testing
50. Discuss debugging process

## SECTION C

### Unit I

1. Discuss in detail software process
2. Describe about software Myths.
3. Explain in detail about evolutionary process model?
4. Explain iterative waterfall and spiral model for software life cycle and discuss various activities in each phase?
5. List several software process paradigms. Explain how both waterfall model and prototyping model can be accommodated in the spiral process model.
6. With suitable illustration explain Spiral model evolutionary software development.
7. Describe about agile process and principles.
8. Explain briefly about project estimation techniques?
9. Illustrate about the Software Engineering a Layered Technology.
10. Describe about Empirical estimation models.

### Unit II

11. What is data dictionary? Discuss the structure and uses.
12. Write in detail about requirements engineering.
13. Discuss in detail about software prototyping.
14. Explain about Specification in detail.
15. How are attributes data objects and relationships involved in data modeling?
16. Discuss in detail about Data Flow Diagram.
17. Explain briefly about scenario based modeling?
18. Explain the behavioral modeling as a part of structured analysis of software development?
19. Explain in detail various levels of dataflow diagram along with relationship between data and control models.
20. Write in detail about class based modeling.

### Unit-III

21. Explain in detail about Design Concepts.
22. Describe about system design process.
23. Explain data architectural and procedural design for software?
24. Illustrate the various design model elements.

25. Describe about architectural design.
26. Discuss about various types of design patterns.
27. Explain how the architecture of a system helps in software development does.
28. Illustrate a brief Taxonomy of Architectural Styles.
29. Explain in detail about the characteristics and criteria for a good design?
30. Discuss in detail about the design process in software development process.

#### **Unit IV**

31. What are the steps involved in design of transform mapping?
32. How to design transaction mapping explain.
33. What are the user interface design models explain with diagram
34. Discuss about Transaction Mapping in detail.
35. Describe the golden rules for interface design.
36. Explain in detail about Interface Design?
37. Illustrate the human factor concept of user interface design.
38. Write in detail about user interface design process.
39. Describe the various models used for analyzing the User Interface.
40. Explain briefly about various methods in design Evaluation?

#### **Unit-V**

41. What are the software testing fundamentals explain in brief.
42. Explain in detail about system testing.
43. How to derive the test cases in basis path testing
44. Explain data flow testing
45. Discuss steps involved in graph based testing methods
46. Describe about various testing strategies.
47. What is the strategic approach to software testing?
48. Explain in detail validation testing
49. What is the Art of Debugging? Explain in detail.
50. Illustrate the various Debugging strategies.

**ANSWERS (SECTION – A)**

|       |       |       |       |        |
|-------|-------|-------|-------|--------|
| 1) d  | 21) b | 41) c | 61) b | 81) b  |
| 2) a  | 22) b | 42) d | 62) c | 82) b  |
| 3) a  | 23) a | 43) d | 63) a | 83) a  |
| 4) c  | 24) a | 44) d | 64) a | 84) a  |
| 5) b  | 25) d | 45) a | 65) c | 85) a  |
| 6) b  | 26) a | 46) a | 66) a | 86) d  |
| 7) b  | 27) a | 47) a | 67) a | 87) c  |
| 8) b  | 28) a | 48) b | 68) a | 88) a  |
| 9) d  | 29) c | 49) c | 69) d | 89) d  |
| 10) b | 30) a | 50) c | 70) a | 90) b  |
| 11) a | 31) a | 51) b | 71) b | 91) a  |
| 12) b | 32) b | 52) c | 72) a | 92) d  |
| 13) c | 33) a | 53) a | 73) b | 93) b  |
| 14) b | 34) b | 54) a | 74) d | 94) a  |
| 15) b | 35) b | 55) d | 75) d | 95) b  |
| 16) a | 36) c | 56) b | 76) a | 96) a  |
| 17) d | 37) a | 57) c | 77) d | 97) a  |
| 18) d | 38) b | 58) d | 78) c | 98) b  |
| 19) d | 39) a | 59) d | 79) d | 99) a  |
| 20) a | 40) a | 60) a | 80) a | 100) c |



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**KASC-Computer Applications**

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KASC-Computer Applications

## SECTION – A

### UNIT – I

1. The \_\_\_\_\_ is defined as finding hidden information in database.  
A) Data Mining B) Data Warehouse C) Query D) Prototypes
2. A \_\_\_\_\_ model identifies patterns or relationships in data.  
A) Predictive B) Descriptive C) Preference D) Reference
3. The \_\_\_\_\_ maps data into predefined groups.  
A) Regression B) Prediction C) Classification D) Clustering
4. The \_\_\_\_\_ is used to map a data item to a real valued prediction variable.  
A) Time Series Analysis B) Regression C) Summarization D) Standards
5. The \_\_\_\_\_ maps data into subsets.  
A) Summarization B) Association C) Clustering D) Regression
6. The \_\_\_\_\_ is used to proceed from very specific knowledge to more general information.  
A) Compression B) Induction C) Overfitting D) Visualization
7. The \_\_\_\_\_ occurs when the model does not fit future states.  
A) Outliers B) Interpretation C) Overflow D) Overlapping
8. Invalid or incorrect data is referred as \_\_\_\_\_  
A) Changing Data B) Noisy Data C) Multimedia Data D) Unordered data
9. Describing a large database is viewed as \_\_\_\_\_  
A) Approximation B) Induction C) Compression D) Search
10. During KDD process missing data is replaced with \_\_\_\_\_  
A) Large Datasets B) Estimates C) Noisy Data D) Selection
11. An approach to system management that uses \_\_\_\_\_ technique to create adaptive system management programs  
A) Machine-learning B) High level language C) Chart method D) Rule-based
12. The \_\_\_\_\_ is not an activity that stands on its own.  
A) Database B) KDD C) Coding D) Patterns
13. A \_\_\_\_\_ connections are found in the database but no one knows their meaning.  
A) Quartile B) Frequency Distribution C) Scatter D) Interpretation problem

14. A \_\_\_\_\_ is a sub-discipline of computer science that deals with the design and implementation of learning algorithm  
A) Metrics B) Prediction C) Machine learning D) Meta-Learning
15. Rejection of null hypothesis is called \_\_\_\_\_  
A) Hypothesis Testing B) Alternative Hypothesis C) Chi-Squared D) Structure
16. A \_\_\_\_\_ computer can generate programs itself enabling it to carry out new tasks  
A) Self learning B) Consistent learning C) Complete learning D) deep learning
17. The scientific research takes the form of a so-called \_\_\_\_\_  
A) Empirical cycle B) Model C) Producers D) Prototype Method
18. To find patterns in the observation is called \_\_\_\_\_  
A) Analysis B) Theory C) Prediction D) Observation
19. The \_\_\_\_\_ is closely related to statistical significance and transparency  
A) Information content B) Data dictionary C) Buffer D) Data mart
20. The \_\_\_\_\_ is a mechanism employed by a learning system to constrain search of hypothesis.  
A) Batch process B) Output Link C) Squaring Function D) Bias

## UNIT-II

21. The \_\_\_\_\_ is the random disturbance of a transmitted signal.  
A) Noise B) Message C) Function D) Manipulation
22. The learning algorithm analyses a training set as one batch and then form a theory is called \_\_\_\_\_  
A) Binary attribute B) Batch learning C) Incremental D) Classifier
23. A \_\_\_\_\_ removes redundant comparisons or remove sub trees.  
A) Splits B) Pruning C) Stopping Criteria D) Classes
24. The \_\_\_\_\_ is a random disturbance of a transmitted signal viewed as a type of classification.  
A) Estimation B) Correlation C) Abstraction D) Cardinality
25. It does not classify any negative examples as coming within the concept is \_\_\_\_  
A) Complete B) Consistent C) Complexity D) Confidence
26. A subdivision of a set of examples into a number of classes is \_\_\_\_\_  
A) Clustering B) summarization C) Classification D) Prediction

27. A \_\_\_\_\_ is a programming language based on logic.  
A) Radial Function B) Gradient C) Propagation D) Prolog
28. The \_\_\_\_\_ is a subject oriented and non-volatile collection of data in support of management.  
A) Synthesis B) Data Warehouse C) Coding D) Independent
29. The \_\_\_\_\_ consist of sample input data.  
A) Class B) Training Data C) Boundaries D) Data Base
30. The \_\_\_\_\_ causes problem during training phase.  
A) Performance B) Equivalence Class C) Missing Data D) Raw data
31. Large collection of data mostly stored in a computer system is called \_\_\_\_\_.  
A) BLog B) False Positive C) Two Dimension D) Database
32. The \_\_\_\_\_ is said to be erroneous data.  
A) Outliers B) Poor Fit C) Noise D) Least Square
33. The removal of noise and incorrect input from a database is \_\_\_\_\_.  
A) Data cleaning B) Correction C) Structuring D) Embedding
34. The stage of selecting the right data for a KDD process is \_\_\_\_\_.  
A) Division B) Data selection C) Implementation D) Maintenance
35. A \_\_\_\_\_ is a systematic description of the syntactic structure of a specific database.  
A) Data Dictionary B) Gain Ratio C) Split on Height D) Pool
36. The technique for adjusting the weights is called the \_\_\_\_\_ technique.  
A) Learning B) Stopping C) Training D) Weighting
37. The \_\_\_\_\_ is a collection of interesting and useful patterns is a database.  
A) Knowledge B) Tree Raising C) Pruning D) Mapping
38. The \_\_\_\_\_ process of finding the right formal representation of a certain body of knowledge.  
A) Split B) Ordering C) Training D) Knowledge Engineering
39. The \_\_\_\_\_ describes the structure of the contents of a database.  
A) Meta-data B) Value C) Table D) Status
40. Data in a data warehouse is never updated but used only for queries \_\_\_\_\_.  
A) False Positives B) Non-Volatile C) Volatile D) Outliers

### Unit-III

41. The \_\_\_\_\_ is used to retrieve non-trivial extraction of implicit and useful information from data.  
A) KDD B) Storage C) Drives D) Bulletin boards
42. A prediction made using an extremely simple method such as always predicting the same output is \_\_\_\_\_.  
A) Centroid B) Naïve prediction C) Medoid D) Mining
43. The \_\_\_\_\_ structures in a database that are statistically relevant is \_\_\_\_\_  
A) Average B) Patterns C) Samples D) Models
44. A \_\_\_\_\_ is a graph in which there exists a path between any two vertices.  
A) Nearest Neighbour B) Single Link C) Connected Component D) Link
45. A operations on a database to transform or simplify data in order to prepare it for a machine-learning algorithm is \_\_\_\_\_.  
A) Coding B) Calculation C) Formation D) Transaction
46. The \_\_\_\_\_ Is An Iterative Clustering Algorithm.  
A) K-Means B) Divisive Clustering C) Partition Clustering D) Fact findings
47. A stage of the KDD process in which new data is added to the existing selection \_\_\_\_\_  
A) Addition B) Enrichment C) Grouping D) Ordering
48. A class of graphic techniques used to view the contents of a database \_\_\_\_\_  
A) Visualization B) Graph C) Chart D) Diagram
49. An elementary technique that can be of great value is so called \_\_\_\_\_  
A) Diagram B) Graph C) Chart D) Scatter diagram
50. The \_\_\_\_\_ tools designed to query database  
A) WinZip B) Query C) Clipping D) Filtering
51. The \_\_\_\_\_ of an item is the percentage of transactions in which that item occurs.  
A) Confidence B) Strength C) Support D) Association
52. The distance between two points as calculated using the \_\_\_\_\_ measure.  
A) Large Itemset B) Frequent Item Set C) Eculidean distance D) Length
53. The \_\_\_\_\_ tools were developed to access multidimensional data.  
A) OLAP B) Data Subset C) Superset D) Filter

54. A class of learning algorithm that uses a simple form of table look-up to classify examples that is \_\_\_\_\_  
 A) K-NN B) Bayesian C) Cartesian D) Morality
55. A \_\_\_\_\_ tree consists nodes and branches starting from single root node.  
 A) Binary B) Decision C) Routing D) Arbitrary
56. A \_\_\_\_\_ rules that state a statistical correlation between the occurrences of certain attributes in a database table.  
 A) Association B) Subset C) Repository D) Coding
57. A simple forerunner of modern neural network without hidden layers is called \_\_\_\_\_  
 A) Calculus B) Perceptron C) Parallelism D) Operational
58. Decision Tree Uses \_\_\_\_\_ Technique To Split The Problem.  
 A) Divide & Conquer B) Twenty Questions C) Both A&B D) Functional
59. A \_\_\_\_\_ is defined as a set of item sets that are correlated.  
 A) Quantitative Association B) Conviction C) Correlation Rule D) Formula
60. A \_\_\_\_\_ Is A Directed Graph.  
 A) Decision Trees B) Hidden Layer C) Neural Network D) Genetic algorithm

#### UNIT-IV

61. The \_\_\_\_\_ originates from operational source system.  
 A) Reference Data B) Data Mart C) Level Program D) Metadata
62. The \_\_\_\_\_ is a learning technique that adjusts weight in the neural network.  
 A) Learning rate B) Back Propagation C) Knowledge D) Techniques
63. The \_\_\_\_\_ can be easily summarized and sorted.  
 A) Data mart B) Metadata C) Data Warehouse D) Storage
64. The \_\_\_\_\_ data marts contain both text and numeric data.  
 A) OLAP B) MDDDB C) MOLAP D) ROLAP
65. Data on agricultural inputs such as \_\_\_\_\_ are effectively analysed in data ware house.  
 A) Seeds B) Fertilizers C) Both A&B D) Soil
66. A branch that connects one node to another is \_\_\_\_\_  
 A) Neuron B) Synapse C) Meta data D) Vector
67. Machine learning involving different techniques for single task is called \_\_\_\_\_  
 A) Hybrid learning B) Methods C) Models D) Information



68. A \_\_\_\_\_ is the results of data mining can take many forms.  
A) Statements B) Printouts C) Reporting D) Screens
69. A star schema is organized around a central table called\_\_\_\_\_.  
A) Analysis Table B) Business Fact C)Fact Table D) OLTP
70. The \_\_\_\_\_ schema provides aggregation at different levels of hierarchies in a given dimension  
A) Star B) Snowflake C) Multifact D) Both B & C
71. The division of a certain space into various areas based on guide points is \_\_\_\_\_  
A) Line diagram B) Voronoi diagram C) Graph D) Point
72. Census compilation is performed once in \_\_\_\_years.  
A) 10 B) 5 C) 15 D) 12
73. The \_\_\_\_\_is the important means of preparing the government to face the challenges of the new millennium.  
A) Data warehousing B) Data mining C) Both A&B D) Memory
74. The \_\_\_\_\_process removes the deficiencies and loopholes in the data.  
A) OLTP B) Filtering C) Cleaning Up D) Repetition
75. A \_\_\_\_\_ can be built either on a top-down or on a bottom up approach.  
A) Design Constrains B) Data Warehouse C) Data context D) Data mart
76. The\_\_\_\_\_defines the contents and location of the data in the data warehouse.  
A) Meta Data B) Crucial Decision C) Dimensions D) Fact Table
77. The\_\_\_\_\_is essential to understand the specific user requirement.  
A) Distribution B) Performance Consideration C) Query Optimization D) Rule
78. The \_\_\_\_\_is a large control table in control table in a dimensional design.  
A) Platforms B) DBMS C) Fact Table D) Resultant Data
79. The sake of better efficiency \_\_\_\_\_ consideration is to be ensured.  
A) Throughput B) Disk Controller C) CPU D) Balanced Design
80. A \_\_\_\_\_stores and manages the warehouse information.  
A) OLAP Server B) Database Server C) Internet Enabled D) Intranet Enabled

## UNIT-V

81. Algorithms that need the control of human operator during their execution is \_\_\_\_  
A) Unsupervised B) Supervised C) Definite D) Formatted
82. The \_\_\_\_\_ is an interactive query tool.  
A) Redbrick B) Oracle C) Sybase D) RSQL
83. The \_\_\_\_\_ algorithm reduces the number of scans of two.  
A) Potential B) Negative C) Sampling D) Partitioning
84. The \_\_\_\_\_ is a basis for OLAP tools.  
A) Transaction Data B) Denormalized Data C) External Data D) Reference Data
85. The \_\_\_\_\_ is a support parallel database processing.  
A) Oracle B) IBM C) Sybase D) Access
86. The validation of a theory on the basis of a finite number of examples is \_\_\_\_  
A) Verification B) Validation C) Sample D) Tables
87. The information stored in database that can be retrieved with the single query \_\_\_\_  
A) Shallow B) Deep C) Multidimensional D) Hidden
88. The pointers required to data warehouse are provided by \_\_\_\_\_.  
A) OLAP B) Metadata C) OLTP D) ROLAP
89. Reconstructing the design goals by examining the resulting products is \_\_\_\_  
A) Reverse engineering B) Construction C) Multi task D) Remodelling
90. The science of collecting and applying numerical facts is \_\_\_\_  
A) Data B) Statistics C) Method D) Technique
91. A technique used frequently in the distribution of database is \_\_\_\_  
A) Replication B) Sample C) Ordered D) Tool
92. The large set of candidate solutions possible for a problem is \_\_\_\_  
A) Metaphor B) Distribution C) Search space D) Design
93. Each processor is independent but communication between systems is possible \_\_\_\_  
A) Massive parallel B) Symmetric C) Distributed D) Multiprocessing
94. DSS that contain an information base filled with the knowledge is \_\_\_\_  
A) Expert system B) Computer C) Program D) Template

95. The theory of \_\_\_\_ is used to identify items in database.  
 A) Schema B) Instance C) Keys D) Relations
96. The datasets that are not completely random but are not very compressible is \_\_\_\_  
 A) Structured data B) Unstructured data C) Partly structured data D) Related set
97. The system that can be used without knowledge of internal operations is \_\_\_\_  
 A) Black box B) White box C) Rainbow D) Gray box
98. The data warehouse design is distinctly different from \_\_\_\_ system design.  
 A) OLTP-based B) OLAP-based C) KNN D) DSS
99. The software environment as decided by the \_\_\_\_ used to access repository.  
 A) Software tools B) System design C) Communication D) Patterns
100. The learning algorithm analyses the examples on step-by-step is \_\_\_\_  
 A) Incremental B) Batch C) Roll up D) Drill down

## SECTION – B

### UNIT – I

1. What is data mining?
2. Briefly write about usage of data mining in marketing
3. Write about an expanding as a production factor.
4. Write short note on KDD and Data mining.
5. What is learning? How the computer systems can learn?
6. What is the difference between data mining and query tool?
7. Write short note on how data mining applied in multidisciplinary field.
8. What is a self learning computer system?
9. Define- Complexity of the search space.
10. What is a learning algorithms?

### UNIT – II

11. What is Data warehousing?
12. Define-Meta data.
13. Write short note on Integration with data mining.
14. Define- cost justification of KDD environment?
15. What are the techniques used for data cleaning?
16. Briefly write short note on data selection to develop data warehousing.
17. Write about relationship between operational data, data warehouse and data marts.
18. How to choose the hardware and software products for DSS.
19. Why do we need data warehousing?
20. Define- Enrichment process in KDD

### UNIT – III

21. List out different visualization techniques used for discovering patterns?
22. Define-Likelihood and distance.
23. What is OLTP and OLAP?
24. Define –OLAP tools.
25. Write short notes on analysis method of data using traditional query tools.
26. Briefly write about K-nearest neighbor process.
27. Define- Reporting.
28. Write about kohonen self-organizing map.
29. Differentiate various forms of knowledge
30. What are the techniques used in the discovering stage of KDD?

### UNIT – IV

31. Why and how to build a data warehouse?
32. What are the architectural strategies followed in data warehouse?
33. List out the major issues face in data warehouse development.
34. Define- Distribution of data and metadata.
35. What are the tools used for data warehousing?
36. Write about types of access and reporting methods in data warehouse.
37. Write short note on national data warehouses and its uses.
38. Describe about performance consideration of data warehouse.
39. What way the data content in data warehouse differs from the OLTP System?
40. List out Ralph Kimball method for designing a data warehouse.

### UNIT – V

41. Write about noise and redundancy and significance of noise.
42. Describe the Predicting Bid Behavior of Pilots?
43. Define – fuzzy database.
44. Describe the information content of message.
45. Write about the theory of relations in database.
46. What is denormalization?
47. What are the data mining algorithms are require to process?
48. List out the four types of message patterns used in data mining?
49. How to get the extensive information about client to make customer profile?
50. Write short note analysis pattern to find clusters in the multiple buyers?

## **SECTION – C**

### **UNIT – I**

1. Describe machine-learning and the methodology of science?
2. Explain about the practical applications of data mining.
3. Explain in detail about concept learning.
4. Explain about the concept of kangaroo in the mist with learning algorithm technique.
5. Differentiate the Data mining versus Query tool.
6. Discuss about how computer systems that can learn?
7. Describe about importance of learning algorithms.
8. Discuss about self- learning computer systems?
9. Explain about an expanding universe of data.
10. List out various data mining tool used in marketing field.

### **UNIT – II**

11. Discuss the Designing Decision support systems?
12. Explain about multi-processing machines.
13. Describe about knowledge discovery process in detail.
14. Explain the cost justification for the implementation of KDD environment?
15. Discuss the coding steps in detail.
16. How the client/server technique supports the data warehousing?
17. Explain the steps to start the KDD Project.
18. How to make the data warehouse as domain consistent.
19. What are the six stages in knowledge discovery method?
20. Explain the basic techniques used to build a data warehouse.

### **UNIT – III**

21. Explain in detail about Decision trees in KDD.
22. Discuss about Association rules used in KDD process?
23. Explain in detail about Neural Networks.
24. List out different Forms of Knowledge.
25. Discuss about Ten Golden rules used for setting data mining environment?
26. Explain the method used to find the distance between data points
27. Discuss about preliminary analysis of the data set using traditional query tools.
28. Explain different learning algorithms compared with different types of task.
29. Describe the K-Nearest Neighborhood technique in data mining
30. Explain the techniques involved in data mining field.

#### UNIT – IV

31. Describe Applications of Data warehousing and Data Mining in Government?
32. Discuss in detail Communication and Networking infrastructure?
33. Explain the various technological considerations for implementing data warehousing.
34. Describe crucial decisions on designing a data warehouse?
35. List out the tools used in data warehousing?
36. Explain the organization issues in developing data warehouse?
37. Describe about how data content accessed and updated in data warehouse?
38. Explain the approaches used to build the data warehouse.
39. Explain the access tools used in data mining environment for various domains.
40. Discuss the application areas for data warehousing and data mining.

#### UNIT – V

41. Explain in detail about Customer profiling.
42. Explain about Data mining primitives.
43. Discuss about learning as compression of data sets
44. Describe distribution of data and design consideration of data warehousing?
45. Explain about the traditional theory of relational database.
46. Discuss about normalization and denormalization of database.
47. How the data mining routines are classified into four groups?
48. Discuss the classification from keys to statistical dependencies.
49. Describe the importance of noise for data warehouse development?
50. Describe the information content of a message in detail?

## ANSWER KEY FOR SECTION- A

### UNIT -I

1. A) Data Mining
2. B) Descriptive
3. C) Classification
4. B) Regression
5. A) Summarization
6. B) Induction
7. C) Overfitting
8. B) Noisy Data
9. A) Approximation
10. B) Estimates
11. A) Machine-learning
12. B) KDD
13. D) Interpretation problem
14. C) Machine learning
15. B) Alternative Hypothesis
16. A) Self learning
17. A) Empirical cycle
18. A) Analysis
19. A) Information content
20. D) Bias

### UNIT - II

21. A) Noise
22. B) Batch learning
23. B) Pruning
24. A) Estimation
25. B) Consistent
26. C) Classification
27. D) Prolog
28. B) Data Warehouse
29. B) Training Data
30. C) Missing Data
31. D) Database
32. C) Noise
33. A) Data cleaning
34. B) Data selection
35. A) Data Dictionary
36. A) Learning
37. A) Knowledge
38. D) Knowledge Engineering
39. A) Meta-data
40. B) Non-Volatile

### UNIT – III

41. A) KDD
42. B) Naïve prediction
43. B) Patterns
44. C) Connected Component
45. A) Coding
46. A) K-Means
47. B) Enrichment
48. A) Visualization
49. D) Scatter diagram
50. B) Query
51. C) Support
52. C) Eculidean distance
53. A) OLAP
54. A) K-NN
55. B) Decision
56. A) Association
57. B) Perceptron
58. B) Twenty Questions
59. C) Correlation Rule
60. C) Neural Network

### UNIT – IV

61. A) Reference Data
62. B) Back Propagation
63. C) Data Warehouse
64. D) ROLAP
65. C) Both A&B
66. B) Synapse
67. A) Hybrid learning
68. C) Reporting
69. C)Fact Table
70. D)Both B & C
71. B) Voronoi diagram
72. A) 10
73. C) Both A&B
74. C) Cleaning Up
75. B) Data Warehouse
76. A) Meta Data
77. B) Performance Consideration
78. C) Fact Table
79. D)Balanced Design
80. B) Database Server



## UNIT – V

81. B) Supervised
82. B) Oracle
83. D) Partitioning
84. B) Denormalized Data
85. C) Sybase
86. A) Verification
87. A) Shallow
88. B) Metadata
89. A) Reverse engineering
90. B) Statistics
91. A) Replication
92. C) Search space
93. A) Massive parallel
94. A) Expert system
95. C) Keys
96. C) Partly structured data
97. A) Black box
98. A) OLTP-based
99. A) Software tools
100. A) Incremental

KASC-Computer Applications

**KONGUNADU ARTS AND SCIENCE COLLEGE  
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COIMBATORE-641029**



**QUESTION BANK**

**SUBJECT CODE: 16UCA5S2**

**TITLE OF THE PAPER: SKILL BASED SUBJECT-3  
PYTHON PROGRAMMING**

**DEPARTMENT OF COMPUTER APPLICATIONS**

**NOVEMBER 2018**

**Prepared by  
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KASC-Computer Applications

**Question Bank**  
**SKILL BASED SUBJECT-3**  
**PYTHON PROGRAMMING**

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## Section -A

- 1) In which year the usage of Python began?  
a) 1980                      b) 1989                      c) 1979                      d) 1999
- 2) Which of the following is used by the programmer for explaining the piece of the code?  
a) Comments   b) Command   c) Variables   d) Keywords
- 3) What type of programming language is Python?  
a) Low-Level   b) Middle-Level   c) High-Level   d) Command-Level
- 4) Which is not allowed in the Python Identifier?  
a) Variables   b) Underscore   c) Numbers   d) Spaces
- 5) The Process of writing the variable name is called  
a) Defining the Variable      b) Initializing the Variable  
c) Declaring the Variable      d) Designing the Variable
- 6) The Operator used for initializing a variable is called  
a) Arithmetic Operator   b) Assignment Operator   c) Logical Operator   d) Shift Operator
- 7) How many datatypes are there in Python?  
a) 5    b) 6                      c) 7                      d) 10
- 8) How many numeric datatypes are there in Python?  
a) One   b) Two                      c) Three                      d) Four
- 9) What is the Index of first character of a string?  
a) 1    b) -1                      c) 0                      d) -2
- 10) What is used for running a script written in Python?  
a) Browser    b) Text editor    c) Interpreter    d) OS
- 11) What is the sequence of List?  
a) Ordered      b) Indexable    c) Unordered    d) both (a) and (b)
- 12) Which of the following datatypes is immutable?  
a) String                      b) List                      c) Numeric                      d) Tuples
- 13) Which of the following braces are used to enclose the items of the dictionary?  
a) ( )                      b) [ ]                      c) < >                      d) { }
- 14) Which data type is used for storing unordered collection of data?  
a) Numeric    b) Boolean    c) Sets                      d) Dictionary

- 15) What data type is used for storing unordered collection of data?  
a) List      b) Dictionary      c) Tuple      d) Sets
- 16) Which of the following built-in functions is used for returning the type of the arbitrary object?  
a) Type( )      b) Help ( )      c) Dir ( )      d)Type conversion
- 17) Which operation returns the elements that are present on set1 but not in set2?  
a) Union   b) Intersection   c) Difference   d) Symmetric Difference
- 18) What is the operator used for union Operation?  
a) &      b) :      c) ||      d) ~
- 19) How String is represented?  
a) Single quotes      b) Curly braces      c) Double quotes      d) (a) or (d)
- 20) Which of the following is not a Keyword?  
a) And      c) For      c) Lambda      d) Name
- 21) How many operators are in Python?  
a) 8      b) 9      c) 5      d) 7
- 22) What is the result of comparison operator?  
a) Integer      b) Boolean      c) String      d) Real
- 23) Which operator copies bit if exists only in one operand?  
a) Bitwise AND      b)Bitwise OR      c) Bitwise XOR      d) Bitwise NOR
- 24) Which operator returns true, if item is in list or in sequence?  
a) In      b) Not In      c) Is      d) Not Is
- 25) Which operator returns false, if the operands are same?  
a) In      b) Not In      c) Is      d) Not Is
- 26) The operator with two operands are called  
a) Binary Operator   b) Unary Operator   c) Operator   d) Multi Operator
- 27) Which string operation joins two stringd together?  
a) Concatenation      b) Repetition      c) Slicing      d) Joining
- 28) Which Built-in string function returns the first index of search string?  
a) .replace(“old”.”new”)      b) len(“string”)  
c) .find(“srting”)      d) .count(“char”)
- 29) Which built-in function is used to iterate over a sequence of numbers?  
a) range( )      b) Lower( )      c) Upper( )      d) Isalpha( )
- 30) Which statement is used to exit from the loop and transfers the execution to the statement that is immediately following the loop?  
a) Break      b) Continue      c) Exit      d) End

- 31) Which statement in python is used for repeating a piece of code for several times?  
a) While      b) if      c) ifelif      d) for
- 32) Which input( ) function will not interpret the input provided by the user?  
a) Input( )      b) Range( )      c) Raw-input( )      d) Raw( )
- 33) Which operation is used to extract a substring from a string?  
a) Repetition      b) Slicing      c) Concatenation      d) String
- 34) What is the symbol for performing repetition operation?  
a) :      b) ;      c) |      d)\*
- 35) Which Operator is used for Boolean expression?  
a) =      b) ==      c) ||      d) &&
- 36) What type of expression is used in conditional execution?  
a) Comparison      b) Arithmetic      c) Both (a) and (b)      d) Logical
- 37) A statement block inside a compound statement is called  
a) Body of the statement      b) Middle of the statement  
c) Start of the statement      d) End of the statement
- 38) Which is the decision-making statement?  
a) for loop      b) While      c) break      d) if elif
- 39) There is how many number of possibilities in alternative execution?  
a) One      b) Two      c) Three      d) Four
- 40) What is an expression is made up of?  
a) Variables      b) Operators      c) Values      d) All the above
- 41) Which is the self-contained programs that perform some particular tasks?  
a) Operators      b) Operations      c) Data      d) Functions
- 42) Which is the implicit conversion?  
a) Type      b) Type Conversion      c) Type Coersion      d) Type Coercion
- 43) Which built-in function converts one datatype to another type?  
a) Type      b) Type Conversion      c) Type Coersion      d) Type Coercion
- 44) Which function is usednto invoke the help system?  
a) Dir( )      b) Asctime( )      c) Help( )      d) Localtime( )
- 45) Which keyword is used to define the block of the statement in the function?  
a) Function      b) Def      c) Func      d) Pi
- 46) What does a block of statement always starts with?  
a) (:      b) (;      c) [:]      d) [;]

- 47) What does a process of function with more number of arguments are called?  
a) Default    b) Keyword    c) Required    d) Variable-length
- 48) What is the use of the return statement?  
a) Exit a function    b) Null value    c) None    d) Initiate a function
- 49) What does a function calling itself is called?  
a) Function    b) Definition    c) Recursion    d) Declaring
- 50) Which statement is used for ending the function?  
a) Def    b) Ref    c) Expression    d) Return[expression]
- 51) Which arguments are used for assigning a value to a parameter at the time of function definition?  
a) Keyword    b) Variable-length    c) Default    d) Required
- 52) Which is not a built-in function?  
a) Dir( )    b) Len( )    c) Abs( )    d) Print\_lines( )
- 53) Which function is used for getting calendar for a month?  
a) Month( )    b) Asctime( )    c) date( )    d) Localtime( )
- 54) How to get formatted date and time?  
a) Month( )    b) Asctime( )    c) date( )    d) Localtime( )
- 55) Which function is used for getting current date and time?  
a) Month( )    b) Asctime( )    c) date( )    d) Localtime( )
- 56) Which module in python contains a mathematical function?  
a) Math    b) Calendar    c) Month    d) Time
- 57) Which file contains predefined python codes?  
a) Function    b) Pi    c) Lambda    d) Module
- 58) A function is called using the name with which it was defined earlier, followed by:  
a) { }    b) ( )    c) < >    d) [ ]
- 59) What type of argument is used for recognising the arguments by its parameter's name?  
a) Keyword    b) Variable-length    c) Default    d) Required
- 60) Which type of argument is used to process a function with more number of arguments?  
a) Keyword    b) Variable-length    c) Default    d) Required
- 61) Which type of operator will be used to access a part of the string?  
a) { }    b) [ ]    c) < >    d) ( )



- 62) Which operator is used to represent escape character?  
a) \                      b) \\                      c) \'                      d) /
- 63) Which of the following functions checks whether all the characters in a string are whitespaces?  
a) isnumeric( )    b) swapcase    c) istitle( )    d) isspace( )
- 64) Which operator is known as string formatting operator in python?  
a) \\                      b) \                      c) %                      d) \* \*
- 65) Which one of the following functions replace all occurrences of old substring in string with new string?  
a) Replace(new,old[,max])                      b) Replace(old,new[,max])  
c) Replace(new,old[max])                      d) Replace(old,new[max])
- 66) If no value for the index before colon is given, which element of the string will the slice start from?  
a) First                      b) Zero                      c) Second                      d) Last
- 67) What is the repetition operator in lists?  
a) \*                      b) ,                      c) ;                      d) &
- 68) What function is used to get the total length of the list?  
a) Len                      b) Len(List)    c) Max(List)    d) Max len(List)
- 69) What function is used to add a new element to a list?  
a) list.append(obj)    b) list.add(obj)    c) list.append( )    d) list.add( )
- 70) Which of the following function is used to return a tuple to a list?  
a) list(seq)    b) seq(list)    c) list(tuples)    d) tuple(list)
- 71) The sequence of datatype similar to tuple is called  
a) Dictionaries    b) List    c) String                      d) Function
- 72) What statement is used to delete an entire tuple?  
a) Remove    b) Exit    c) Del                      d) Backspace
- 73) Which of the following function will return a list into a tuple?  
a) tuple(list)    b) len(tuple)    c) tuple(seq)    d) append(tuple)
- 74) In which of the following operators are dictionaries enclosed?  
a) { }                      b) [ ]                      c) < >                      d) ( )
- 75) Which operator is used to access the values in dictionary?  
a) { }                      b) [ ]                      c) < >                      d) ( )
- 76) Which of the following method is used to remove entire elements of a Dictionary?  
a) Remove( )    b) Remove{ }    c) Clear( )    d) Clear{ }

- 77) What function is used to get all the keys from the dictionary?  
a) dict.key() b) dict.keys() c) dics.key() d) dics.keys()
- 78) Which function is used to get the number of entries in dictionary?  
a) len(dict) b) dict.len c) size(dict) d) dict.size
- 79) Which function is used to get all the values from the dictionary?  
a) dict.values() b) dict.list() c) list.dict() d) dict.items()
- 80) Which of the following function returns a list of the dictionary?  
a) list.items() b)dict.items() c) list.dict() d) dict.items()
- 81) Which Function is used to open a file in python?  
a) open{ } b) open( ) c) open[ ] d) open< >
- 82) Which of the following is the default mode for opening a file?  
a) Binary b) File c) Text d) None
- 83) What is the default file access mode?  
a) write(w) b) append c) read(r) d) None
- 84) At what position the file pointer will be when a file is opened for appending?  
a) Middle b) Beginning c) Second line d) End
- 85) At what position the file pointer will be when a file is opened for reading or writing?  
a) Middle b) Beginning c) Second line d) End
- 86) What are the two modes that are used to open a file?  
a) Text or Binary b) Number or Text  
c) Number or Binary d) Text or Number
- 87) What is the syntax to close a file?  
a) file.close() b) close() c) close(); d) fileobject.close()
- 88) What is the syntax of the write() method?  
a) Fileobject.write() b) fileobject.write(string)  
c) file.object.write() d) file.write()
- 89) What is the syntax for reading from a file?  
a) fileobject.read([size]) b) fileobject.read(size)  
c) file.read() d) file.read(size)
- 90) Which method is used to create directories in current Directory?  
a) chdir( ) b) rmdir( ) c) mkdir( ) d) mcdirc( )
- 91) Which method is used to change the current Directory?  
a) chdir( ) b) rmdir( ) c) mkdir( ) d) mcdirc( )

- 92) Which method is used to display the current working Directory?  
a) makedirs()    b) getcwd()    c) chdir()    d) setcwd()
- 93) Which method is used to delete the Directory?  
a) chdir()    b) rmdir()    c) mkdir()    d) mcdirc()
- 94) Which of the following is not an attribute of a file in python?  
a) Mode    b) Name    c) Delete    d) Closed
- 95) Which of the following is a condition caused by a runtime error?  
a) Exception    b) Assertion    c) Attribute    d) Error
- 96) How many except statements can a try...except block have?  
a) One    b) More than zero    c) zero    d) None
- 97) Which keyword is used to prepare a block of code that throws an exception?  
a) except    b) import    c) try    d) None
- 98) Which of the following is defined to catch the exception thrown by the try block?  
a) except    b) import    c) try    d) None
- 99) Which method is used to flush the internal buffer memory?  
a) file.close()    b) file.flush()    c) file.isatty()    d) file.next()
- 100) Which method is used to return the file's current position?  
a) file.tell()    b) file.seek()    c) file.isatty()    d) file.next()

## SECTION B

- 1) List out the Key features of Python.
- 2) Write short note on Comments.
- 3) List out the Reserved Keywords in Python.
- 4) Discuss about Python Identifiers.
- 5) How to declare the Variables in Python?
- 6) Difference between List and Tuple datatypes.
- 7) Write short note on String Datatypes.
- 8) Discuss about the Operations performed on Sets.
- 9) What is the use of Type() Function.
- 10) Write a note on Boolean Datatype.
- 11) Write short note on Associativity.
- 12) List out the Precedence of Operators.
- 13) Discuss about Statements in Python.
- 14) What is a Boolean Expression?
- 15) Discuss about Membership Operators.
- 16) Discuss about Logical Operators.
- 17) What is an Identity Operator used for?
- 18) List out the Bitwise Operators along with example.
- 19) Difference between Break and Continue with example.
- 20) Write short note on Iteration-While statement.
- 21) Difference between Type Conversion and Type Coercion.

- 22) What is Functions in Python?
- 23) What are Mathematical Functions in Python?
- 24) What is Composition of Function?
- 25) Define Return statement in a function. Give the Syntax.
- 26) Discuss about Python Recursive function.
- 27) Write short note on the Required type arguments with examples.
- 28) Discuss about Variable length arguments with examples.
- 29) Write short note on Help( ) function.
- 30) Write short note on Dir( ) function.
- 31) Define String.
- 32) Discuss about String Traversing.
- 33) List out the Escape characters in Python.
- 34) What is meant by Lists are Mutable?
- 35) How to delete elements from List?
- 36) What is tuple? How it is created in Python?
- 37) Discuss about Built-in Tuple Functions.
- 38) What are the Properties of key in Dictionary?
- 39) How to create Dictionary?
- 40) What are the Operations that are performed on the Dictionary?
- 41) Discuss about Text files.
- 42) How to close aFile?
- 43) Write short note on the File object Attributes.
- 44) What is the syntax for Writing into the file.
- 45) How to Rename and Delete a file.
- 46) What are Directories?
- 47) List out the Built-in Exceptions.
- 48) Write short note on Exception with Arguments.
- 49) What are User-defined Exceptions?
- 50) List out the File Related Methods.

### SECTION-C

- 1) How to get start with Python? Explain in detail.
- 2) Explain in detail about Numeric and Boolean Datatypes.
- 3) Discuss about String and List Datatypes in detail.
- 4) Explain in detail about Variables in Python.
- 5) Discuss about the Set datatype and its Operations in detail.
- 6) Illustrate about the History of Python in detail.
- 7) Discuss about String Operations in detail.
- 8) Explain in detail about Datatypes in Python.
- 9) Discuss about Python Identifiers and Reserved Keywords in detail.
- 10) Explain in detail about Dictionary Datatype.
- 11) Explain in detail about Arithmetic Operators with examples.
- 12) Discuss about Comparison Operators with example in details.
- 13) Explain in detail about Statement and Expressions.
- 14) Illustrate the Operations of String in detail
- 15) Explain in detail about for loop with example.
- 16) In detail discuss about the While statement.
- 17) Discuss about If and and If elif else in detail.

- 18) Discuss in detail about the Control Statements.
- 19) How to get input from keyboard in Python? Explain in detail.
- 20) Difference between input( ) function and raw-input( ) function along with examples
- 21) Explain in detail about Built-in Functions with examples.
- 22) Discuss about Date and Time functions with examples
- 23) Explain in detail about User defined Functions.
- 24) Explain about Parameters and Arguments in detail.
- 25) Discuss in detail about Required arguments and Keyword arguments.
- 26) Explain in detail about Default and Variable-length arguments.
- 27) Discuss about different types of functions in detail.
- 28) How to define a Function? Explain in detail along with examples.
- 29) How to get current date and time and calendar for a month using built-in functions
- 30) Briefly explain the types of Formal arguments using which a function can be called.
- 31) Explain in detail about Strings.
- 32) Explain in detail about String Formatting Operators.
- 33) Discuss in detail about Values and Accessing elements in list.
- 34) List out the Built-in List operators and Built-in List methods.
- 35) Discuss about Tuple Assignment and Tuples as Return values in detail.
- 36) Discuss in detail about Mutable and Immutable datatypes.
- 37) Discuss about Dictionary in detail.
- 38) How to Update and Delete elements in Dictionary?
- 39) Discuss about Variable-length argument tuples in detail with examples.
- 40) Briefly explain about Tuples.
- 41) How to Open a File? What are the modes for opening file?
- 42) Explain about Reading from a file and File positions in detail.
- 43) Explain in detail about Text files.
- 44) Discuss about File Related methods in detail.
- 45) What is Directory? Explain about different methods performed on directories.
- 46) How to handle Exceptions? Explain in detail.
- 47) Discuss about Exceptions in detail.
- 48) List out the Order of File operations in Python and explain them.
- 49) Write the syntax for try...except and try...finally and explain them.
- 50) Illustrate the concepts of
  - (i) Exception with Arguments and (ii) User-Defined Exceptions

**ANSWER KEYS FOR SECTION A :**

|     |   |
|-----|---|
| 1)  | A |
| 2)  | D |
| 3)  | D |
| 4)  | B |
| 5)  | A |
| 6)  | A |
| 7)  | B |
| 8)  | D |
| 9)  | B |
| 10) | C |
| 11) | C |
| 12) | B |
| 13) | D |
| 14) | D |
| 15) | D |
| 16) | B |
| 17) | C |
| 18) | D |
| 19) | A |
| 20) | B |
| 21) | D |
| 22) | D |
| 23) | B |
| 24) | B |
| 25) | C |
| 26) | B |
| 27) | A |
| 28) | A |
| 29) | D |
| 30) | A |
| 31) | D |
| 32) | C |
| 33) | A |
| 34) | A |
| 35) | B |
| 36) | A |
| 37) | D |
| 38) | A |
| 39) | B |
| 40) | B |
| 41) | A |
| 42) | A |
| 43) | D |
| 44) | A |
| 45) | B |
| 46) | C |
| 47) | A |
| 48) | A |
| 49) | A |

|      |   |
|------|---|
| 50)  | D |
| 51)  | A |
| 52)  | A |
| 53)  | C |
| 54)  | A |
| 55)  | A |
| 56)  | B |
| 57)  | C |
| 58)  | B |
| 59)  | C |
| 60)  | A |
| 61)  | A |
| 62)  | A |
| 63)  | B |
| 64)  | C |
| 65)  | C |
| 66)  | A |
| 67)  | A |
| 68)  | B |
| 69)  | B |
| 70)  | A |
| 71)  | A |
| 72)  | B |
| 73)  | D |
| 74)  | D |
| 75)  | A |
| 76)  | A |
| 77)  | A |
| 78)  | B |
| 79)  | A |
| 80)  | C |
| 81)  | A |
| 82)  | A |
| 83)  | B |
| 84)  | C |
| 85)  | D |
| 86)  | B |
| 87)  | C |
| 88)  | B |
| 89)  | C |
| 90)  | D |
| 91)  | C |
| 92)  | B |
| 93)  | B |
| 94)  | A |
| 95)  | A |
| 96)  | A |
| 97)  | B |
| 98)  | C |
| 99)  | D |
| 100) | C |

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**KONGUNADU ARTS AND SCIENCE COLLEGE**

**(AUTONOMOUS)**

**COIMBATORE – 641 029**



**QUESTION BANK**

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**SECTION – A (10 X 1 = 10)**

**UNIT – I**

1. The organization's management team priorities the proposed ideas / projects and arrives at an \_\_\_\_\_.  
a) Aggregate Project Plan    b) Project Portfolio    c) Both a and b    d) Schedule
2. A \_\_\_\_\_ is a set of things that an organization decides to do to achieve its vision and goals as to enhance revenues and profits.  
a) Project    b) Idea    c) Prototypes    d) Software
3. Product development life cycle consists of \_\_\_\_\_ phases.  
a) Three    b) Four    c) Six    d) Five
4. In Idea generation phase, ideas get from \_\_\_\_\_.  
a) Customers    b) Suppliers    c) Employees    d) All the above
5. A \_\_\_\_\_ entails building a simplistic model of the final products and putting together a demo.  
a) Idea    b) Prototyping    c) Alpha    d) Beta
6. Prototyping development phase generates \_\_\_\_\_ of the projects.  
a) Work Flow Specification    b) Format    c) Report    d) Standards
7. The \_\_\_\_\_ phase is to move from a skeleton prototype to usable product.  
a) Idea    b) Prototype    c) Alpha    d) Beta
8. The \_\_\_\_\_ phase is to iron out the kinks in the product & add supporting infrastructure of the product.  
a) Beta    b) Alpha    c) Production    d) Idea
9. The choice of the beta \_\_\_\_\_ determines the success of the eventual product.  
a) Suppliers    b) Developers    c) Customers    d) All the above
10. Beta phase generates a \_\_\_\_\_ output.  
a) Documentation    b) Standards    c) Competition    d) Testing

11. The process-oriented projects gain momentum during the \_\_\_\_\_ phase.
- a) Beta                      b) Idea                      c) Production                      d) Alpha
12. The product remains in the production phase for a certain length of time, during which it undergoes periodic revisions are called \_\_\_\_\_.
- a) Versions                      b) Patches                      c) Up gradations                      d) All the above
13. The \_\_\_\_\_ phase activities are usually bug fixes.
- a) Maintenance                      b) Beta                      c) Alpha                      d) Production
14. \_\_\_\_\_ model is also called the Linear Sequential Model.
- a) Prototyping                      b) Spiral                      c) Waterfall                      d) RAD
15. In waterfall model a project is divided into a sequence of well defined \_\_\_\_\_.
- a) Phases                      b) Levels                      c) Models                      d) Loop
16. The main advantage of the prototyping model is its responsiveness to \_\_\_\_\_.
- a) Levels                      b) Changes                      c) Models                      d) Workflow
17. The RAD model combines the features of \_\_\_\_\_ models.
- a) Waterfall                      b) Prototyping                      c) Linear Sequential                      d) All the above
18. A \_\_\_\_\_ in a project management context is about measurement.
- a) Project                      b) Metrics                      c) Life Cycle                      d) Model
19. Deviation from the scheduled time to the actual time taken is called \_\_\_\_\_ variance.
- a) Schedule                      b) Business                      c) Process                      d) Target
20. The target should be specific in terms of \_\_\_\_\_.
- a) Letters                      b) Numbers                      c) Words                      d) Strings

## UNIT – II

21. A \_\_\_\_\_ is about transferring as many of the implied requirements of the customers into stated requirements.

- a) Product                      b) Quality                      c) Software                      d) Assurance

22. The \_\_\_\_\_ refers to testing a product after a given phase to find out its defects.

- a) Review                      b) Audit                      c) Quality Control                      d) Quality Assurance

23. A \_\_\_\_\_ focuses on the prevention of defects from the very start.

- a) Quality Assurance                      b) Quality Control                      c) Audit                      d) Review

24. The people to do an analysis of the root cause of the defect is called \_\_\_\_\_ cost.

- a) Defect                      b) Re-work                      c) Appraisal                      d) Maintenance

25. Expansion of SQA is \_\_\_\_\_.

- a) Software Quality Assurance                      b) Software Quality Analyst  
c) Software Query Assurance                      d) Software Query Analyst

26. The review team consists of \_\_\_\_\_.

- a) Author                      b) Scribe                      c) Chairperson                      d) All the above

27. Each defect found in the work product is recorded and classified into \_\_\_\_\_ categories.

- a) Two                      b) Three                      c) Four                      d) Five

28. The audit can be conducted either by \_\_\_\_\_ auditors.

- a) Internal                      b) External                      c) Trained                      d) Company

29. The \_\_\_\_\_ diagram is a common tool for getting the root cause of the defect.

- a) Pareto                      b) Fish bone                      c) Decision Tree                      d) All the above

30. The SQA teams can be organized into \_\_\_\_\_ levels.

- a) Project                      b) Group                      c) Company                      d) All the above



31. A \_\_\_\_\_ are events that are usually beyond the planner's control.
- a) Risk                      b) Review                      c) Audit                      d) QC
32. A \_\_\_\_\_ is an umbrella activity that takes place throughout the project life cycle.
- a) Risk Management                      b) Quality                      c) Review                      d) SQA
33. A risk \_\_\_\_\_ is the process of identifying those risks that a project manager needs to guard against.
- a) Risk Mitigation                      b) Risk Identification                      c) QC                      d) SQA
34. A \_\_\_\_\_ is to ensure that we are not missing out any obvious inputs to a project.
- a) Literature                      b) Review                      c) Checklist                      d) QA
35. Utilizing information in the literature is the concept of \_\_\_\_\_ buying
- a) Information                      b) Checklist                      c) Concept                      d) Role
36. A \_\_\_\_\_ present a pictorial way to represent risks.
- a) Fish bone                      b) Pareto tool                      c) Decision Tree                      d) All the above
37. The net effect of the risk is measured as \_\_\_\_\_.
- a) Risk Mitigation                      b) Risk Exposure                      c) Probability                      d) Decision Trees
38. Risks are quantified and prioritized by using \_\_\_\_\_ of the risks.
- a) Probability                      b) Impact                      c) Both a and b                      d) Decision Trees
39. Risks are indentified by watching \_\_\_\_\_.
- a) Impact                      b) Symptoms                      c) Quality                      d) Probability
40. The probability and impact of the risk is classified into \_\_\_\_\_ categories.
- a) Two                      b) Three                      c) Four                      d) Five

### UNIT –III

41. Understanding the details of the software components are called software \_\_\_\_\_.  
a) Requirements gathering      b) Planning      c) Coding      d) Testing
42. A \_\_\_\_\_ form the basis for the success of further activities in a project.  
a) Planning      b) Requirements      c) Coding      d) Testing
43. Who can present a big picture, nominates other contacts and acts as a tie-breaker?  
a) Developer      b) Tester      c) Single point of contact      d) Customer
44. A \_\_\_\_\_ level address the response time to queries for resolving any conflicts.  
a) Argument      b) Service      c) Customer      d) Project
45. Which one provides qualitative description of what the system should do?  
a) Security      b) Targets      c) Functionality      d) Availability needs
46. A \_\_\_\_\_ measures denotes the criteria under which the project can be deemed successful.  
a) Targets      b) Functionality      c) Availability needs      d) Success
47. Once the system is deployed in the customer site, there would be a need for \_\_\_\_\_ support.  
a) Ongoing      b) Functionality      c) Training      d) Success
48. The primary output from the requirements gathering process is requirements specification \_\_\_\_\_.  
a) List      b) Document      c) Report      d) Form
49. The primary metric for the success of requirements gathering is requirements \_\_\_\_\_.  
a) Document      b) Stability      c) Report      d) Table
50. A \_\_\_\_\_ is almost always done with incomplete information.  
a) Estimation      b) Metrics      c) LOC      d) Risk Mitigation

51. Each estimate is based on certain \_\_\_\_\_.
- a) Table                      b) Metrics                      c) Assumptions                      d) Risk Mitigation
52. Software project estimation is categorized in to \_\_\_\_\_ phases.
- a) Two                      b) Three                      c) Four                      d) Five
53. A \_\_\_\_\_ estimate is a measure of the size of the final work product.
- a) Effort                      b) Schedule                      c) Size                      d) Cost
54. A \_\_\_\_\_ estimate is the effort in person months to produce the work product.
- a) Effort                      b) Schedule                      c) Size                      d) Cost
55. The project is decomposed into smaller and more manageable \_\_\_\_\_.
- a) Modules                      b) Components                      c) Unit                      d) System
56. In function point, the application features are divided into \_\_\_\_\_.
- a) Inputs                      b) Outputs                      c) Interfaces                      d) All the above
57. The effectiveness of estimation is highly dependent on the experience level of the \_\_\_\_\_.
- a) Developer                      b) Customer                      c) Project manager                      d) User
58. During a project execution, unexpected events may take place & these may cause \_\_\_\_\_ to slip.
- a) Effort                      b) Estimates                      c) Workflow                      d) Cost
59. In estimate the metric determine its effectiveness is called \_\_\_\_\_.
- a) Variance                      b) Effort                      c) Cost                      d) Workflow
60. Expansion of LOC is \_\_\_\_\_.
- a) Lines Of Code                      b) Lines Of Cost  
c) Level Of Code                      d) Level Of Cost

## UNIT - IV

61. A \_\_\_\_\_ constitutes the conceptualization of how the user's requirements will finally be released.
- a) Analysis                      b) Planning                      c) Design                      d) Coding
62. A software component is re-usable, it's happen by \_\_\_\_\_.
- a) Coding                      b) Design                      c) Maintenance                      d) Implementation
63. Expansion of IDE is \_\_\_\_\_.
- a) Integrated Development Environment                      b) Integrated Design Environment  
c) Integration Development Environment                      d) Integration Design Environment
64. A \_\_\_\_\_ standards characterize external product behavior.
- a) Internal                      b) Product                      c) External                      d) Design
65. A good \_\_\_\_\_ should make the building blocks are reusable as possible.
- a) Architecture                      b) Design                      c) Code                      d) Plan
66. Which standards determine what mechanisms are to be followed internally to deliver the products?
- a) Internal                      b) Product                      c) External                      d) Design
67. The \_\_\_\_\_ logic governs payments, withholdings, and tax rates.
- a) Design                      b) Business                      c) System                      d) Algorithmic
68. Each platform has a set of user interface standards & it was pioneered by \_\_\_\_\_ operating system.
- a) Motif                      b) Windows                      c) Linux                      d) Macintosh
69. The user interface should be customizable with mass \_\_\_\_\_.
- a) Personalisation                      b) Online help                      c) Look & Feel                      d) Display
70. The design should handle error conditions and give meaningful \_\_\_\_\_ to identify and correct the root cause of the error.
- a) Display                      b) Online help                      c) Error messages                      d) Foot print

71. The real root cause of the observed failure actually would exist in some \_\_\_\_\_ point.  
a) Execution                      b) Source                      c) Root                      d) Destination
72. The foot print is also called \_\_\_\_\_.  
a) Personalisation                      b) Data structure                      c) Context                      d) Redundancy
73. Which concept is use to detect over written data structure?  
a) Eye catcher                      b) Foot print                      c) Spaghetti code                      d) Design
74. Which one represents the state of a program?  
a) Foot print                      b) Data structure                      c) Algorithms                      d) Module
75. A given module may be called by any number of other \_\_\_\_\_.  
a) Design                      b) Component                      c) Modules                      d) Software
76. \_\_\_\_\_ documentation refers to documenting which modules are called by a given module.  
a) Cross reference                      b) Change history                      c) Proper                      d) All the above
77. \_\_\_\_\_ documentation is done by any person making the actual changes to keep track of what changes were made by whom, for what purpose & when these changes were made.  
a) Proper                      b) Change history                      c) Cross reference                      d) All the above
78. The \_\_\_\_\_ program should conform to platform look & feel and consistent.  
a) Analysis                      b) Installation                      c) Testing                      d) Design
79. A design should anticipate future growth & growth indicates \_\_\_\_\_.  
a) Length of fields                      b) Storage requirements                      c) Transaction volume                      d) All the above
80. Which phase data structures and algorithms are chosen?  
a) Requirements                      b) Prototype                      c) Design                      d) Implementation

## UNIT – V

81. The \_\_\_\_\_ phase for any given version of the product starts after that version is released to the market.
- a) Maintenance      b) Installation      c) Analysis      d) Design
82. The maintenance phase activities are comprised into \_\_\_\_\_ activities.
- a) Three      b) Four      c) Five      d) Six
83. The \_\_\_\_\_ is a database contains all the information about all the problems that were reported.
- a) Problem reporting      b) Problem resolution      c) Problem repository      d) Distribution
84. Each problem record in the repository is identified by a unique \_\_\_\_\_.
- a) Number      b) Identifier      c) Value      d) Word
85. During the initial conversation, a \_\_\_\_\_ talks to the customer.
- a) Support Analyst      b) Developer      c) Manager      d) Tester
86. If a problem with the current symptoms has not been reported earlier in the problem repository, then it is a \_\_\_\_\_ problem.
- a) Old      b) New      c) Current      d) Past
87. The fix can sent to the customers it depends on the \_\_\_\_\_ of the problem.
- a) Time      b) Impact      c) Severity      d) Priority
88. The \_\_\_\_\_ maintenance is carrying out maintenance to fix problems after the problems surface.
- a) Reactive      b) Proactive      c) Corrective      d) All the above
89. Which model the development organization pushes the fixes to the customers?
- a) Pull      b) Push      c) Stack      d) Data
90. Which model the fixes for all the problems lie in the repository?
- a) Data      b) Push      c) Pull      d) Stack

91. A set of fixes must be installed together as one unit is called \_\_\_\_\_ fixes.
- a) Co-requisite      b) Pre-requisite      c) Post-requisite      d) New
92. A set of fixes must be installed before the current fix can be applied are called \_\_\_\_\_ fixes.
- a) Co-requisite      b) Pre-requisite      c) Post-requisite      d) New
93. Customers have executable files whereas the fixes on the \_\_\_\_\_ files are made by the developer.
- a) Destination      b) End of the      c) Source      d) Old
94. The \_\_\_\_\_ is the customer's interface to getting the problems reported & resolved.
- a) Support analyst      b) Developer      c) Programmer      d) Supplier
95. When a fix is made, to do at least \_\_\_\_\_.
- a) Design a test case      b) Re-baseline the changes  
c) Update configuration repository      d) All the above
96. The primary goal of the \_\_\_\_\_ phase is to minimizing the impact of problems on customers.
- a) Maintenance      b) Prototype      c) Design      d) Estimation
97. Which skill set a support analyst can have?
- a) Communication Skill      b) Understand product functionality  
c) Follow-through attitude      d) All the above
98. The arrival rate of the problems is measured by \_\_\_\_\_.
- a) LOC      b) Area      c) Mean time between failures      d) KLOC
99. The problem occurrences are classified by\_\_\_\_\_.
- a) Area      b) Product      c) Platform      d) All the above
100. The average time taken to fix a problem is called \_\_\_\_\_.
- a) Mean time      b) Mean time to repair      c) LOC      d) Variance

## SECTION – B (5 X 5 = 25)

### UNIT – I

1. What is a Project? Explain.
2. Discuss about Prototype Development Phase.
3. What is an Alpha Phase?
4. What is a Beta Phase?
5. Discuss about Maintenance and obsolescence Phase.
6. What is a Project Life Cycle Model?
7. List out the Advantages and Disadvantages of RAD Model.
8. Write a short note on Metrics.
9. Discuss about Metrics Strategy.
10. What should you Measure?

### UNIT – II

11. How can you Define Quality?
12. Why Quality is important in Software? Explain.
13. List out the Misconceptions about SQA'S Role.
14. Write a short note on Audits.
15. Discuss about Profile of a Successful SQA.
16. Write a short note on Reviews.
17. What is Risk Management and Why it is Important?
18. Discuss about Risk Management Cycle.
19. Discuss about Risk Monitoring.
20. List out the Practical Techniques in Risk Management.

### UNIT – III

21. What is Requirements Gathering Phase? Explain.
22. Discuss about Current System Requirements in Requirements Phase.
23. List out the Responsibilities in Requirements Phase.
24. Explain about Outputs & Quality Records from Requirements Phase.
25. Write a short note on Metrics for the Requirements Phase.
26. What is Estimation? Discuss.



27. When & why is Estimation Done?
28. Write a short note on Lines of Code (LOC).
29. Discuss about the Metrics for the Estimation Processes.
30. Write a short note on Function Points (FP).

#### UNIT – IV

31. List out the Salient Features of Design.
32. Write about Technology Choices/Constraints.
33. Discuss about Design for Portability.
34. Discuss about Design for Testability.
35. Write a short note on Proper Documentation.
36. Explain about Design for Installability.
37. Write about Metrics for Design & Development Phases

#### UNIT – V

38. What is Maintenance Phase? Explain.
39. Discuss about Problem Resolution in Maintenance Phase.
40. Write about Proactive Defect Prevention in Maintenance Phase.
41. How to distribute Solutions to the Customers?
42. Write about the Skill sets for People in the Maintenance Phase.

## **SECTION – C (5 X 8 = 40)**

### **UNIT – I**

1. Briefly explain about Product Development Life Cycle Phases.
2. Discuss about Production Phase.
3. Explain in detail about Idea Generation Phase.
4. Explain about Waterfall Model with neat diagram.
5. Discuss about RAD Model.
6. Explain in detail about Prototyping Model.
7. Describe Spiral model and its Variants.
8. Explain in detail about Metrics Roadmap with neat diagram.
9. How can you Set Targets? Explain in detail.

### **UNIT – II**

10. Explain about Quality Control and Quality Assurance
11. Discuss in detail about Cost and Benefits of Quality.
12. Explain about Software Quality Analyst's Functions.
13. Briefly explain about Software Quality Assurance Tools.
14. Discuss about Organizational Structures.
15. What is Risk? Explain about Risk Identification.
16. Describe Risk Quantification.
17. Discuss about Risks and Mitigation in Global Project Teams.
18. Explain about Metrics in Risk Management.

### **UNIT – III**

19. Explain about any 2 Dimensions of Requirements Gathering Phase.
20. List out the Steps followed in Requirements Phase.
21. What Skill sets required during the Requirement phase.
22. List out the Challenges during the Requirements Management phase.

23. Explain about Estimation and its Three Phases.
24. Discuss in detail about Estimation Methodology.
25. Explain about Formal Models for Size Estimation.
26. Describe about Common Challenges during Estimation.

#### **UNIT – IV**

27. Explain in detail about Design for Reusability.
28. Discuss about Design to Standards.
29. Discuss about User Interface Issues.
30. Explain in detail about Design for Diagnosability
31. Explain in detail about Design for Maintainability.
32. Discuss Challenges in Design & Development Phases.
33. List out the Skill sets for Design & Development Phases.

#### **UNIT – V**

34. Describe any 2 Activities during the Maintenance Phase.
35. List out the Management Issues during the Maintenance Phase.
36. Discuss about Metrics for the Maintenance Phase.
37. Write a short note on Problem Reporting in Maintenance Phase.
38. Discuss about Solution Distribution in Maintenance Phase.

## ANSWER KEY FOR SECTION- A

### UNIT –I

1. c) Both a and b
2. a) Project
3. c) Six
4. d) All the above
5. b) Prototyping
6. a) Work Flow Specification
7. c) Alpha
8. a) Beta
9. c) Customers
10. a) Documentation
11. c) Production
12. d) All the above
13. a) Maintenance
14. c) Waterfall
15. a) Phases
16. b) Changes
17. d) All the above
18. b) Metrics
19. a) Schedule
20. b) Numbers

### UNIT - II

21. b) Quality
22. c) Quality Control
23. a) Quality Assurance
24. c) Appraisal
25. b) Software Quality Analyst
26. d) All the above
27. a) Two
28. d) All the above
29. b) Fish bone
30. d) All the above
31. a) Risk
32. a) Risk Management
33. b) Risk Identification
34. c) Checklist
35. a) Information
36. c) Decision Tree

- 37. b) Risk Exposure
- 38. c) Both a and b
- 39. b) Symptoms
- 40. b) Three

### **UNIT – III**

- 41. a) Requirements gathering
- 42. b) Requirements
- 43. c) Single point of contact
- 44. b) Service
- 45. c) Functionality
- 46. d) Success
- 47. a) Ongoing
- 48. b) Document
- 49. b) Stability
- 50. a) Estimation
- 51. c) Assumptions
- 52. b) Three
- 53. c) Size
- 54. a) Effort
- 55. b) Components
- 56. d) All the above
- 57. c) Project manager
- 58. b) Estimates
- 59. a) Variance
- 60. a) Lines Of Code

### **UNIT – IV**

- 61. c) Design
- 62. b) Design
- 63. a) Integrated Development Environment
- 64. c) External
- 65. a) Architecture
- 66. a) Internal
- 67. b) Business
- 68. d) Macintosh
- 69. a) Personalisation
- 70. c) Error messages
- 71. b) Source
- 72. c) Context

- 73. a) Eye catcher
- 74. b) Data structure
- 75. c) Modules
- 76. a) Cross reference
- 77. b) Change history
- 78. b) Installation
- 79. d) All the above
- 80. c) Design

#### **UNIT – V**

- 81. a) Maintenance
- 82. b) Four
- 83. c) Problem repository
- 84. b) Identifier
- 85. a) Support Analyst
- 86. b) New
- 87. c) Severity
- 88. a) Reactive
- 89. b) Push
- 90. c) Pull
- 91. a) Co-requisite
- 92. b) Pre-requisite
- 93. c) Source
- 94. a) Support analyst
- 95. d) All the above
- 96. a) Maintenance
- 97. d) All the above
- 98. c) Mean time between failures
- 99. d) All the above
- 100. b) Mean time to repair

**KONGUNADU ARTS AND SCIENCE COLLEGE**

**(AUTONOMOUS)**

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**QUESTION BANK**

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**TITLE OF THE PAPER: VISUAL BASIC AND .NET**

**DEPARTMENT OF COMPUTER APPLICATIONS(UG)**

**November 2018**

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KASC-Computer Applications

## Section-A

### UNIT -I

1. Visual Basic is a \_\_\_\_\_ Tool.  
a. GUI    b. GUA    c. GIU    d. WEB
2. Expansion of IDE \_\_\_\_\_.  
a. Integrity Development Environment  
b. Integrated Development Event  
c. Integrated Development Environment  
d. Integrated Develop Environment
3. Visual Basic is an \_\_\_\_\_ programming Language.  
a. Event-Driven    b. OOPS    c. GUI    d. Even
4. \_\_\_\_\_ Is a father of Visual Basic.  
a. Alan Cooper    b. John    c. Tanenbaum    d. Kerchoff
5. Visual Basic 6.0 was introduced in the year \_\_\_\_\_.  
a. October-1998    b. October-1997  
c. November-1998    d. October-1999
6. Visual Basic 5.0 was introduced in the year \_\_\_\_\_.  
a. May-1997    b. June-1997  
c. July-1997    d. April-1997
7. Visual Basic 6.0 provides \_\_\_\_\_ types of version.  
a. 4    b. 5    c.3    d.2
8. \_\_\_\_\_ Version provides stand-alone application and basic program.  
a. Standard    b. Business    c. Enterprise    d. Learning
9. In March 20,1991 \_\_\_\_\_ version was introduced.  
a. Visual Basic Version 1    b. Visual Basic Version 2  
c. Visual Basic Version 3.0    d. Visual Basic Version 4.0

10. VB.net was introduced in the year \_\_\_\_\_.
- a. February- 2002
  - b. February- 2003
  - c. February- 2000
  - d. February- 2002
11. The IDE also commonly referred to as \_\_\_\_\_ Environment.
- a. Design
  - b. Development
  - c. Coding
  - d. Testing
12. \_\_\_\_\_ Menu contains the command for working with the files that go into your application.
- a. Edit
  - b. View
  - c. File
  - d. Project
13. \_\_\_\_\_ Menu contains many of the editing tools.
- a. File
  - b. Edit
  - c. Project
  - d. Format
14. \_\_\_\_\_ Menu gives the fast access to the different part of our program.
- a. Edit
  - b. View
  - c. File
  - d. Project
15. Help Menu gives the detailed \_\_\_\_\_ help system.
- a. Off-Line
  - b. On-Line
  - c. Index
  - d. Project
16. There are \_\_\_\_\_ types of built in tool bars.
- a. 3
  - b. 7
  - c. 4
  - d. 8
17. \_\_\_\_\_ Icon is used to add the new form to your project.
- a. Add Project
  - b. Add Form
  - c. Add Design
  - d. Add EXE
18. \_\_\_\_\_ Icon is used to design the user defined menus.
- a. Menu Editor
  - b. Quick Info
  - c. Add Form
  - d. Add Project
19. \_\_\_\_\_ Icon gives the syntax for the procedures (or) Module.
- a. Menu Editor
  - b. Quick Info
  - c. Add Form
  - d. Add Project
20. By using \_\_\_\_\_ Icon to gives the short description of the item.
- a. Info Parameter
  - b. Info Param
  - c. Info Values
  - d. Info Argument

21. In Visual Basic command line Symbol \_\_\_\_\_.
- a. Single Quotation
  - b. Double Quotation
  - c. Comma
  - d. Slash
22. \_\_\_\_\_ Icon allows easier navigation between parts of your code.
- a. Toggle Book Mark
  - b. Book Mark
  - c. Tool Tip
  - d. Command Line
23. Project Explorer window have a \_\_\_\_\_ types of Tools.
- a. 3
  - b. 4
  - c. 5
  - d. 6
24. The \_\_\_\_\_ window serves as a quick reference to the various elements of a project.
- a. Project Explorer
  - b. Property
  - c. Code
  - d. Toggle
25. \_\_\_\_\_ Tool is used to view the code window.
- a. View Code
  - b. View Object
  - c. Toggle
  - d. Palette
26. \_\_\_\_\_ Tool is used to view the form window (or) Current Object.
- a. View Code
  - b. View Object
  - c. Toggle
  - d. Palette
27. To change the properties of an object by using \_\_\_\_\_ window.
- a. Project Explorer
  - b. Property
  - c. Code
  - d. Toggle.
28. The Properties also known as \_\_\_\_\_.
- a. Event
  - b. Characteristics
  - c. Methods
  - d. None
29. In the Properties window all the Properties are shown either \_\_\_\_\_ or \_\_\_\_\_.
- a. Alphabetic, Category
  - b. Category, Numerical
  - c. Alphabetic, Numerical
  - d. Alphabetic, Integers
30. The \_\_\_\_\_ allows us to browse through the various properties, methods and events.
- a. Object Browser
  - b. View Window
  - c. Toggle
  - d. None

31. The Characteristics of an object is called \_\_\_\_\_  
a. Event      b. Properties      c. Methods      d. None
32. Action performed of an object is called \_\_\_\_\_.  
a. Event      b. Characteristics      c. Methods      d. None
33. When the action performed on an object is called \_\_\_\_\_.  
a. Event      b. Characteristics      c. Methods      d. None
34. To change the position of the form at run time by using \_\_\_\_\_ window.  
a. Project Layout      b. Form Layout      c. Design Layout      d. None
35. The left-drop down list box in the code window is called \_\_\_\_\_.  
a. Procedure List Box      b. Object Box  
c. Form Box      d. Object Window
36. The right-hand drop-down list box in the code window is called \_\_\_\_\_.  
a. Procedure List Box      b. Object Box  
c. Form Box      d. Object Window
37. \_\_\_\_\_ Event is fired when there is a change in the contents of the text box.  
a. Change      b. Click      c. Move      d. Drage
38. The title for the window is stored in the \_\_\_\_\_ property.  
a. Name      b. Layout      c. Caption      d. Control
39. \_\_\_\_\_ Property set the value that indicates the type of mouse pointer displayed on the form.  
a. Mouse Pointer      b. Menu Pointer      c. Mouse Click      d. None
40. The \_\_\_\_\_ method is used to display the form object.  
a. Hide      b. Show      c. Load      d. Unload
41. The \_\_\_\_\_ method is used to unseen the form object.  
a. Hide      b. Show      c. Load      d. Unload

42. The \_\_\_\_\_ statement is used to load a form (or) control into memory.
- a. Load                      b. Unload      c. Hide              d. Show
43. The \_\_\_\_\_ statement removes the form from the display and releases its memory.
- a. Load      b. Unload      c. Hide              d. Show
44. Visual Basic project files are saved with an extension \_\_\_\_\_.
- a. VBP                      b. VBB              c. VBF                      d. None
45. Visual Basic Form files are saved with an extension \_\_\_\_\_.
- a. FRM                      b. FMR              c. FRR                      d. None
46. The \_\_\_\_\_ statement is used to terminate the execution of the application.
- a. Exit                      b. Close              c. Terminate              d. Delete
47. Variable is also known as \_\_\_\_\_.
- a. Identifier      b. Key word      c. Pointer              d. Address
48. \_\_\_\_\_ Is an area in the computer memory to store the information.
- a. Data              b. variable              c. Identifier              d. None
49. The default data type in Visual Basic \_\_\_\_\_.
- a. Integer      b. Variant              c. String              d. Float
50. The \_\_\_\_\_ data type can store numeric, data/time or string data.
- a. Integer      b. Variant              c. String              d. Float
51. The Boolean returns a value \_\_\_\_\_ or \_\_\_\_\_.
52. The \_\_\_\_\_ sign identified the String Data type.
- a. @              b. !                      c. \$                      d. &
53. The % (percentage) is used to refer the \_\_\_\_\_ data type.
- a. Double      b. Integer              c. Float              d. Char

54. To represent the long integer data type by using \_\_\_\_\_ sign.  
a. @      b. !      c. \$      d. &
55. \_\_\_\_\_ Sign represents the single precision data type.  
a. @      b. !      c. \$      d. &
56. # (Hash) Sign represents the \_\_\_\_\_ data type.  
a. Double    b. Integer    c. Float    d. Char
57. \_\_\_\_\_ Sign represents the currency data type.  
a. @      b. !      c. \$      d. &
58. The byte data type is hold the integer in between \_\_\_\_\_ and \_\_\_\_\_ range.  
a. 0, 255    b. 1, 255    c. 1 256    d. 0, 256
59. Visual Basic encounters a new variable; it assigns the default variable type and value. This is called \_\_\_\_\_.  
a. Implicit Declaration    b. Explicit Declaration  
c. Both                      d. None of the Above
60. The \_\_\_\_\_ statement allows defining the data type (or) object type.  
a. Dim      b. ReDim    c. Re      d. Import
61. The \_\_\_\_\_ statement checks in the module for usage of any undeclared variables and reports an error to the user.  
a. Option Explicit          b. Option Implicit  
c. Both                      d. None of the Above.
62. The variables access only inside the procedure that type of variable called \_\_\_\_\_ variable.  
a. Global    b. Static    c. Local    d. Instance
63. The program can be broken into small logical component are called \_\_\_\_\_.  
a. Procedure      b. Steps      c. Statements    d. Instructions

64. A \_\_\_\_\_ procedure contains the control's actual name and an underscore (\_) and the event name.
- a. Event      b. Characteristics      c. Methods      d. None
65. \_\_\_\_\_ Procedure returns a value to the calling procedure.
- a. Sub      b. Function      c. Private      d. Public
66. \_\_\_\_\_ Variables are not re-initialized each time Visual Basic invokes a procedure.
- a. Global      b. Static      c. Global      d. Instance
67. A \_\_\_\_\_ variable is available to all the procedures in the module.
- a. a. Global      b. Static      c. Global      d. Model Level
68. \_\_\_\_\_ Structure for selecting and executing a single block of statement from among multiple blocks of statement.
- a. Select Case      b. IF      c. IF ELSE      d. ELSE IF
69. The \_\_\_\_\_ statement first executes the statement and then tests the condition after each execution.
- a. Do While      b. While      c. For      d. Labelled Loop
70. A sequence of variables with the same name can be referred to using \_\_\_\_\_.
- a. Array      b. Structure      c. Union      d. Both b and c
71. The individual element of an array is identified using a \_\_\_\_\_.
- a. Value      b. Index      c. Subscript      d. Both b and c
72. The size of the array always remains the same is called \_\_\_\_\_ array.
- a. Fixed Size      b. Variable Size      c. Static Size      d. None
73. The size of the array can be changed at run time is called \_\_\_\_\_ array.
- a. Dynamic      b. Static      c. Global      d. Local



74. A \_\_\_\_ statement is used to define a user defined data type in general declaration section of a form.
- a. TypeDef      b. Define      c. Type      DefineType
75. The value does not change during program execution is called \_\_\_\_\_ variable.
- a. Constant      b. Static      c. Final      d. Dynamic
76. The \_\_\_\_ function retrieves the date and time value.
- a. Format()      b. Now()      c. Hour()      d. Minutes()
77. The \_\_\_\_\_ function only returns the hour value.
- a. Format()      b. Now()      c. Hour()      d. Minutes()
78. In Visual Basic \_\_\_\_\_ symbol is used to concatenate the two values.
- a. @      b. !      c. \$      d. &
79. \_\_\_\_\_ Function returns a date for a specified year, month and day.
- a. Format()      b. Date()      c. DateSerial()      d. Day()
80. The \_\_\_\_ Function is used to retrieve a specified number of characters from a string.
- a. Strlen()      b. Mid()      c. Len()      d. Now()
81. To find the length of the string by using \_\_\_\_\_ Function.
- a. Strlen()      b. Mid()      c. Len()      d. Now()
82. The \_\_\_\_\_ function returns the intervals between two dates in terms of year, month or day.
- a. Format()      b. Date()      c. DateSerial()      d. DateDiff()
83. \_\_\_\_\_ Array can be declared when the user may not know the exact size of the array at design time.
- a. Constant      b. Static      c. Final      d. Dynamic

84. Variables of different data type when combined as a single variable to hold several related information is called \_\_\_\_\_ data type.
- a. Pre-Define   b. Define   c. User-Define   d. Type-Define
85. Justify a string by using \_\_\_\_\_ and \_\_\_\_\_ Function.
- a. Set() Reset()   b. LSet () RSet ()  
c. LSet () Set ()   d. Set () RSet ()
86. \_\_\_\_\_ Statement is used to add the control array at run time.
- a. Hide   b. Show   c. Load   d. Unload
87. \_\_\_\_\_ Function is used to compare the two string.
- a. Strlen()   b. StrCom()  
c. StrComp()   d. StrREverse()
88. \_\_\_\_\_ Function is used to reverse the string.
- a. Strlen()   b. StrCom()   c. StrComp()   d. StrREverse()
89. CDbl function is used to convert the \_\_\_\_\_ data type.
- a. Double   b. Integer   c. Float   d. Char
90. Message dialog box have a \_\_\_\_\_ arguments.
- a. 2   b. 3   c. 5   d. 4
91. Text box control otherwise called \_\_\_\_\_ or \_\_\_\_\_.
- a. Edit Field, Edit Control   b. Edit Flow, Edit Function  
c. Text Editor, Text Control   d. Edit Field, Text Editor
92. \_\_\_\_\_ Property is used to enter the text into the text object.
- a. Text   b. Label   c. Form   d. Frame
93. Multiline property returns \_\_\_\_\_ value.
- a. Integer   b. Double   c. Boolean   d. Float
94. To displaying multi lines of text in a text box control by using \_\_\_\_\_ property.
- a. Single Line   b. Two Line   c. Multi Line   d. None

95. \_\_\_\_\_ Property is used to show the vertical or horizontal bar in the text box.
- a. Horizontal Bar   b. Vertical Bar   c. Scroll Bar   d. Option Bar
96. \_\_\_\_\_ Property to returns or set the number of characters selected.
- a. length   b. selLength   c. SelectLength   d.strlen
97. Autosize property returns \_\_\_\_\_ value.
- a. Integer   b. Double   c. Boolean   d. Float
98. To display the text more than one line in the label box by using \_\_\_\_\_ property.
- a.Textwrap   b. Wordwrap   c. Text   d. Label
99. \_\_\_\_\_ Property in the label box to active the link.
- a. Link Mode   b. Option Mode   c. Explicit Mode   d. Implicit
100. To display the text on a command button control by using \_\_\_\_\_ Property.
- a. Text   b. Control   c. Name   d. Caption
101. By setting \_\_\_\_\_ Property to change the Font style.
- a. Color   b. Font   c.setFont   d. getFont
102. The Button can be enabled or disabled by using \_\_\_\_\_ property it returns \_\_\_\_\_ value.
- a. Disabled, Boolean   b. Enabled Boolean  
c. Visible, Boolean   d. Show, Boolean
103. \_\_\_\_\_ Method is used to bring the control on a particular command.
- a. Show   b. getFocus   c. setFocus   d. LostFocus
104. \_\_\_\_\_ Method is used to add the item to the list box.
- a.RemoveItem   b. AddItem   c. Add   d. InsertItem
105. \_\_\_\_\_ Method is used to remove the entire item from the combo box at run time.

- a. Clear      b. Show      c. Delete      d. Exit

106. To sort the list items in the alphabetical order to set the \_\_\_\_\_

Property value is \_\_\_\_.

- a. Stored, True      b. Stored, False  
c. Retrieve, True      d. Retrieve, False

107. A Combo Box combines the features of \_\_\_\_\_ and \_\_\_\_\_.

- a. Text Box, List Box      b. Label Box, List Box  
c. Label Box, Text Box      d. Text Box, Option Button

108. The simple combo box style property value is \_\_\_\_\_.

- a. 1      b. 2      c. 3      d. 4

109. The Drop Down list box style property value is \_\_\_\_\_.

- a. 1      b. 2      c. 3      d. 4

110. The value property of the scroll bar represents its current value, which may be any integer between \_\_\_\_\_ and \_\_\_\_\_ values.

- a. Small, Large      b. Low, High  
c. Minimum, Maximum      d. Small, Big

111. In timer control \_\_\_\_\_ property to determines whether the timer should start or not.

- a. Disable      b. Enabled      c. Visible      d. Invisible

112. \_\_\_\_\_ Property in the timer control to determines how much time Visual Basic waits before calling the timer event Procedure.

- a. Gap      b. Distance      c. Interval      d. Visible

113. \_\_\_\_\_ Object contains group of controls.

- a. Text      b. Frame      c. Name      d. Caption

114. At a single time to select only one \_\_\_\_\_ button in the group of option buttons.

- a. Text      b. Frame      c. Label      d. Option

115. A check box is on or off also determined by its \_\_\_\_\_  
Property.  
a. Text      b. Value      c. Item      d. AddItem
116. Menus that contain sub menus are usually called \_\_\_\_\_  
menus.  
a. Hierarchal      b. Vertical      c. Row      d. Colomun
117. The Visual Basic provides \_\_\_\_\_ types of Data Control.  
a. 1      b. 2      c. 3      d. 4
118. \_\_\_\_\_ Property is used to count the number of records at the  
current process.  
a. Record Count      b. Field Count  
c. File Count      d. None
119. End of File in the data control returns \_\_\_\_\_ value.  
a. Integer      b. Double      c. Boolean      d. Float
120. RGB function stands for \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_.
121. The RGB Function has \_\_\_\_\_ Arguments.  
a. 1      b. 2      c. 3      d. 4
122. RGB Function takes the values in between \_\_\_\_\_ to  
\_\_\_\_\_.  
a. 1,256      b. 0,255      c. 2,258      d. None
123. A \_\_\_\_\_ control is used to draw the lines at the design time.  
a. Line      b. Rectangle      c. Circle      d. Oval
124. A bitmap also called \_\_\_\_\_ graphics defines an image as a  
pattern of \_\_\_\_\_.  
a. Paint Type, Dots      b. Paint Type, Comma  
c. Color Type, Dots      d. Color Type, Comma
125. A line control and shape control are used to drawing the  
\_\_\_\_\_ shapes.  
a. Metric      b. Leo Metric      c. GeoMetric      d. None

126. \_\_\_\_\_ Function is used to specify the file name and assign the picture to the picture property.
- a. Load Picture
  - b. Save Picture
  - c. Import Picture
  - d. Include Picture
127. The point method returns the \_\_\_\_\_ of a particular pixel.
- a. Color
  - b. Font
  - c. Paint
  - d. None
128. \_\_\_\_\_ Property of an image control is used to change the picture size loaded to it.
- a. Dim Variable
  - b. ReDim Variable
  - c. Declared Variable
  - d. Include

## UNIT -II

129. A \_\_\_\_\_ editor can be used to add new commands to the existing menus and creating new menus.
- a. Menu
  - b. Text
  - c. MDI
  - d. Label
130. \_\_\_\_\_ Bar is display the horizontal line in between items on a menu bar.
- a. Individual Bar
  - b. Separator Bar
  - c. Group Bar
  - d. None
131. A check mark can be placed on a menu item set the \_\_\_\_\_ Property value is true.
- a. Checked
  - b. Un Checked
  - c. Visible
  - d. Enable
132. In Mouse Down Event the \_\_\_\_\_ integer argument called button.
- a. 1
  - b. 2
  - c. 3
  - d. 4
133. \_\_\_\_\_ Event occurs when the user press any mouse Button.
- a. Mouse Upb.
  - b. Mouse Down
  - c. Mouse Move
  - d. Mouse Over
134. The \_\_\_\_\_ Editor include all the menu controls of the current form.
- a. Menu Editor
  - b. Text Editor
  - c. MDI
  - d. Label

135. The Characteristics of all the menu items are available in the \_\_\_\_\_ window.
- a. Properties      b. Methods      c. Events      d. Function
136. \_\_\_\_\_ And \_\_\_\_\_ Functions are predefined dialog boxes.
- a. MsgBox(), InputBox()    b. MsgBox(), TextBox()  
c. MsgBox(), LabelBox()    d. InputBox(), TextBox()
137. A \_\_\_\_\_ menu is floating menu that is displayed over a form independent of the menu bar.
- a. Pull Down      b. Pop Up      c. Move Up      d. Move Down
138. A pop-up menu also called \_\_\_\_\_.
- a. Context      b. Index      c. Content      d. None
139. The \_\_\_\_\_ Symbol is used to underline the letter typed in the caption text box.
- a. ! (OR)      b. & (AND)      c. <      d. >
140. In the menu editor \_\_\_\_\_ arrow is used to create submenus under the main menu.
- a. Right      b. Left      c. Down      d. Up
141. \_\_\_\_\_ Method with \_\_\_\_\_ argument is used to display the forms in the cascade format.
- a. Arrange, vbCaseCade      b. Alter vbCaseCade  
c. Allow, vbCaseCade      d. Arrange, vbTitleCade
142. The \_\_\_\_\_ Keyword in visual basic behaves like an implicitly declared variable.
- a. You      b. Me      c. See      d. Dim
143. A status bar appears at the \_\_\_\_\_ of the MDI Form.
- a. Top      b. Bottom      c. Down      d. Up
144. The Common Dialog is used as a \_\_\_\_\_ that lets the user select and save files.
- a. Input Box      b. Dialog Box      c. Message Box      d. Text Box.

145. \_\_\_\_\_ object is used to define the command given to the data source.
- a. Command      b. Button      c. Text      d. Property
146. The Field object is represent the \_\_\_\_\_ in a record set
- a. Column      b. Row      c. Both      d. either a or b
147. The \_\_\_\_\_ represents a set of rows fetches from database.
- a. Record Set      b. Column Set      c. Row Set      d. File Set
148. The Command object is used to save a \_\_\_\_\_ definition in our application.
- a. Record      b. Query      c. Field      d. Database
149. \_\_\_\_\_ Commonly known as stored procedures.
- a. Action Query      b. Function Query  
c. Sub Query      d. Procedure Query
150. The Data report includes \_\_\_\_\_ types of controls
- a. 4      b. 6      c. 5      d. 7
151. \_\_\_\_\_ Event of the data report object allows the developer to monitor the progress of the report.
- a. Synprocess      b. Asynprocess      c. Dynaprocess      d. None
152. The Connection object is a standard \_\_\_\_\_ Object.
- a. Release Object      b. Set Object  
c. Connection Object      d. Connection Release Object
153. The Connection object has \_\_\_\_\_ Tabs
- a. 4      b. 6      c. 5      d. 7
154. Command object has \_\_\_\_\_ tabs.
- a. 4      b. 6      c. 5      d. 7
155. The \_\_\_\_\_ tab is used to display all the parameters associated with it.
- a. Argument      b. Parameter      c. Both      d. either a or b



156. The \_\_\_\_\_ tab is used to display rename the object or change the connection object.

- a. Single    b. General    c. Public    d. None

157. The \_\_\_\_\_ tab allows the user to specify one or more columns on which the result is to be grouped.

- a. Single    b. Grouping    c. Individual    d. None

158. \_\_\_\_\_ is used to display the input sources queries in the query designer interface.

- a. Diagram    b. Circle    c. Sketch    d. None

### UNIT -III

159. Visual Studio .NET provide the \_\_\_\_\_ feature.

- a) Debugging    b) Application deployment    c) Syntax checking    d) All of the above

160. IDE Stands for \_\_\_\_\_

- a) Integrated design environment  
b) Integrated Development environment  
c) Interior design Environment  
d) Interior Development environment

161. The \_\_\_\_\_ is not a main component of the visual studio IDE.

- a) Start menu    b) Tool box    c) designer window    d) solution explorer

162. The name of the IDE window that allows you to see the hierarchical arrangement of the files in your project is \_\_\_\_\_

- a) server explorer    b) Project Explorer    c) Solution explorer    d) none of the above

163. CLR Stand s for \_\_\_\_\_

- a) Current language Runtime    b) Common language runtime  
c) Common language real time    d) current language real-time

164. The \_\_\_\_\_ is a systematic class framework used for the development of system tools and utilities.

- a) .net tools
- b) Visual Basic 6
- c) visual basic 2005
- d) .Net Framework Class Library.

165. A \_\_\_\_\_ are symbolic names given to values stored in memory and declared with the Dim keyword.

- a) Keywords
- b) operators
- c) variables
- d) Expressions

166. The \_\_\_\_\_ function in vb.net is used to convert character code to character.

- a) Char
- b) Format
- c) convert
- d) chr

167. The \_\_\_\_\_ property on windows forms gets or sets the size and location of the form on the windows desktop.

- a) Client size
- b) Size
- c) Desktop bounds
- d) bounds

168. An \_\_\_\_\_ event occurs when a key is pressed while the form has the focus.

- a) key down
- b) key press
- c) key up
- d) key enter

169. A \_\_\_\_\_ that lists the solution name, the project name and all the forms used in the project.

- a) Properties Window
- b) Solution Explorer
- c) Windows Form Designer
- d) Project Window

170. Vb.net Supports \_\_\_\_\_

- a) Structured error handling
- b) Unstructured error handling
- c) both
- d) error detection

171. CLS stands for \_\_\_\_\_

- a) Current Language Specifics
- b) Common Language Specificati
- c) Common Language Specialization
- d) Current Language System

172. A \_\_\_\_\_ converts to long data types

- a) Clong            b) CLng            c) Lng            d) None of the above

173. An \_\_\_\_\_ converts the expression to decimal datatypes in VB.net

- a) CDbl            b) CDec            c) CInt            d) CLng

174. The \_\_\_\_\_ keyword of VB.net is used to throw an exception when a problem shows up.

- a) Try            b) Catch            c) Finally            d) Throw

175. The \_\_\_\_\_ block of vb.net is used to execute a given set of statements whether an exception is thrown or not thrown.

- a) Try            b) Catch            c) Finally            d) Throw

176. Whenever an application is created, a \_\_\_\_\_ is added.

- a) Class            b) Object            c) Form            d) Property

177. The \_\_\_\_\_ are interactive objects that you place in dialog boxes or other windows to carry out user actions

- a) Forms            b) Controls            c) classes            d) objects

178. The Get and Set methods in the \_\_\_\_\_ property to get and set the text in the text box.

- a) Get data            b) Text data            c) Text property            d) Get Set

#### UNIT -IV

179. Using a \_\_\_\_\_ variable does not enable us to create read-only properties that are often required by a class.

- a) Public            b) private            c) protected            d) friend

180. A \_\_\_\_\_ performs invisible tasks even if you write no code.

- a) Destructor            b) private method            c) constructor            d) function

181. A \_\_\_\_\_ is the ability to create procedures that can operate on objects of different types.
- a) Abstraction   b) Encapsulation   c) Polymorphism   d) Inheritance
182. An \_\_\_\_\_ is the process by which you can derive new classes from other classes.
- a) Abstraction   b) Encapsulation   c) Polymorphism   d) Inheritance
183. An object is composed of \_\_\_\_\_
- a) Properties   b) events   c) methods   d) all of the above
184. A New keyword is used with the \_\_\_\_\_
- a) Constructor   b) Destructor   c) both   d) None
185. The member "clear" of the Array class that sets a range of array elements to zero, false or null reference is a \_\_\_\_\_ method.
- a) Method   b) class   c) shared   d) object
186. The function procedures are \_\_\_\_\_ by default.
- a) Public   b) Private   c) Protected   d) Inherited
187. The \_\_\_\_\_ does not describe inherited member functions, inherited operators, and overridden virtual member functions.
- a) Library   b) Classes   c) Objects   d) Library class reference
188. The \_\_\_\_\_ group classes according to their common services.
- a) Namespaces   b) Inheritance   c) programs   d) objects
189. Whenever an application is created, a \_\_\_\_\_ is added.
- a) Class   b) Object   c) Property   d) Form
190. An \_\_\_\_\_ defines access level of the class.
- a) Access list   b) Attribute list   c) Access modifier   d) Shadows
191. A class \_\_\_\_\_ is a special member Sub of a class that is executed whenever we create new objects of that class.
- a) Constructor   b) Destructor   c) Inheritance   d) polymorphism

192. An \_\_\_\_\_ is a special member Sub of a class that is executed whenever an object of its class goes out of scope.
- a) Constructor      b) Destructor      c) Inheritance      d) polymorphism
193. The \_\_\_\_\_ method is automatically when the .net runtime determines that the object is no longer needed.
- a) Finalize      b) Draw      c) Notifier      d) overloading
194. A \_\_\_\_\_ is the concept that different objects have different implementations of the same characteristic.
- a) Polymorphism      b) Interface      c) overloading      d) Inheritance
195. GDI stands for \_\_\_\_\_
- a) Graphics drawing Interface      b) Graphics data Interface  
c) Graphics Device Interface      d) Graphics Directory Interface
196. A \_\_\_\_\_ is all about displaying text.
- a) Graphics      b) Imaging      c) 2d vector      d) Typography
197. The typography supports a technique called \_\_\_\_\_
- a) Bitmap      b) Antialiasing      c) Imaging      d) Solidbrush
198. To getting a graphics object for the form using the method called \_\_\_\_\_
- a) Creategraphics      b) Autoredraw      c) DrawImage      d) Hatch brush

## UNIT -V

199. In Vb.net, data is handled through \_\_\_\_\_ which facilitates development of web applications.
- a) DAO      b) RDO      c) ADO      d) ADO.NET
200. ADO.NET stands for \_\_\_\_\_
- a) Activex Data object      b) Active Data object  
c) Access Data object      d) Adapt Data object

201. ADO.NET provide the communication between \_\_\_\_\_

- a) Data object and Dataset
- b) Data object and Data source
- c) Dataset and Database
- d) Dataset and Data source

202. An \_\_\_\_\_ component which is not used in ADO.NET.

- a) Execute nonquery
- b) Excecutescalar
- c) Execute Reader
- d) Execute query

203. The DataSet object is a \_\_\_\_\_ storage.

- a) Connected
- b) Disconnected
- c) poilling
- d) contact

204. A \_\_\_\_\_ is a bridge between a Dataset and data source for retrieving and saving data.

- a) DataControler
- b) Data Command
- c) Data Adapter
- d) Data set

205. An \_\_\_\_\_ object is responsible for connecting with data source and database.

- a) Connection
- b) command
- c) dataset
- d) source

206. The \_\_\_\_\_ is used to retrieve data from a data source in a read-only and forward-only mode.

- a) Data adapter
- b) Data Reader
- c) Data set
- d) Data Controller

207. A \_\_\_\_\_ is a memory representation of data

- a) Data controller
- b) Data adapter
- c) Data set
- d) Data connection

208. The \_\_\_\_\_ is designed for connecting Microsoft SQL server.

- a) Oledb connection
- b) ADO Connection
- c) Data connection
- d) SQL connection

209. The \_\_\_\_\_ is not the method of data adapter.

- a) Fill
- b) Fill schema
- c) Read data
- d) update

210. To use data view \_\_\_\_\_ namespace needs to be included.  
a) System.Sql    b) system.data.sql    c) system.client    d) system.data
211. The \_\_\_\_\_ is alternative for sqldatareader in ADO.net for connection with database.  
a) sqladapter    b) dataset    c) dataadapter    d) data controller
212. The data residing in a data store or database is retrieved through the \_\_\_\_\_  
a) Dataset    b) data adapter    c) data Provider    d) data controller
213. A \_\_\_\_\_ is an application that uses the services of a data provider for the purpose of storing retrieving and manipulating data.  
a) Data consumer    b) Data provider    c) Dataset    d) Data controller
214. Data grid has to be bind with \_\_\_\_\_ before displaying information  
a) Data reader    b) Data consumer    c) Dataset    d) Data provider
215. The \_\_\_\_\_ namespace is used for better performance when connecting to SQL server.  
a) System. data    b) System.data.sqlclient  
c) System.Data.Oledb    d) System.Data.OracleClient
216. A \_\_\_\_\_ object in ADO.Net is similar to the Recordset object of ADO.  
a) Dataset    b) data provider    c) data adapter    d) data reader
217. To connect a datagrid control to a dataset using the \_\_\_\_\_ properties.  
a) Data source    b) data member    c) data provider    d) dataset
218. To change the value of any cell in the data grid using \_\_\_\_\_ Property.  
a) Current cell    b) item    c) current cell changed    d) scroll

# Section-B

## UNIT-I

1. Write a note on Visual Basic
2. What do you mean by Event-Driven Programming Language?
3. What is the Code Window?
4. Explain Menu Bar
5. Explain Standard Tool Bar.
6. Write a note on Property, Method and Event
7. Explain Project Explorer Windows. With need Diagram
8. Write a simple program to display the text “Welcome to Visual Basic”
9. Discuss Object Browser
10. Explain the following Form Object Properties
  - (a) Mouse Pointer
  - (b) Caption
  - (c) Border Style
  - (d) Icon
  - (e) Window State
11. Write a note on Variable
12. Explain Array concept. With Example.
13. Explain Function with example
14. To write a factorial program by using function
15. Define Data Type? Explain Integer, Long Integer
16. What do you mean by User Defined Data Type?
17. Explain Type Conversions
18. Write a program to scroll the text “Welcome” from left to right and right to left.
19. Explain Static and constant variables with suitable example.



20. Write a note on Message Box with suitable example
21. Write a note on Input Box with suitable example
22. Discuss With and End With Statement
23. Explain the following Functions with suitable example
  - (a) Ucase ()
  - (b) Strcomp ()
  - (c) Mid ()
  - (d) Instr ()
  - (e) Trim ()
24. Write a note on Local Variable with suitable example
25. Explain the following statement with suitable example
  - (a) If-then-Else
  - (b) Select –Case
26. Write an event Procedure Coding for the following
  - (a) To display the Day for the given Date
  - (b) To convert a text from Lowercase to Uppercase
27. Write a program to find the sum of series
28. Write a function procedure to convert the temperature into Celsius
29. Write a program to change the caption of a label using select -Case Statement
30. Write a program to display the Current date and Time in a Form.
31. Write a note on Tool Box
32. Explain any five Text box properties with example
33. Write a note on Timer Control.
34. Explain Option Button Events

35. Write a note on following Topics

- (a) AddItem
- (b) RemoveItem
- (c) Clear
- (d) List Index
- (e) List Count

36. Explain Menu Editor Window with needs Diagram

37. What is the different between Enabled property and visible property of a menu control?

38. Explain Predefined Dialog Boxes

39. Explain Frame Control

40. Explain DBGrids

41. Write a note on Picture box Properties

42. Write a program to add the item to list box and remove selected the item from the list box

43. Write a program to change the form background color by using Scroll bar

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## UNIT-II

44. What is a separator Bar?
45. Write a note on Menu Creation
46. How to create a sub menu?
47. Write a program to create a Color Menu and change the Form Background color by using color menu
48. How to delete the menu item?
49. How to add the sub menu?
50. Write a note on menu
51. Write a note on Field, Index, Parameter, User, and Error
52. Write a note on Record Set
53. What is a Workspace Object?
54. Differentiate between the Dynaset and Snapshot type Recordset
55. Write a note on Data Report
56. Write a note on MoveFirst, MoveLast and MoveNext Methods
57. Explain General, Advanced and Grouping Objects.
58. Write a note on data report controls.

## UNIT-III

59. What is Namespace? Give an example.
60. What are the functions of CLR?
61. Give the various strong programming features in vb.net?
62. What are the components of .net frame work?
63. Give an example of various data types in vb.net?
64. Write short notes on module scope.
65. What are the statements used for structured exception handling?
66. How to create menus in vb.net application?
67. What is Context menu? Why it is used?
68. What is the use of Image list? List any two controls that have Image list property?

## UNIT-IV

69. List out any five attributes for creating the classes in vb.net?
70. How to create the modules in VB.net?
71. Give an example of creation of constructor in vb.net?
72. Write the syntax for creating the methods in vb.net?
73. Write short notes on Namespaces.
74. What is the use of Finalize method? Give an example.
75. What is mean by access modifiers?
76. Define polymorphism and its types.
77. Give the difference between overloading and overriding.
78. Write short notes on i) Imaging ii) Typography.

## UNIT-V

79. What are the ADO.NET Components?
80. What is the use of dataset object in ADO.NET?
81. How can you define the Dataset structure?
82. What is the difference between ADO and ADO.NET?
83. What are the types of namespaces used for data access?
84. What is the difference between Data Reader and DataSet?
85. Write steps of connecting to a SQL Server Database.
86. Give the various properties in Data Adapter?
87. What is the use of data grid and give an example?
88. Mention the uses of server explorer in data access in ADO.NET.

# Section-C

## UNIT-I

1. Explain IDE
2. Explain Tool Bar
3. Write a note on following Topics
  - (a) Property Window
  - (b) Form Layout Window
4. Write a Visual Basic Program to add the Three Numbers. The Program contains the following information.
  - (a) Form Design
  - (b) Code Design
  - (c) Step by Step Explanation
  - (d) Result
5. What makes GUI tools easier to work with when compared to non-GUI tools?
6. Brief explanation about the Visual Basic Application Steps
7. Brief Explanation about the Visual Basic Data Types with example
8. Define Control Structure? List out Types of control structure? Explain If-Then statement, Nested if statement with suitable example
9. Explain Looping Statements
10. Write about Control Array with example
11. Define Operators? Explain Arithmetic Operators with Example
12. Explain Relational and logical operators
13. Explain any Eight-string functions with example
14. Explain Date Function
15. Write a note on Procedures
16. To prepare Student Mark list
17. Define Array? Explain Fixed and Dynamic Arrays
18. Write a program to sort the array elements in ascending order

19. Explain User-Defined Data Type
20. Write a Fibonacci Series Program using Function
21. Write a note on Exit For and Exit Do Statement
22. Differentiate between the Do-While and Do-Until statement with example
23. Write a note on Scope of Variable and Module- Level Variable
24. Divide the client area 8 \* 8 cells and while moving the mouse on these cells, the shape of the cursor should change in every Cell.
25. Discus Predefined VB Constants and Type Conversion
26. Explain Tool Box Objects
27. Write a note on Command Button with example
28. Explain Combo Box Events and Methods
29. Discus Picture Box and Image Control
30. Brief explanation of Scroll Bar.
31. Write code to develop the Simple Calculator
32. What is Data Control? Explain Properties
33. Write a program for the following question
  - (a). To find the Greatest among three numbers.
  - (b). To find the biggest number in the array list.
34. Explain Text Box and Timer Control Properties
35. Write a note on Mouse Event

## **UNIT-II**

36. Discus Menu Editor Window
37. Explain the Following Topics
38. Write a note on MouseDown, MouseUp, MouseMove Events
39. Write a program to identify whether the right button or left button was clicked using mouse down event

40. Explain Command Object
- 41 Explain Connection Object
42. Define Report. How to create a report?
43. Explain Data Environment Designer
44. Write a program to develop a simple Payroll System
45. Write a simple project on automated system for Electricity Bill preparation using DAO
46. How to connect the DAO? Explain the Steps
47. Develop a simple project on automated system for student marklist.

### **UNIT-III**

48. With suitable diagram describe the .net framework.
49. Describe the various design goals in CLR.
50. Explain VB.Net IDE.
51. Discuss structured and unstructured exception handling in VB.NET
52. What is Array? Explain the creation and using of Different types of Array.
53. Explain any five data type conversions with example?
54. Enumerate the various properties in Tree view objects?
55. Enlist the different levels of scopes in VB.NET?
56. Describe the properties and methods of List view class?
57. Write short notes on progress Bar.

### **UNIT-IV**

58. Explain briefly about creating of object with an example.
59. What is Method? What are the types of methods? Explain with proper syntax and example?
60. Describe about polymorphism in vb.net?
61. What is data binding? Explain different types of data binding in vb.net?

62. Explain inheritance and types of inheritance in vb.net?
63. Enumerate the various methods and properties of overloading concept?
64. Describe the various categories in graphics handling in vb.net?
65. Explain the various noteworthy public properties of Pen objects?
66. List and explain any four properties and methods in graphics objects.
67. Describe the syntax and example of drawing figures with pens in vb.net?

## **UNIT-V**

68. Explain briefly about overview of ADO.NET objects?
69. Describe the properties and methods associated with OLE DB adapter objects?
70. Explain how can we access the data with data adapters and dataset?
71. Enlist the various important classes in ADO.NET?
72. Write short notes on data providers and its types.
73. Explain the Architecture of ADO.NET in Brief.
74. Describe the various properties and methods in data reader?
75. Explain how can we create and manage connections in ADO.NET?
76. Discuss about various public properties of data grid objects?
77. Mention the procedure for accessing data with the server explorer?



# Key Answers (Section-A)

## UNIT-I

1. GUI
2. Integrated Development Environment
3. Event-Driven
4. Alan Cooper
5. October-1998
6. April-1997
7. 3
8. Learning
9. Visual Basic Version 1
10. February- 2002
11. Design Environment
12. File
13. Edit
14. View
15. Online
16. 4
17. Add Form
18. Menu Editor
19. Quick Info
20. Info Parameter
21. Single Quotation
22. Toggle Book Mark
23. 3
24. Project Explorer

25. View Code
26. View Object
27. Properties Window
28. Characteristics
29. Alphabetic, Category
30. Object Browser
31. Properties
32. Methods
33. Event
34. Form Layout
35. Object Box
36. Procedure List Box
37. Change
38. Caption
39. Mouse Pointer
40. Show
41. Hide
42. Load
43. Unload
44. VBP
45. FRM
46. Terminate

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47. Identifier
48. Variable
49. Variant
50. Variant
51. True, False
52. Dollar (\$)
53. Integer
54. &
55. !
56. Double
57. @
58. 0, 255
59. Implicit Declaration
60. Dim
61. Option Explicit
62. Local
63. Procedure
64. Event
65. Function
66. Static
67. Model – Level
68. Select – Case
69. Do – While
70. Both b and c
71. Index
72. Fixed-Size
73. Dynamic

- 74. Type
- 75. Constant
- 76. Now ()
- 77. Hour ()
- 78. &
- 79. DateSerial ()
- 80. Mid ()
- 81. Len ()
- 82. DateDiff ()
- 83. Dynamic
- 84. User – Defined
- 85. LSet () RSet ()
- 86. Load
- 87. StrComp ()
- 88. StrReverse ()
- 89. Double
- 90. 3

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91. Edit Field, Edit Control
92. Text
93. Boolean
94. Multi line
95. Scroll Bar
96. selLength
97. Boolean
98. Wordwrap
99. Link Mode
100. Caption
101. Font
102. Enabled, Boolean
103. Setfocus
104. Additem
105. Clear
106. Sorted, True
107. Text Box, list Box
108. 1
109. 2
110. Minimum, Maximum
111. Enabled
112. Interval
113. Frame
114. Option
115. Value
116. Hierarchical
117. 3

- 118. Record Count
- 119. Boolean
- 120. Red, Green, Blue
- 121. 3
- 122. 0, 255
- 123. Line
- 124. Paint Type, Dots
- 125. Geometric
- 126. Load picture
- 127. Color.
- 128. Declared Variable

## UNIT -II

- 129. Menu
- 130. Separator Bar
- 131. Checked
- 132. First
- 133. Mouse Down
- 134. Menu Editor
- 135. Properties
- 136. MsgBox () Inputbox ()
- 137. Pop-Up
- 138. Context
- 139. & (And)
- 140. Right.
- 141. Arrange, vbCaseCade
- 142. Me
- 143. Bottom
- 144. Dialog box
- 145. Command

- 146. Column
- 147. Record Set
- 148. Query
- 149. Action Query
- 150.6
- 151. Asynprocess
- 152. Connection object
- 153.4
- 154.5
- 155. Parameter
- 156. General
- 157. Grouping
- 158. Diagram

### UNIT -III

- 159. All the above
- 160. Integrated Development environment
- 161. Start menu
- 162. Solution explorer
- 163. Common language runtime
- 164. .Net Frame work Class Library
- 165. variables
- 166. Char
- 167. Desktop bounds

- 168. key press
- 169. Solution Explorer
- 170. Solution Explorer
- 171. Unstructured error handling
- 172. Common Language Specificati
- 173. CLng
- 174. CLng
- 175. Finally
- 176. Form
- 177. Forms
- 178. Text data

#### UNIT -IV

- 179. Public
- 180. Constructor
- 181. Polymorphism
- 182. Inheritance
- 183. All of the above
- 184. Constructor
- 185. shared
- 186. Public
- 187. Library class reference
- 188. Namespaces
- 189. Form
- 190. Access modifier
- 191. Constructor
- 192. Destructor
- 193. Finalize
- 194. Polymorphism
- 195. Graphics Device Interface
- 196. Typography
- 197. Antialiasing
- 198. Creategraphics

#### UNIT -V

- 199. ADO.NET
- 200. Activex Data object
- 201. Dataset and Data source
- 202. Execute query
- 203. Disconnected
- 204. Data Adapter



- 205. Connection
- 206. Data Reader
- 207. Data set
- 208. SQL connection
- 209. Read data
- 210. System.Sql
- 211. sqladapter
- 212. Data Provider
- 213. Data consumer
- 214. Dataset
- 215. System.data.sqlclient
- 216. Data provider
- 217. Data source
- 218. item

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**KONGUNADU ARTS AND SCIENCE COLLEGE  
(AUTONOMOUS)**

**COIMBATORE – 641 029**



**QUESTION BANK**

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**TITLE OF THE PAPER : CLOUD COMPUTING**

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**KASC-Computer Applications**

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**SECTION A ( 10 X 1 = 10)**

**UNIT I**

1. \_\_\_\_\_ are the devices that the end users interact with cloud to manage the information.  
(a) Servers (b) Clients (c) Data centre (d) LAN
2. The Client that cannot work without server is \_\_\_\_\_.  
(a) Thick (b) Mobile (c) Thin (d) Phone
3. The \_\_\_\_\_ is the collection of servers where the application are stored for user  
(a) Server (b) Database (c) Cloud (d) Data Center
4. \_\_\_\_\_ computing applies the resources of numerous computers in a network to work on a single problem at the same time.  
(a) Distributed (b) Grid (c) Cloud (d) Machine
5. \_\_\_\_\_ is the technique in which a complete installation of one machine will run on another.  
(a) Full virtualization (b) Partial Virtualization (c) Server (d) Cloud
6. \_\_\_\_\_ allows multiple operating system to run on a single hardware device at the same time by more efficiently using system resources.  
(a) Virtualization (b) Para virtualization (c) Full virtualization (d) Partial virtualization
7. The model in which an application is hosted as a service to customers who access it via the internet  
(a) CRM (b) SaaS (c) PaaS (d) HaaS
8. The services which is called as Cloudware  
(a) PaaS (b) SaaS (c) Haas (d) CaaS
9. The service that avoid the complexity and cost of running database is \_\_\_\_\_.  
(a) SaaS (b) DaaS (d) Server (c) database
10. \_\_\_\_\_ Application allow to virtualize servers ,so that multiple virtual servers can run on one physical server  
(a) VMware (b) Linux (c) Client /Server (d) Thin Clients
11. \_\_\_\_\_ Clients are apt to download files and maintain them on the hard drive  
(a) Mobile (b) Thick (c) Thin (d) Distributed
12. \_\_\_\_\_ is a protocol for managing the security of message transmission on the Internet  
(a) VPN (b) TLS (c) SSL (d) RSA
13. Data Store on local server with clients that store data has more opportunity for \_\_\_\_\_

(a) Data Leakage (b) Data Base (c) Data centre (d) Data Redeent

14. \_\_\_\_\_ Gateways provide an on demand client which is easy for the end user and management

(a) VPN (b) SSL (c) SSLVPN (d) PKI

15. \_\_\_\_\_ connection method of cloud provides a strong SLAs, Site –specific delivery with consistent performance

(a) Basic public internet (b) Accelerated internet

(c) Optimized overlay (d) Site – to – Site VPN

16.The transmission speed of data in client and Internet connection is denoted by

(a) Bandwidth (b) Broadband (c) Bits/ Sec (d) Bytes/sec

17. \_\_\_\_\_ service is an open .decentralized standard that allows to log into many services using the same digital identity

(a) IBM (b) OpenID (c) Microsoft (d) Google

18.Amazon’s \_\_\_\_\_ provides a way for applications to exchange message via queues in the cloud

(a) SQS (b) Biztalk (c) Virtual Earth (d) Webpage

19. \_\_\_\_\_ keeps login information consistent across several sites

(a) Browser (b)Map (c) OpenID (d) Google

20.The \_\_\_\_\_ techniques used to mean that another server or two were added to the datacentre in case there was a problem

(a) Redundancy (b) Replication (c) Centralization (d) Distribution

## UNIT II

21.The place where hundreds and thousands of nodes are stacked together called

(a) Data center (b) Cloud (c) Database (d) Data server

22. \_\_\_\_\_ manages the pool of resources and expose the distributed infrastructure as a collection of virtual machines

(a)Cloud (b) Internet (c) Hypervisors (d) Database

23.Infrastructure management is the key function of \_\_\_\_\_

(a) Virtualization (b) Client (c) Middleware (d) Server

24.The combination of cloud hosting platforms and resources is \_\_\_\_\_ services

(a) SaaS (b) CaaS (c) PaaS (d) IaaS

25.Cloud computing services delivered at application level is

(a) SaaS (b) PaaS (c) XaaS (d) IaaS

26. The Cloud Service that provide a complete Integrated solution covering all the computing stack of a system is  
(a) PaaS (b) XaaS (c) SaaS (d) GaaS
27. \_\_\_\_\_ constitute the atomic components that are deployed and priced according to the specific features of the Virtual Hardware  
(a) Hardware (b) Infrastructure (c) Virtual Machines (d) Software
28. \_\_\_\_\_ component stores the information of all the Virtual machine instances  
(a) Reservation (b) Monitoring (c) Pricing (d) Billing
29. The component which is responsible for keeping track of all the live instance of Virtual machine is  
(a) VM Repository (b) VM Pool manager (c) Index (d) Data center
30. The solution that provides a development and deployment platform for running application in cloud is  
(a) XaaS (b) PaaS (c) Software (d) Platform
31. \_\_\_\_\_ solution is a Rapid application prototyping  
(a) PaaS -I (b) PaaS -II (c) PaaS -III (d) PaaS -IV
32. \_\_\_\_\_ is a Software delivery model providing access to applications through the Internet as a web based service  
(a) SaaS (b) Cloud (c) Web (d) Internet
33. In CRM and ERP Applications, SaaS act as \_\_\_\_\_ software and it is shared across multiple users  
(a) many – to –many (b) one –to–many (c) one –to–one (d) one-to –many
34. The most successful and popular example of CRM service is \_\_\_\_\_ -  
(a) Software (b) App Scale (c) Salesforce.com (d) Cloud IQ
35. The \_\_\_\_\_ cloud is open to the wide Public  
(a) Public (b) Private (c) Hybrid (d) Community
36. The \_\_\_\_\_ cloud is specifically designed to address the needs of a specific Industry  
(a) Private (b) Hybrid (c) Community (d) Heterogeneous
37. \_\_\_\_\_ - clouds are used to replace the IT infrastructure of enterprise and to extend it when required  
(a) SaaS (b) Private (c) Public (d) Community
38. A fundamental characteristics of Public cloud is \_\_\_\_\_  
(a) Sharing (b) Open (c) Multi –tenancy (d) mutual

39. \_\_\_\_\_ clouds are the perfect solution ,when it is necessary to keep the processing of information within the premise

(a) Community (b) private (c) Public (d) cloud

40.The cloud that serve the needs of multiple users is \_\_\_\_\_

(a) Public (b) Private (c) community (d) Heterogeneous

### UNIT III

41. \_\_\_\_\_ allows the developer to use pre existing libraries to create web applications.

(a) Frame work (b) AJAX (c) Python (d) HTML

42.The web development techniques which is used for creating interactive web applications are

(a) HTML (b) XML (c) AJAX (d) Python

43.Expansion of AJAX is

(a)Asynchronous Javascript and XML (b) Adobe Java XML (c) All Javascript XML  
(d) Asynchronous Java XML

44. \_\_\_\_\_ is a web service that provides resizable compute capacity in the cloud

(a) Mosso (b) Azure (c) EC2 (d) Internet

45.Hosting Cloud is build upon \_\_\_\_\_

(a) Cross –Platform (b)Single Platform (c) Multiple Platform (d) Mutilevel platform

46. \_\_\_\_\_ provides unlimited online storage for media and which is served out limelight networks

(a) Cloud site (b) Cloud files (c) Cloud servers (d) Servers

47. \_\_\_\_\_ is Microsoft’s cloud solution that spans from the cloud to the enterprise data center

(a) Mosso (b) Amazon (c) Azure (d) Cloud files

48.Visualforce provides a \_\_\_\_\_ model to design application on any screen

(a) Page-based (b) web-based (c) user –based (d) server based

49. \_\_\_\_\_ is the first browser to support the new video and audio tags in HTML 5

(a) Chrome (b)Safari 3.1 (c) Firefox (d) Explorer

50.The tool that allows the user to interact with the web sites and application is \_\_\_\_\_

(a) Internet (b) Browser (c) Server (d) Client

51. The process of encoding information using complex algorithm is

(a) Authentication (b) Encryption (c) Authorization (d) Decryption



52. In Amazon S3 objects are organized by  
(a) Buckets (b) Segment (c) Pages (d) Index
53. Global cluster of storage nodes collectively called as \_\_\_\_\_  
(a) SDN (b) NAS (c) PAS (d) SND
54. A \_\_\_\_\_ database can be petabytes in size and span thousands of distributed servers  
(a) Oracle (b) MySQL (c) Bigtable (d) Bigdata
55. In \_\_\_\_\_ database, the table is made up of rows and columns and each cell has a time stamp  
(a) Bigtable (b) Oracle (c) MySQL (d) DBMS
56. \_\_\_\_\_ web applications provides a desktop like experience that allows users to drag and drop, click and drag and even to use keyboard shortcuts  
(a) Live mesh (b) Mobileme (c) CloudNAS (d) Amazon S3
57. Live mesh provides \_\_\_\_\_ platform that enables PCs and other devices to be aware of each other through Internet  
(a) Software (b) Hardware (c) Services (d) Software –Plus – Services
58. The ability of a process, network, software or organisation to grow and manage increased demand is  
(a) Scalability (b) Expansion (c) increasability (d) Durability
59. The technology that provides the access control for system by checking the credentials is  
(a) Right to access (b) Authentication (c) Authorization (d) Reliability
60. \_\_\_\_\_ is a security mechanism used to determine clients privileges related to system resources  
(a) Authorization (b) Authentication (c) access right (d) permissions

#### UNIT IV

61. \_\_\_\_\_ offer the optimal environment for running bag-of-tasks applications and workflows  
(a) IaaS (b) Virtual Machine (c) SaaS (d) PaaS
62. Simple and effective model for building applications that need to process large data set is \_\_\_\_\_  
(a) Data intensive (b) Map reduce (c) Database (d) Data management
63. \_\_\_\_\_ is the electrical manifestation of the contractile activity of the heart 's myocardium  
(a) EC2 (b) EGC (c) EEG (d) ECG

64. The \_\_\_\_\_ forms the front –end of a platform that is entirely hosted in the cloud  
(a) Browser (b) Web Service (c) Client (d) Server
65. Aneka control the \_\_\_\_\_ number used to execute the single tasks defined by the workflow engine for Single ECG processing job  
(a) Heart (b) Cloud (c) Client (d) EC2
66. The applications that collect ,produce and analyse geospatial and non-spatial data is  
(a) Geoscience (b) Aneka (c) Satellite (d) EC2
67. \_\_\_\_\_ generates hundreds of gigabyte of raw images for GIS products  
(a) Camera (b) Satellite remote sensing (c) Geoscience (d) receiver
68. The most popular and development CRM solution available for Cloud is  
(a) CRM (b) ERP (c) Salesforce.com (d) Force.co
69. The Scalable and high performance middleware platform which executes all the operations of Salesforce.com is  
(a) Business (b) Consumer Application (c) Force.com (d) CRP
70. Customization of application processes and logic can be implement by developing Scripts in \_\_\_\_\_  
(a) APEX (b) Java (c) Python (d) Script
71. Dynamic CRM are accessed through a \_\_\_\_\_  
(a) Client (b) Server (c) Web browser interface (d) Azure
72. \_\_\_\_\_ provides a collection of applications that help customers manage every aspect of the business enterprise  
(a) Cloud (b) Netsuite (c) Azure (d) Microsoft
73. \_\_\_\_\_ is a complete stack of technologies for building SaaS business applications that leverage the capabilities of NetSuite products  
(a) NS-BOS (b) ERP (c) CRM (d) APEX
74. The website which provides the interface for creating video out of image ,music etc., is  
(a) PHP (b) BOS (c) Animoto (d) Azure
75. \_\_\_\_\_ is software solution that offers video transcoding services on demand and leverages  
(a) Video encoding (b) Encoding .com (c) Cloud (d) Website
76. Aneka plays the role of application \_\_\_\_\_ for cloud computing  
(a) SaaS (b) PaaS (c) CaaS (d) HaaS

77. \_\_\_\_\_ is a cloud based video creation service that produce video from photos, video clips and music.

- (a) Maya (b) Animoto (c) Facebook (d) Applications

78. \_\_\_\_\_ and RESTFUL webServices allows Dynamic CRM to interface both Microsoft and Business applications

- (a) ERP (b) CRM (c) SOAP (d) APEX

79. Salesforce.com is a CRM application developed based on \_\_\_\_\_

- (a) Paas (b) SaaS (C) IaaS (d) Haas

80. \_\_\_\_\_ is a platform that helps developers and business users to build powerful enterprise applications

- (a) Force.com (b) Salesforce.com (c) forcesales.com (d) platform.com

### UNIT V

81. To execute various applications in Cloud, there needs a standard \_\_\_\_\_ to connect client and cloud

- (a) Protocol (b) Wire (c) Communication (d) Software

82. \_\_\_\_\_ is a stateless protocol to transfer data between cloud and organization

- (a) FTP (b) HTTP (c) TCP (d) HTP

83. The request \_\_\_\_\_ submits data to be processed to the server in HTTP

- (a) PROCESS (b) PUT (c) POST (d) CONNECT

84. The cloud services that allow only one-way information exchange is \_\_\_\_\_

- (a) XMPP (b) XLM (c) HTTP (d) SOAP

85. \_\_\_\_\_ allows two-way communication and eliminates polling in Cloud Service.

- (a) XMPP (b) XLM (c) HttP (d) SOAP

86. XMPP protocol is also known as \_\_\_\_\_

- (a) Polling (b) Connection (c) Jabber (d) Connect

87. \_\_\_\_\_ is the standard security technology for establishing an encrypted link between a webserver and browser

- (a) OpenID (b) SSL (c) Encryption (d) Decryption

88. The Open-Source that provide username and Password to access different web site is \_\_\_\_\_

- (a) OpenID (b) PCI (c) DSS (d) SSL

89. \_\_\_\_\_ is a server of short codes typed into a text file by the author or created by web page design software

- (a) XML (b) DOM (c) Script (d) HTML

90. \_\_\_\_\_ are used to connect how pages to be presented and makes it more accessible  
(a) HTML (b) DHT (c) CSS (d) Scripts
91. \_\_\_\_\_ specifies every part of a web page and provides consistent naming conventions, which allows to access the web pages and to change their properties.  
(a) DOM (b) CSS (c) XHTML (d) HTML
92. The Scripting Languages used for client side web development is  
(a) ActiveX (b) Java Script (c) Script (d) Java
93. In \_\_\_\_\_ - environment ,applications run on a server and are displayed on the Client  
(a) Virtualized (b) Real time (c) Run time (d) partial virtualized
94. An \_\_\_\_\_ framework benefits customers by enabling innovation across an ecosystem of interoperable virtualization vendors and solution.  
(a) Virtualization (b) VMWare (c) Open-Standard hypervisor (d) CSS
95. The standard \_\_\_\_\_ describes how virtual appliances can be packaged in a vendor neutral format to be run on any hypervisor  
(a) VM ware (b) ESX Server (c) OVF (d) FOv
96. The Software system designed to support interoperable machine –to-machine interaction over a network is  
(a) Web Service (b) Browser (c) VM Ware (d) Web Design
97. The protocol that helps to run program of one kind of operating system to communicate with a program in the same or another kind of an operating system by using HTTP and XML  
(a) HTML (b) SOAP (c) REST (d) XML
98. \_\_\_\_\_ supports the business processes that cover current and emerging requirement to run the business end-to-end .  
(a) EDI (b) SaaS (c) SOA (d) PaaS
99. Microsoft's software called \_\_\_\_\_ allows users to manage their healthcare data  
(a) Healthvault (b) Bluecloud (c) MS office (d) IBM
100. The \_\_\_\_\_ is a application hosted on a remote server and accessed through the Internet  
(a) Server (b) Client (c) SaaS (d) PaaS

**SECTION B ( 5 X 5 = 25)**

**UNIT I**

1. Explain how Cloud computing works with suitable diagram.
2. What are the drawbacks of weak links in Cloud computing?
3. List the benefits of thin clients.
4. How Clients are categorized in Cloud Computing?
5. What is the purpose of data center and Distributed Server in Cloud Computing?
6. Write Short notes on Full virtualization.
7. Define Software as a Service and give some application where it is used.
8. List the various components of HaaS.
9. Write short notes of Intranets and the Cloud.
10. List the services that affect the Cloud Infrastructure.

**UNIT II**

11. Differentiate SaaS, PaaS and HaaS in detail.
12. Summarize the characteristics of the three major categories used to classify Cloud computing solution.
13. Write short notes on Physical Infrastructure layer in IaaS.
14. How application management is performed in PaaS.
15. Name any two characteristics that needed to identify PaaS.
16. Explain the Important characteristics of SaaS.
17. List the benefits of SaaS.
18. Discuss the advantages of using private Cloud Computing Infrastructure.
19. Explain Hybrid Cloud Computing.
20. Which cloud is mostly likely implemented in practice? .Explain.

**UNIT III**

21. What are advantages of AJAX?
22. Explain how AJAX helps web applications to communicate with a server.
23. Write short note on Python Django.
24. Explain Azure Services Platform in detail.

25. List the key components of Azure Services platform.
26. Explain the features of Visual force.
27. What is the unique features of Google's Application premium Edition?
28. Write short notes on web Browser "Safari" and how it differ from other Browser.
29. What are the different security techniques used in Cloud Storage.
30. What are the benefits of Cloud network attached storage.

#### **UNIT IV**

31. What are the types of applications that can be benefit from Cloud computing?
32. What are the fundamental advantages brought by Cloud Technology to Scientific applications?
33. List the advantages of Cloud Computing in Geoscience?
34. What is Salesforce.com?
35. Describe how Cloud computing Technology can be applied to support remote ECG monitoring.
36. Describe how Cloud Computing helps CRM application to be more mature than ERP.
37. Write short notes on Netsuite.
38. List some example of media applications that use cloud technologies.
39. How Cloud Technologies are helpful for Online gaming.
40. Write short notes of Video Encoding on the Cloud.

#### **UNIT V**

41. List any two standard protocol used to manage connections between Client and Cloud.
42. What are the different requests used in HTTP and explain their usage
43. Explain the role of XMPP in cloud Computing.
44. How secure Sockets Layer is important for securing the cloud.
45. Compare HTML and Dynamic HTML
46. Explain how Java Script is useful for Client –Side web development.
47. Write short notes of Virtualization.
48. List the benefits of XML.
49. What are the advantages of using SaaS in the organization?
50. Write short notes of Collaboration application –webEx.

**SECTION C ( 5 X 8 = 40 )**

**UNIT I**

1. Elaborate the overview of Cloud Computing in detail.
2. Explain Cloud Computing in detail.
3. Explain various Infrastructures in which Cloud Computing can be deployed.
4. List the services provided by Cloud Computing and explain how it helps the user.
5. Explain the benefits and obstacles faced by Software as a Service.
6. Explain PaaS in Detail
7. Explain Hardware as a service in detail.
8. What are the common applications of Cloud Computing ?
9. What are the various steps taken by Cloud Computing to provide security?
10. What are the different levels of connectivity needed to access the clouds via Internet.

**UNIT II**

11. Explain Cloud computing Architecture in detail.
12. Elaborate the overall view of the components forming an Infrastructure –as – service solution.
13. Distinguish the three principal layers of IaaS.
14. Explain how scheduler helps to manage virtual machine and other tasks in IaaS.
15. Explain the overview of Platform as a Service Reference model.
16. Explain the classification of the most popular PaaS implementations.
17. Elaborate the essential characteristic needed to identify Platform –as – service.
18. What are the different types of Cloud available explain.
19. Compare Hybrid and Community Clouds
20. Compare Public and Private Cloud Computing.

**UNIT III**

21. Elaborate the concept AJAX.
22. Explain any two web application Framework.
23. Explain web Hosting Service with example.
24. Discuss about companies that have designed their own infrastructure for connecting cloud?

25. Discuss the choices available in Cloud applications.
26. Explain any two web browsers that helps the user to connect cloud.
27. Explain what makes Google chrome different from other browser.
28. What are design principles used by Amazon to meet Amazon S3 requirement.
29. Explain Google Bigtable Datastore in detail
30. Elaborate the cloud storage provider Nirvanix in detail.

#### **UNIT IV**

31. Explain the Scientific applications sectors where Cloud computing plays a major role with example.
32. Explain how cloud Technology plays a major role in healthcare.
33. Illustrate the infrastructure and model that support remote ECG monitoring system hosted in the cloud.
34. Explain how Cloud computing supports Business and Consumer Applications.
35. Elaborate Cloud CRM application in detail.
36. Explain Salesforce.com and Force.com supports CRM applications
37. How Microsoft Dynamics CRM and Netsuite is suitable for CRM Applications
38. Explain the Architecture of media application Animoto.
39. Explain how 3D Rendering is performed on Private Clouds.
40. Describe an application of Cloud Technology for Online Gaming.

#### **UNIT V**

41. Explain how communication is performed between Client and the Cloud.
42. Discuss hoe data is stored and displayed when client is connected to the cloud.
43. How Virtualized environment provides the solution for Cloud computing.
44. Explain the web Services REST, SOAP and JSON.
45. Define web services and explain how they support Cloud Computing.
46. Name the vendors who offers SaaS and how exists in different industries.
47. Examine the pros and Cons of SaaS in Cloud Computing.
48. Discuss about the Driving forces that makes the Cloud Computing more popular.
49. Explain the software and service platform that offer Cloud solutions for the healthcare industry
50. Elaborate how Open channel's SaaS provide option for implementing Online Banking and bill payment.



## ANSWERS KEY FOR SECTION A

### UNIT I

1. (b) Clients
2. (c) Thin
3. (d) Data Center
4. (b) Grid
5. (a) Full virtualization
6. (b) Para virtualization
7. (b) SaaS
8. (a) PaaS
9. (b) DaaS
- 10 (a) VMware
- 11 (b) Thick
12. (c) SSL
13. (a) Data Leakage
14. (c) SSLVPN
15. (d) Site – to – Site VPN
16. (a) Bandwidth
17. (b) OpenID
18. (a) SQS
19. (c) OpenID
20. (a) Redundancy

### UNIT II

21. (a) Data center
22. (c) Hypervisors

- 23. (c) Middleware
- 24. (d) IaaS
- 25. (a) SaaS
- 26. (b) XaaS
- 27. (c) Virtual Machines
- 28.(a) Reservation
- 29. (b) VM Pool manager
- 30.(b) PaaS
- 31. (a) PaaS -I
- 32. (a) SaaS
- 33. (b) one –to –many
- 34. (c) Salesforce.com
- 35.(a) Public
- 36. (c) Community
- 37. (c) Public
- 38. (c) Multi –tenacy
- 39.(b) private
- 40.(a) Public

### **UNIT III**

- 41 (a) Frame work
- 42. (c) AJAX
- 43. (a)Asynchronous Java script and XML
- 44. (c) EC2
- 45. (a) Cross –Platform
- 46. (b) Cloud files
- 47. (c) Azure
- 48. (a) Page-based
- 49. (b)Safari 3.1
- 50.(b) Browser
- 51. (b) Encryption

- 52. (a) Buckets
- 53. (a) SDN
- 54. (c) Bigtable
- 55. (a) Bigtable
- 56. (b) Mobileme
- 57. (d) Software –Plus – Services
- 58. (a) Scalability
- 59.(b) Authentication
- 60. (a)Authorization

#### **UNIT IV**

- 61. (a) IaaS
- 62. (b) Map reduce
- 63. (d) ECG
- 64. (b) Web Service
- 65. (d) EC2
- 66. (a) Geoscience
- 67. (b) Satellite remote sensing
- 68. (c) Salesforce.com
- 69. (c) Force.com
- 70. (a) APEX
- 71.(c) Web browser interface
- 72. (b) Netsuite
- 73. (a) NS-BOS
- 74. (c) Animoto
- 75. (b) Encoding .com
- 76. (b) PaaS
- 77.(b) Animoto
- 78. (c) SOAP
- 79. (b) SaaS
- 80. (a) Force.com

## UNIT V

81. (a) Protocol
82. (b) HTTP
83. (c) POST
84. (d) SOAP
85. (a) XMPP
86. (c) Jabber
87. (b) SSL
88. (a) OpenID
89. (d) HTML
90. (c) CSS
91. (a) DOM
92. (b) Java Script
93. (a) Virtualized
94. (c) Open-Standard hypervisor
95. (c) OVF
96. (a) Web Service
97. (b) SOAP
98. (c) SOA
99. (a) Healthvault
100. (a) Server

KASC-Computer Applications

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# KONGUNADU ARTS AND SCIENCE COLLEGE

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## QUESTION BANK

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**TITLE OF THE PAPER: INFORMATION SECURITY**

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**DEPARTMENT OF COMPUTER APPLICATIONS (UG)**

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**PREPARED BY**

**Mrs. A.IMMACULATE, MCA, M.Phil**

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## SECTION A

### UNIT I

1. CIA TRIAD is also known as \_\_\_\_\_.
  - a) Parkerian hexad
  - b) Fenin hexad
  - c) Robert Franklin
  - d) James Gosling
2. The \_\_\_\_\_ enhances authenticity processes and prompting individuals to prove their identity before they can gain access to computer data.
  - a) Digital signatures
  - b) Data encryption
  - c) Data decryption
  - d) Paging
3. The \_\_\_\_\_ is a set of rules that limits access to information.
  - a) Confidentiality
  - b) Integrity
  - c) Availability
  - d) Utility
4. An \_\_\_\_\_ attack attempts to alter system resources or effect their operations.
  - a) Active
  - b) Passive
  - c) Intruder
  - d) Dynamic
5. A \_\_\_\_\_ is referred to weakness in security system.
  - a) Threat
  - b) Vulnerability
  - c) Attack
  - d) Penetration
6. A \_\_\_\_\_ is a set of circumstances that has potential to cause loss or harm.
  - a) Threat
  - b) Vulnerability
  - c) Attack
  - d) Penetration
7. An \_\_\_\_\_ refers that some unauthorized party has gained access to an asset.
  - a) Interception
  - b) Interruption
  - c) Modification
  - d) Fabrication
8. A \_\_\_\_\_ is an asset of system that becomes lost, unavailable, or unusable.
  - a) Interception
  - b) Interruption
  - c) Modification
  - d) Fabrication
9. The time and access to accomplish the attack is referred as \_\_\_\_\_.
  - a) Motive
  - b) Opportunity
  - c) method
  - d) Fabrication
10. A \_\_\_\_\_ is a reason needed to perform attack against a system.
  - a) Motive
  - b) Opportunity
  - c) method
  - d) Fabrication
11. The \_\_\_\_\_ ensures that computer related assets are accessed by authorized parties.
  - a) Confidentiality
  - b) Integrity
  - c) Availability
  - d) Utility
12. The \_\_\_\_\_ refers that assets can be modified by authorized parties only.
  - a) Confidentiality
  - b) Integrity
  - c) Availability
  - d) Utility
13. A \_\_\_\_\_ refers that assets are accessible to authorized parties at appropriate times.
  - a) Confidentiality
  - b) Integrity
  - c) Availability
  - d) Utility

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14. Someone who wishes to harm the computer hardware or software is termed as \_\_\_\_.
- a) Machincide      b) Integrity      c) intruding      d) Utility
15. The access to a software is controlled through a process called \_\_\_\_\_ management.
- a) Configuration      b) Integrity      c) Availability      d) Utility
16. A \_\_\_\_\_ is a program that overtly does one thing while covertly doing another.
- a) Virus      b) Trap door      c) Information table      d) Trojan Horse
17. A \_\_\_\_\_ is a specific type of Trojan horse used to spread infection from one computer to other.
- a) Virus      b) Trap door      c) Information table      d) Logic bomb
18. The \_\_\_\_\_ attack takes place when one entity pretends to be different entity.
- a) Masquerade      b) Trap door      c) Information table      d) Logic bomb
19. A \_\_\_\_\_ is the permanent software that runs the processes of the computer and is mostly invisible to the user.
- a) Masquerade      b) Firmware      c) Information table      d) Logic bomb
20. High school or university students, attempt to access computing facilities for which they have not been authorized are known as \_\_\_\_\_.
- a) Amateur      b) career criminals      c) crackers      d) terrorists
21. A program that has secret entry point is called \_\_\_\_\_.
- a) Virus      b) Trap door      c) Information table      d) Logic bomb
22. The \_\_\_\_\_ prevents unauthorized disclosure of data item.
- a) Confidentiality      b) Integrity      c) Availability      d) Utility
23. A \_\_\_\_\_ prevents unauthorized modification.
- a) Utility      b) Integrity      c) Availability      d) Confidentiality
24. The term that prevents denial of authorized access is called \_\_\_\_\_.
- a) Confidentiality      b) Integrity      c) Availability      d) Utility
25. The \_\_\_\_\_ are not career criminals but normal people committing crimes.
- a) Amateur      b) career criminals      c) crackers      d) terrorists
26. The process in which different security requirements are executed at different times are termed as \_\_\_\_\_.
- a) Physical Separation      b) Temporal Separation  
b) Logical Separation      d) Authorized Separation

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27. In \_\_\_\_\_ separation users operate under the illusion that no other process exist.
- a) Physical Separation
  - b) Temporal Separation
  - c) Logical Separation
  - d) Authorized Separation
28. A \_\_\_\_\_ is the simplest form of memory protection.
- a) Fence
  - b) Relocation
  - c) Base Register
  - d) Tagged Architecture
29. A \_\_\_\_\_ is a method to confine users to one side of a boundary.
- a) Fence
  - b) Relocation
  - c) Base Register
  - d) Tagged Architecture
30. The \_\_\_\_\_ has a hardware register that contains address of end of operating system.
- a) Fence
  - b) Fence Register
  - c) Base Register
  - d) Tagged Architecture
31. A \_\_\_\_\_ is the process of taking a program written from address 0 and changing all address to reflect the actual address in memory.
- a) Fence
  - b) Relocation
  - c) Base Register
  - d) Tagged Architecture
32. A variable Fence register is also known as \_\_\_\_\_.
- a) Armateur
  - b) Relocation
  - c) Base Register
  - d) Tagged Architecture
33. The \_\_\_\_\_ register depicts the upper address limit in memory and address protection.
- a) Bounds
  - b) Fence Register
  - c) Base Register
  - d) Tagged Architecture
34. Changing the contents of Base and Bound registers to reflect the true address space for user is known as \_\_\_\_\_.
- a) Context Switch
  - b) Fence Register
  - c) Base Register
  - d) Tagged Architecture
35. In \_\_\_\_\_ architecture every word of machine memory has one or more extra bits to identify the access rights to that word.
- a) Context Switch
  - b) Fence Register
  - c) Base Register
  - d) Tagged
36. The \_\_\_\_\_ approach involves the simple notion of dividing a program into separate pieces.
- a) Bounds
  - b) Segmentation
  - c) Paging
  - d) Tagged Architecture
37. A Program divided into equal sized pieces is called \_\_\_\_\_.
- a) Bounds
  - b) Segmentation
  - c) Paging
  - d) Tagged Architecture
38. A memory divided into equal sized units is termed as \_\_\_\_\_.
- a) Page Frames
  - b) Segmentation
  - c) Paging
  - d) Tagged Architecture



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39. Unix designers added a permission called \_\_\_\_\_ in temporary acquired permission.  
a) suid      b) ssid      c) sdid      d) suis
40. The full form of SUID is \_\_\_\_\_  
a) set userid      b) sign userid      c) set uniqueid      d) sign uniqueid
41. The authenticators based on physical characteristics of user are stated as \_\_\_\_\_.  
a) Biometrics      b) Tagged users      c) punching      d) Fencing
42. The most common authentication mechanism for user to operating system is \_\_\_\_\_.  
a) sign userid      b) Tagged users      c) password      d) Fencing
43. The other name for exhaustive attack is known as \_\_\_\_\_.  
a) Brute force attack      b) Tagged users      c) password      d) Fencing
44. In \_\_\_\_\_ attack the attacker tries all possible passwords usually in some automated fashion.  
a) Brute force attack      b) Segmenting      c) password      d) Fencing

## UNIT II

45. A \_\_\_\_\_ is a space in which data can be held in memory  
a) set      b) Buffer      c) area      d) Fence
46. The \_\_\_\_\_ problem occurs when access is not checked universally.  
a) set      b) Buffer      c) area      d) incomplete mediation
47. Give the full form of **TOCTTOU** in non malicious program errors.  
a) Time of check to Time of Use      b) Time of check to Time of Utility  
c) Time of clear to Time of Use      d) Try of check to Time of Use
48. The Malicious code is also known as \_\_\_\_\_.  
a) Rogue Program      b) Race Program      c) Shuffling      d) Fencing
49. The \_\_\_\_\_ is the writer of the program or the person who causes its distribution.  
a) Agent      b) Distributor      c) Intruder      d) Hacker
50. A \_\_\_\_\_ is the general name for unanticipated or undesired effects in programs caused by agent intent or damage.  
a) Malicious code      b) Hacking data      c) Intruder      d) Agent

- 
51. A \_\_\_\_\_ is a program that can pass on malicious code to other nonmalicious programs by modifying them.
- a) Agent      b) Virus      c) Intruder      d) Hacker
52. A \_\_\_\_\_ virus has a life that depends on the life of the host.
- a) Resident      b) Remote      c) Intruder      d) Transient
53. A \_\_\_\_\_ virus locate itself in the memory.
- a) Resident      b) Remote      c) Intruder      d) Transient
54. A \_\_\_\_\_ is a malicious code that in addition to its primary effect has second nonobvious malicious effect.
- a) Trojan Horse      b) Trap door      c) Salami Attack      d) Transient data
55. A \_\_\_\_\_ contains unexpected additional functionality.
- a) Trojan Horse      b) Trap door      c) Salami Attack      d) Transient data
56. A \_\_\_\_\_ is a class of malicious code that detonates when a specific condition occurs.
- a) Logic Bomb      b) Trap door      c) Salami Attack      d) Transient data
57. A \_\_\_\_\_ is a logic bomb whose trigger is a time or date.
- a) Logic Bomb      b) Time bomb      c) Salami Attack      d) Transient data
58. The other term for a trapdoor is called \_\_\_\_\_.
- a) Logic Bomb      b) Time bomb      c) Backdoor      d) Transient data
59. A \_\_\_\_\_ is a feature in a program by which someone can access the program other than by special privilege.
- a) Logic Bomb      b) Time bomb      c) Backdoor      d) Trapdoor
60. A \_\_\_\_\_ is a program that spreads copies of itself through the network.
- a) Logic Bomb      b) Worm      c) Backdoor      d) Trapdoor
61. The \_\_\_\_\_ replicates itself without limit to exhaust resource.
- a) Rabbit      b) Worm      c) Backdoor      d) Trapdoor
62. A \_\_\_\_\_ virus is a program virus that attaches itself to a program and activated whenever the program executes.
- a) Transient      b) Worm      c) Appended      d) Document

- 
63. A virus inserts a copy of itself into executable program file before the first executable instruction is known as \_\_\_\_\_ virus
- a) Transient    b) Worm    c) Appended    d) Document
64. A virus replaces some of its target into the original code is known as \_\_\_\_\_ virus.
- a) Transient    b) Integrated    c) Appended    d) Document
65. The most popular virus type is called \_\_\_\_\_ virus.
- a) Transient    b) Integrated    c) Appended    d) Document
66. The \_\_\_\_\_ virus is implemented within a formatted document.
- a) Transient    b) Integrated    c) Appended    d) Document
67. A special case of virus attachment whose control begins with firmware is called \_\_\_\_\_.
- a) Transient    b) Boot sector Virus    c) Appended    d) Document
68. The process of copying code from disk to memory is known as \_\_\_\_\_.
- a) Agent    b) Virus    c) Bootstrap    d) Hacker
69. Give the full form of TSR.
- a) Terminate and stay Resident    b) Time and stay Resident  
c) Terminate and Sector Resident    d) Try and stay Resident
70. The virus signature is important for creating a program called \_\_\_\_\_.
- a) virus scanner    b) booting    c) Bootstrap    d) residence
71. The virus scanner can use a code or \_\_\_\_\_ to detect changes to a file.
- a) Agent    b) checksum    c) Bootstrap    d) data
72. A virus that can change its appearance is called \_\_\_\_\_ virus.
- a) Polymorphic    b) checksum    c) Bootstrap    d) data
73. In the year \_\_\_\_\_ a worm was released to the Internet.
- a) 1988    b) 1898    c) 1998    d) 2000
74. The Internet Worm was introduced by \_\_\_\_\_.
- a) Robert T. Morris    b) James Gosling    c) Gene Spaford    d) Charles
75. The Code Red Malicious Code appeared in middle of the year \_\_\_\_\_.
- a) 1988    b) 2001    c) 1998    d) 2000
76. A \_\_\_\_\_ is a generic type of malicious code.
- a) Code Red    b) BRAIN    c) Web Bug    d) Internet Worm

- 
77. A Web bug is also termed as \_\_\_\_\_.
- a) Pixel tag      b) BRAIN      c) Bootstrap      d) Internet Worm
78. A \_\_\_\_\_ is an undocumented entry point to a module.
- a) Trojan Horse      b) Trap door      c) Salami Attack      d) Transient data
79. The small component of a system is tested is known as \_\_\_ testing.
- a) Integration      b) unit      c) Black box      d) White box
80. Testing the components together is termed as \_\_\_\_\_ testing.
- a) Integration      b) unit      c) Black box      d) White box
81. A poor \_\_\_\_\_ is another source of Trapdoors.
- a) error check      b) unit test      c) building data      d) deletion
82. The undefined \_\_\_\_\_ are hardware counterpart of poor error check for software.
- a) opcodes      b) unit test      c) data      d) files
83. The \_\_\_\_\_ attack merges bits of seemingly inconsequential data to yield powerful results.
- a) Salami      b) Intruder      c) Worm      d) Web bug
84. A general name for extraordinary paths of communications is known as \_\_\_\_\_.
- a) Covert channels      b) Trap door      c) Salami Attack      d) Transient data
85. A simple example of a covert channel is called \_\_\_\_\_
- a) File lock      b) Intruder      c) Worm      d) Web bug
86. Creating a code in small self contained units is called \_\_\_\_\_.
- a) File lock      b) Modules      c) Worm      d) Web bug
87. A \_\_\_\_\_ is a characteristic of modular software.
- a) Encapsulation      b) Information hiding      c) Polymorphism      d) Object
88. A \_\_\_\_\_ is the process of dividing a task into subtasks.
- a) Encapsulation      b) Information hiding      c) Polymorphism      d) Modularization
89. All elements of a component has a logical and functional reason is termed as \_\_\_\_\_
- a) Cohesion      b) Modules      c) Coupling      d) Web bug
90. The \_\_\_\_\_ refers to degree with which a component depends on other components in a system.
- a) Cohesion      b) Modules      c) Coupling      d) Web bug

- 
91. Hiding a components implementation details is termed as \_\_\_\_\_.  
a) Encapsulation    b) Information hiding    c) Polymorphism    d) Object

### UNIT III

92. A \_\_\_\_\_ is a collection of data and set of rules that organize the data.  
a) Database    b) Modules    c) Coupling    d) DBMS
93. A \_\_\_\_\_ defines the rules that organize data and control the access of data.  
a) Administrator    b) Assistant    c) Reader    d) Distributor
94. the user interacts with the database through a program called database \_\_\_\_\_.  
a) Administrator    b) Assistant    c) Manager    d) Distributor
95. Each record in a consists of \_\_\_\_\_.  
a) Database    b) Field    c) Records    d) schema
96. A Database consists of \_\_\_\_\_.  
a) Files    b) Field    c) Records    d) schema
97. The logical structure of a database is called \_\_\_\_\_.  
a) Schema    b) Field    c) Records    d) Files
98. A user may access only part of a database is called \_\_\_\_\_.  
a) Schema    b) Sub Schema    c) Records    d) Files
99. The name of each column in a database is called \_\_\_\_\_.  
a) Attribute    b) Sub Schema    c) Records    d) Files
100. A \_\_\_\_\_ is a setoff column in database.  
a) Attribute    b) Relation    c) Records    d) Files
101. The \_\_\_\_\_ are activities that test for appropriate values in a position.  
a) Field checks    b) Relations    c) Records    d) Files
102. The problem of obtaining data values from others is called \_\_\_\_\_.  
a) Field checks    b) Relations    c) Records    d) Inference
103. In \_\_\_\_\_ phase the DBMS gathers the resources it needs to perform the update.  
a) Intent    b) Commit    c) New    d) Last
104. The last event of first phase in DBMS is called \_\_\_\_\_.  
a) Intent    b) Commit    c) New    d) Last

- 
105. When a two phase commit is used \_\_\_\_\_ values are maintained for key data points.  
a) Intent    b) Commit    c) Shadow    d) Last
106. One form of redundancy is \_\_\_\_\_ codes.  
a) Error detection and correction    b) Commit    c) Shadow    d) Last
107. The \_\_\_\_\_ is the unit of DBMS responsible for structural integrity of database.  
a) Intent    b) Commit    c) Shadow    d) Monitor
108. The \_\_\_\_\_ constraints describe the condition of the entire database.  
a) Intent    b) State    c) Shadow    d) Transition
109. The \_\_\_\_\_ describes conditions necessary before changes can be applied to database.  
a) Intent    b) State    c) Shadow    d) Transition
110. Appearance of one record many times with different levels of confidentiality each time is called \_\_\_\_\_.  
a) Polymorphism    b) Polyinstantiation    c) Encapsulation    d) Transition
111. The \_\_\_\_\_ was proposed at U.S. Air Force Summer Study on Database Security.  
a) Integrity Lock    b) State    c) Shadow    d) Transition
112. The malicious subject cannot create a new sensitivity level for an element is called \_\_\_\_\_.  
a) Unforgeable    b) unique    c) Concealed    d) Transition
113. The malicious subject cannot copy sensitivity level from another element is called \_\_\_\_\_.  
a) Unforgeable    b) unique    c) Concealed    d) Transition
114. A \_\_\_\_\_ is a combination of a unique identifier and sensitivity level.  
a) Sensitivity lock    b) unique lock    c) Concealed lock    d) Transition lock

#### UNIT IV

115. Give the expansion of PDA  
a) Personal Digital Assistant    b) Personal Digital Array  
c) Personal Data Assistant    d) Personal Data Array
116. A single computing system in a network is called a \_\_\_\_\_.  
a) Node    b) Host    c) Link    d) Transition
117. A processor for computing system in network is called \_\_\_\_\_.  
a) Node    b) Host    c) Link    d) Transition

- 
118. A connection between two hosts is known as \_\_\_\_\_.
- a) Node    b) Host    c) Link    d) Transition
119. A \_\_\_\_\_ is an end user computing device designed for single user at a time.
- a) Node    b) Host    c) Link    d) Workstation
120. A communication between machines in a network with minimal human supervision is termed as \_\_\_\_\_.
- a) Opaqueness    b) Host    c) Link    d) Automation
121. Network configuration in terms of nodes and connections is stated as \_\_\_\_\_.
- a) Topology    b) Host    c) Link    d) Workstation
122. A \_\_\_\_\_ distinguishes an element of network from an element outside it.
- a) Topology    b) Host    c) Link    d) Boundary
123. Data are communicated in \_\_\_\_\_ format.
- a) Binary    b) Decimal    c) Octal    d) Hexadecimal
124. The data items expressed in discrete binary values are called \_\_\_\_\_.
- a) Analog    b) Decimal    c) Octal    d) Hexadecimal
125. The data items expressed as points in a continuous range using a medium is stated as \_\_\_\_\_.
- a) Analog    b) Decimal    c) Octal    d) Hexadecimal
126. The conversions of analog signals to digitized one is done by \_\_\_\_\_.
- a) Modem    b) Decimal    c) Octal    d) Analog
127. The most common communication medium today is \_\_\_\_\_.
- a) Cable    b) Wire    c) UTP    d) Coax
128. A pair of insulated copper wires is called \_\_\_\_\_.
- a) UTP    b) Wire    c) Cable    d) Coax
129. The expansion of UTP is
- a) Unshielded Twisted Pair    b) Unshielded Table Pair  
c) Unshielded Twisted Prints    d) User Twisted Pair
130. \_\_\_\_\_ has good transmission properties at low cost.
- a) Copper    b) Wire    c) Cable    d) Coax
131. A choice of network communication used for cable television is \_\_\_\_\_.
- a) Copper    b) Wire    c) UTP    d) Coaxial Cable

- 
132. The most widely used communication coax cable is \_\_\_\_\_.
- a) Ethernet    b) Wire    c) UTP    d) Coaxial Cable
133. The \_\_\_\_\_ cable suffers from degradation of signal quality over distance.
- a) Ethernet    b) Wire    c) UTP    d) Coaxial Cable
134. The \_\_\_\_\_ can be spaced periodically along the cable to pick up signal.
- a) Ethernet    b) Amplifier    c) UTP    d) Coaxial Cable
135. A \_\_\_\_\_ is a cable made of thin strands of glass.
- a) Optical Fiber    b) Amplifier    c) UTP    d) Coaxial Cable
136. The \_\_\_\_\_ is a form of radio transmission especially well suited for outdoor communication.
- a) Optical Fiber    b) Amplifier    c) Microwave    d) Coaxial Cable
137. The \_\_\_\_\_ communication carries signals for short distances requiring a clear line of sight.
- a) Optical Fiber    b) Infrared    c) Microwave    d) Coaxial Cable
138. The communication companies place satellites in orbits that are synchronized with rotation of the earth is \_\_\_\_\_.
- a) Geosynchronous orbits    b) Infrared    c) Microwave    d) Coaxial Cable
139. The \_\_\_\_\_ allows user to view the network at high abstract level of communication.
- a) Optical Fiber    b) Infrared    c) Protocol    d) Coaxial Cable
140. Parallel layers in virtual communications are known as \_\_\_\_\_.
- a) Peers    b) Infrared    c) Protocol    d) Coaxial Cable
141. The user level data is dealt in \_\_\_\_\_ layer.
- a) Application    b) Session    c) Network    d) Transport
142. Standardized data appearance and text compression is done in \_\_\_\_\_ layer.
- a) Application    b) Session    c) Presentation    d) Transport
143. The end-to-end error detection and correction is done in \_\_\_\_\_ layer.
- a) Application    b) Session    c) Presentation    d) Transport
144. At network layer a hardware device called \_\_\_\_\_ sends the message from your network to another network.
- a) Microwave    b) Session    c) Router    d) Transport



- 
145. Every computer connected to a network has a \_\_\_\_\_.
- a) NIC      b) NIR      c) NIS      d) NIX
146. The expansion of NIC is \_\_\_\_\_.
- a) Network Interface Card      b) Network Interface Cable  
c) Network Interrupt Card      d) New Interface Card
147. A unique physical address is called a \_\_\_\_\_ address.
- a) MAC      b) NIR      c) MAX      d) NIX
148. A data link layer structure with destination MAC, source with its own address is called \_\_\_\_\_.
- a) Frame      b) Session      c) Router      d) Network
149. \_\_\_\_\_ is the protocol stack used for most wide area network communication.
- a) TCP/IP      b) Session      c) Router      d) Network
150. The Internet Layer transmits application layer packets in \_\_\_\_\_.
- a) Datagrams      b) Session      c) Router      d) Network
151. A \_\_\_\_\_ is a number designating a particular application running on a computer.
- a) Port      b) Session      c) Router      d) Network
152. A host on a TCP/IP wide area network has 32 bit address called \_\_\_\_\_.
- a) TCP      b) IP      c) Router      d) Domain
153. A \_\_\_\_\_ is a collection of communicating hosts.
- a) Network      b) IP      c) Router      d) Domain
154. A \_\_\_\_\_ differs from local area network in terms of size and distance.
- a) WAM      b) WAN      c) MAN      d) VAN
155. The \_\_\_\_\_ involves operations that use hacking techniques against targets network.
- a) Hactivism      b) Cyber terrorism      c) Router      d) Domain
156. A \_\_\_\_\_ is the most dangerous Hactivism.
- a) Hactivism      b) Cyber terrorism      c) Router      d) Domain
157. An easy way to gather network information is to use a \_\_\_\_\_.
- a) Port scan      b) Cyber terrorism      c) Router      d) Domain
158. The quickest way to determine if a host is alive is to \_\_\_\_\_ it.
- a) Port scan      b) Ping      c) Route      d) Domain

- 
159. The Term \_\_\_\_\_ implies overhearing without expending any extra effort.  
a) Eavesdrop    b) Ping    c) Route    d) Domain
160. The \_\_\_\_\_ refers to intercept communications through some effort.  
a) Wiretap    b) Ping    c) Route    d) Domain
161. A \_\_\_\_\_ wiretapping is just listening.  
a) Passive Wiretap    b) Ping Wiretap    c) Active Wiretap    d) Domain
162. Injecting something into communication is termed as \_\_\_\_\_.  
a) Passive Wiretap    b) Ping Wiretap    c) Active Wiretap    d) Domain
163. A \_\_\_\_\_ is a device that filters all traffic between a protected or inside network and outside network.  
a) Passive Wiretap    b) Ping Wiretap    c) Firewall    d) Domain
164. A \_\_\_\_\_ is the simplest and most effective type of firewall.  
a) Screening router    b) Ping Wiretap    c) Hub    d) Domain
165. A \_\_\_\_\_ firewall maintains state information from one packet to another in the input stream.  
a) Screening router    b) Ping Wiretap    c) Hub    d) State Inspection
166. An \_\_\_\_\_ is also called Application Proxy Gateway.  
a) Screening router    b) Bastion host    c) Hub    d) State Inspection
167. A \_\_\_\_\_ is a firewall that stimulates the proper effects of an application which receives only requests to act properly.  
a) Bastion Host    b) Ping Wiretap    c) Hub    d) State Inspection
168. A \_\_\_\_\_ is a two headed device.  
a) Bastion Host    b) Ping Wiretap    c) Proxy Gateway    d) State Inspection
169. The \_\_\_\_\_ is a sophisticated firewall.  
a) Guard    b) Ping Wiretap    c) Active Wiretap    d) Domain
170. A \_\_\_\_\_ is an application program that runs on a workstation to block unwanted traffic.  
a) Bastion Host    b) Guard    c) Proxy Gateway    d) Personal Firewall
171. The \_\_\_\_\_ ensures address correctness to the proxy firewall  
a) Screening Router    b) Guard    c) Proxy Gateway    d) Personal Firewall

- 
172. A \_\_\_\_\_ is a device that monitors activity to identify malicious events.  
a) IDS      b) TCP      c) IP      d) HUB
173. Give the expansion of IDS  
a) Intrusion Detection System      b) Intrusion Data System  
c) Internet Detection system      d) Internet Data System
174. \_\_\_\_\_ based intrusion detection systems perform simple pattern matching.  
a) Screening      b) Guard      c) Signature      d) Heuristic
175. Heuristic IDS is also known as \_\_\_\_\_ based IDS.  
a) Anomaly      b) Guard      c) Signature      d) Heuristic
176. The \_\_\_\_\_ builds a model of acceptable behavior and flag exceptions to that model.  
a) Screening      b) Guard      c) Signature      d) Heuristic
177. A \_\_\_\_\_ based IDS is a stand alone device attached to network to monitor traffic throughout the network.  
a) Network      b) Guard      c) Signature      d) Heuristic
178. Signature based Intrusion detection systems tend to use \_\_\_\_\_ analysis.  
a) Network      b) Statistical      c) Signature      d) Heuristic
179. A \_\_\_\_\_ based IDS runs on a single workstation or client to protect one host.  
a) Host      b) Guard      c) Signature      d) Heuristic
180. A \_\_\_\_\_ based IDS detects when the system has veered into unsafe modes.  
a) State      b) Guard      c) Signature      d) Heuristic
181. When the real activity is compared against known suspicious area it is known as \_\_\_\_\_.  
a) Misuse Intrusion Detection      b) Statistical      c) Signature      d) Heuristic
182. An IDS with two network interfaces is in \_\_\_\_\_ mode.  
a) Host      b) Guard      c) Signature      d) Stealth
183. The \_\_\_\_\_ program is the most well known software comparison program.  
a) Host      b) Tripwire      c) Signature      d) Stealth
184. A \_\_\_\_\_ is a system vulnerability scanner to report flaws found.  
a) Nessus      b) Tripwire      c) Signature      d) Stealth
185. The \_\_\_\_\_ is a lightweight open source network intrusion prevention and network intrusion detection system based on signature detection.  
a) Nessus      b) Tripwire      c) Signature      d) Snort

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186. The full form of NIDS is \_\_\_\_\_.
- a) Network Intrusion Detection System   b) Network Intrusion Display System  
c) Network Internet Detection System   d) Network Intrusion Detection Sector
187. The full form of SAM is \_\_\_\_\_.
- a) Sample Alert Monitor   b) Snort Alert Monitor  
c) Snort Alert Memory   d) Snort Array Monitor
188. A \_\_\_\_ is a Perl based Snort log analyser allowing plain text or HTML summary reports.
- a) Snortalog   b) Tripwire   c) Signature   d) Snort
189. The \_\_\_\_\_ is a Java based console that gives quick look to Snort alerts.
- a) Snortalog   b) Tripwire   c) Signature   d) Snort Alert monitor
190. A \_\_\_\_\_ analyses incoming Snort Alerts and updates iptables firewall to attacker.
- a) Snortalog   b) SnortFW   c) Signature   d) Snort Alert monitor
191. The \_\_\_\_\_ is an all-in-all centralized graphical utility for managing Snort etc.
- a) Snortalog   b) SnortFW   c) IDS Center   d) Snort Alert monitor

#### UNIT V

192. A \_\_\_\_ is a legal device that can protect computers, programs and data.
- a) Copyrights   b) Tripwire   c) Signature   d) Snort
193. The full form of SAM is \_\_\_\_\_.
- a) Digital Millennium Copyright Act   b) Digital Millennium Clear Act  
c) Data Millennium Copyright Act   d) Digital Memory Copyright Act
194. The \_\_\_\_\_ is designed to protect expression of ideas.
- a) Copyrights   b) Tripwire   c) Signature   d) Snort
195. A \_\_\_\_\_ gives the author exclusive rights to make copies of expression and sell them to public.
- a) Patent   b) Tripwire   c) Signature   d) Copyrights
196. The copyright law indicates that the copyrighted object is subject to \_\_\_\_\_.
- a) Patent use   b) Duplicate use   c) Signature use   d) Fair use
197. Unfair use of copyrighted item is termed as \_\_\_\_\_.
- a) Piracy   b) Tripwire   c) Signature   d) Copyrights

- 
198. In \_\_\_\_\_ year DMCA clarified issues of digital objects.  
a) 1998      b) 1987      c) 1961      d) 1976
199. The \_\_\_\_\_ protect inventions and tangible objects.  
a) Patent   b) Tripwire   c) Signature   d) Copyrights
200. Domain names, URL, company names, product names and commercial symbols are protected by \_\_\_\_\_.  
a) Patent   b) Trademark   c) Signature   d) Copyrights
201. A \_\_\_\_\_ law states explicitly that certain actions are illegal.  
a) Patent   b) Trademark   c) Statutes   d) Copyrights
202. A \_\_\_\_\_ is a law not requiring high standard of proof of guilt.  
a) Civil   b) Trademark   c) Statutes   d) Copyrights
203. A \_\_\_\_\_ is a harm occurring from being counter to accumulated body of precedents.  
a) Tort   b) Trademark   c) Statutes   d) Copyrights
204. The \_\_\_\_\_ is a common example of Tort Law.  
a) Patent   b) Trademark   c) Fraud   d) Copyrights
205. A \_\_\_\_\_ is an objectively defined standard of right or wrong.  
a) Ethic   b) Trademark   c) Statutes   d) Copyrights

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## SECTION B

### UNIT I

1. What does security mean?
2. How many types of attacks are there in information security?
3. Write short notes on guiding principles of information security.
4. Who is an Amateur?
5. Differentiate on crackers and career criminals.
6. Give the types of threats?
7. Write short notes on Fence registers.
8. What is Base/Bounds Register?
9. What is Tagged Architecture?
10. What is Segmentation?
11. What is the role of paging in general purpose operating system?
12. Confer on All-None Protection.
13. What is Group Protection?
14. List out the difficulties similar to authentication passwords.
15. Give short notes on Unix SUID Protection.
16. Confer on Loose Lipped Systems.
17. Write short notes on Plaintext System Password List.
18. What is an Encrypted Password File?
19. Write short notes on Users Password Choices.
20. Present the guidelines for Password Selection Criteria.
21. What are One Time Passwords?
22. What is Fixing Flaws in Authentication Process?

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## UNIT II

23. Write short notes on Buffer Overflows.
24. What is Incomplete Mediation?
25. Give short notes on TOCTTOU.
26. List the types of malicious code in concise.
27. Give concise notes on Virus Signatures.
28. Confer on truths and Misconceptions on Viruses.
29. What is BRAIN Virus?
30. Give short notes on Internet Worm.
31. What is a web bug?
32. What is Keystroke Logging and Timing Attacks?
33. Give short notes on Controls against Program threats for developmental Controls.

## UNIT III

34. What are the advantages of using Databases?
35. Write short notes on User Authentication.
36. What is Redundancy /Internal Consistency?
37. What is Concurrency/Consistency?
38. Give concise notes for the case on differential security.
39. What are the Designs of Multilevel Secure Databases?
40. What is Commutative filter?
41. What is the role of distributed Database?
42. Write about Privacy and Sensitivity in Data Mining.

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## UNIT IV

43. List and write several typical characteristics of networks in environment of use.
44. Write short notes on Satellites in network concepts.
45. Give the types of Networks.
46. What makes a network vulnerable?
47. What are the categories of attack?
48. Who attacks Networks? Why?
49. What is Reconnaissance?
50. What is Pinging?
51. What are Eavesdropping and Wiretapping?
52. "Guard is a sophisticated Firewall". Discuss in Concise.
53. What is a Personal Firewall?
54. What Firewalls can and cannot block?
55. Give short notes on IDS.
56. Write the goals, strengths and limitations of IDS.

## UNIT V

57. Write about Trade Secrets in Legal and ethical issues in computer security.
58. Write short notes on Tort Law and Contract Law.
59. Why computer crime is hard to prosecute?
60. What is cyber pornography?
61. What are the possibilities for accessing protected systems?
62. What is Tampering with computer source code?
63. Discuss on Privacy rights for case studies of Ethics.
64. What is DoS? Reflect it in case studies of Ethics.
65. Elucidate on Ownership of Programs for case studies in Ethics.



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## SECTION C

### UNIT I

1. Discuss on attacks in information security.
2. Discuss the Relationship between Confidentiality, Integrity and Availability.
3. Elucidate on Hardware and Software Vulnerability.
4. Explain Data Vulnerability in detail.
5. Give detailed notes on computer criminals.
6. What are Threats? Explain.
7. Discuss on security methods of Operating Systems.
8. Discuss on Fence and Relocation in Memory and Address Protection.
9. Give detailed notes on Base/Bound registers.
10. Explain Tagged architecture in detail.
11. What is Segmentation? Explain.
12. What is the role of Paging? Discuss.
13. Discuss on Directory Access in detail.
14. Give detailed notes on Access Control lists.
15. Explain the concepts on Capability in Control of Access to general Objects.
16. Discuss on Basic Forms of Protection in File Protection Mechanisms.
17. Elucidate on Single Permissions in File Protection Mechanisms.
18. Explain Distribution of Actual Passwords in Probable Passwords.
19. Discuss on Plaintext System Password List and Encrypted Password File.
20. Write detailed notes on One-Time Passwords.
21. Discuss on Authentication Process for User Authentication.

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## UNIT II

22. Discuss on Non Malicious Program errors.
23. Give detailed notes on Kinds of Malicious Code.
24. Elucidate on How Virus Attach.
25. Write detailed note on Home for Viruses.
26. Discuss on Storage Patterns in virus and Malicious code.
27. Discuss on Prevention of Virus Infection.
28. Explain Internet worm and Code Red Malicious Code.
29. Confer on Targeted malicious Code given below
  - i) Trap Doors
  - ii) Trojans
30. Write detailed notes on Salami Attack in targeted malicious code.
31. Discuss on Covert Channels.
32. Highlight the concepts in Modularity, Encapsulation and Information Hiding in Controls against Program Threats.
33. What is Configuration Management in Controls against program threats?
34. Compare the kinds of malicious code and their impacts.

## UNIT III

66. Explain on Components of Database.
67. Discuss on Security Requirements in Database and data mining security.
68. What is an SQL injection? Discuss.
69. Confer on Two Phase update in Protecting features for the operating system.
70. Discuss on Monitors and its several Forms.
71. Give detailed notes on Security issues in Multilevel Databases.
72. Discuss on Separation mechanisms that can help in implementing security for databases.
73. What is a trusted front end in proposals for Multilevel Security?
74. Explain Data Mining concepts in Data Mining Security.
75. Discuss on Data Correctness and Integrity in Data Mining?

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#### UNIT IV

76. "Communication is enabled by several kinds of media". Discuss.
77. Explain ISO/OSI Reference Models for Protocols in Security in Networks.
78. Discuss on TCP/IP Reference Models for Protocols in Security in Networks.
79. Discuss on Reconnaissance and Pinging?
80. Discuss on Software based Packet Sniffing in detail.
81. Give detailed information on Microwave concepts.
82. Elucidate on Packet filtering Gateway in detail.
83. What is Application Proxy? Discuss.
84. Compare the Firewall types with relevant examples.
85. Discuss on types of IDS.
86. Confer on Snort in detail.

#### UNIT V

87. Discuss on Copyrights for protecting programs on data.
88. What are Patents? Explain.
89. Discuss on concepts involved in Protection for computer objects.
90. Explain security requirements for Information and Law.
91. Confer on legal issues relating to information.
92. What are criminal law and civil law in protecting information?
93. Give the examples of Statutes in detail.
94. Explain Indian Cyber Law Offences.
95. Explain Cryptography and the Law in Computer crime.
96. Elucidate on DoS and Ownership of Programs for case studies in Ethics.
97. Discuss on the case that deals with actions of people who are asked to do fraudulent things.

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## KEY ANSWERS

### UNIT I

1. a) Parkerian hexad
2. a) Digital signatures
3. a) Confidentiality
4. a) Active
5. a) Threat
6. b) Vulnerability
7. a) Interception
8. b) Interruption
9. b) Opportunity
10. a) Motive
11. a) Confidentiality
12. b) Integrity
13. c) Availability
14. a) Machinicide
15. a) Configuration
16. d) Trojan Horse
17. a) Virus
18. a) Masquerade
19. b) Firmware
20. c) crackers
21. b) Trap door
22. a) Confidentiality
23. b) Integrity
24. c) Availability
25. a) Amateur
26. b) Temporal Separation
27. c) Logical Separation
28. a) Fence
29. a) Fence

- 
- 30. b) Fence Register
  - 31. b) Relocation
  - 32. c) Base Register
  - 33. a) Bounds
  - 34. a) Context Switch
  - 35. d) Tagged
  - 36. b) Segmentation
  - 37. c) Paging
  - 38. a) Page Frames
  - 39. a) suid
  - 40. a) set userid
  - 41. a) Biometrics
  - 42. c) password
  - 43. a) Brute force attack
  - 44. a) Brute force attack

## UNIT II

- 45. b) Buffer
- 46. d) **incomplete mediation**
- 47. Time of check to Time of Use
- 48. a) Rogue Program
- 49. a) Agent
- 50. a) Malicious code
- 51. b) Virus
- 52. d) Transient
- 53. a) Resident
- 54. a) Trojan Horse
- 55. a) Trojan Horse
- 56. a) Logic Bomb
- 57. b) Time bomb
- 58. c) Backdoor
- 59. d) Trapdoor

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60. b) Worm
  61. a) Rabbit
  62. c) Appended
  63. c) Appended
  64. b) Integrated
  65. d) Document
  66. d) Document
  67. b) Boot sector Virus
  68. c) Bootstrap
  69. a) Terminate and stay Resident
  70. a) virus scanner
  71. b) checksum
  72. a) Polymorphic
  73. a) 1988
  74. a) Robert T. Morris
  75. b) 2001
  76. c) Web Bug
  77. a) Pixel tag
  78. b) Trap door
  79. b) unit
  80. a) Integration
  81. a) error check
  82. a) opcodes
  83. a) Salami
  84. a) Covert channels
  85. a) File lock
  86. b) Modules
  87. b) Information hiding
  88. d) Modularization
  89. a) Cohesion
  90. c) Coupling

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91. a) Encapsulation

**UNIT III**

92. a) Database

93. a) Administrator

94. c) Manager

95. b) Field

96. c) Records

97. a) Schema

98. b) Sub Schema

99. a) Attribute

100. b) Relation

101. a) Field checks

102. d) Inference

103. a) Intent

104. b) Commit

105. c) Shadow

106. a) Error detection and correction

107. d) Monitor

108. b) State

109. d) Transition

110. b) Polyinstantiation

111. a) Integrity Lock

112. a) Unforgeable

113. b) unique

114. a) Sensitivity lock

**UNIT IV**

115. a) Personal Digital Assistant

116. a) Node

117. b) Host

118. c) Link

119. d) Workstation

- 
- 120. d) Automation
  - 121. a) Topology
  - 122. d) Boundary
  - 123. b) Decimal
  - 124. b) Decimal
  - 125. a) Analog
  - 126. a) Modem
  - 127. b) Wire
  - 128. a) UTP
  - 129. a) Unshielded Twisted Pair
  - 130. a) Copper
  - 131. d) Coaxial Cable
  - 132. a) Ethernet
  - 133. d) Coaxial Cable
  - 134. b) Amplifier
  - 135. a) Optical Fiber
  - 136. c) Microwave
  - 137. b) Infrared
  - 138. a) Geosynchronous orbits
  - 139. c) Protocol
  - 140. a) Peers
  - 141. a) Application
  - 142. c) Presentation
  - 143. d) Transport
  - 144. c) Router
  - 145. a) NIC
  - 146. a) Network Interface Card
  - 147. a) MAC
  - 148. a) Frame
  - 149. a) TCP/IP
  - 150. a) Datagrams



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- 151. a) Port
  - 152. b) IP
  - 153. a) Network
  - 154. b) WAN
  - 155. a) Hactivism
  - 156. b) Cyber terrorism
  - 157. a) Port scan
  - 158. b) Ping
  - 159. a) Eavesdrop
  - 160. a) Wiretap
  - 161. a) Passive Wiretap
  - 162. c) Active Wiretap
  - 163. c) Firewall
  - 164. a) Screening router
  - 165. d) State Inspection
  - 166. b) Bastion host
  - 167. a) Bastion Host
  - 168. c) Proxy Gateway
  - 169. a) Guard
  - 170. d) Personal Firewall
  - 171. a) Screening Router
  - 172. a) IDS
  - 173. a) Intrusion Detection System
  - 174. c) Signature
  - 175. a) Anomaly
  - 176. a) Network
  - 177. a) Network
  - 178. b) Statistical
  - 179. a) Host
  - 180. a) State
  - 181. a) Misuse Intrusion Detection

- 
- 182. d) Stealth
  - 183. b) Tripwire
  - 184. a) Nessus
  - 185. d) Snort
  - 186. a) Network Intrusion Detection System
  - 187. b) Snort Alert Monitor
  - 188. a) Snortalog
  - 189. d) Snort Alert monitor
  - 190. b) SnortFW
  - 191. c) IDS Center

#### UNIT V

- 192. a) Copyrights
- 193. a) Digital Millennium Copyright Act
- 194. a) Copyrights
- 195. d) Copyrights
- 196. d) Fair use
- 197. a) Piracy
- 198. a) 1998
- 199. a) Patent
- 200. b) Trademark
- 201. c) Statutes
- 202. a) Civil
- 203. a) Tort
- 204. c) Fraud
- 205. a) Ethic

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## SECTION-A

### UNIT-I

1. Software Project is made up of a \_\_\_\_\_ series of phases.  
a) 4    b)5    c)6    d)3
2. The requirements get documented in the form of \_\_\_\_\_  
a)SDD    b)SRS    c)SVS    d) SSR
3. The design step produces the \_\_\_\_\_  
a)SRS    b)SDD    c)SDS    d) DDS
4. Maintenance is made up of \_\_\_\_\_ types.  
a) 4    b)2    c)3    d) 5
5. The Quality control is \_\_\_\_\_  
a)Defect-detection    b)Defect-Correction    c)Defect-prevention    d) Both a and b
6. Quality Assurance is \_\_\_\_\_  
a) Verification    b)Validation    c)Defect-Detection    d) Defect-Correction
7. ETVX Model stands for \_\_\_\_\_  
a) Entry Task Verification eXit Model    b)Entry Task Validation eXit  
c)Entry Task Valuation eXit Model    d)Exit Task Verification eXit Model
8. The Main strength of the \_\_\_\_\_ model is its simplicity.  
a) RAD    b) Waterfall    c)Spiral    d) VModel

9. The \_\_\_\_\_ tools is used through out the life cycle of a project.  
a) Static Analysis      b)SDLC      c) ETVX      d) CASE
10. The \_\_\_\_\_ testing is also known as clear box or glass box or open box testing.  
a)Black Box      b) White Box      c)Static      d)Structural
11. White box testing is classified in to \_\_\_\_\_ types.  
a) 3      b)2      c)4      d) 5
12. The \_\_\_\_\_ testing is a type of testing which requires only the source code of the product, not the binaries or executables.  
a) White box      b)Black Box      c)Static      d) Code Complexity
13. There are \_\_\_\_\_ roles in inspection.  
a)3      b)4      c)6      d)2
14. The \_\_\_\_\_ who takes detailed notes during the inspection meeting and circulates them to the inspection team after the meeting.  
a)Moderator      b)Inspector      c)Scribe      d)Author
15. In \_\_\_\_\_ testing the product is tested by humans using just the source code and not the executables or binaries.  
a)Static      b) Code Coverage      c) Code Complexity      d)Black Box
16. The \_\_\_\_\_ focus on Are we building the product right?  
a) Validation      b)Proactive      c)Reactive      d) Verification

17. Spiral Model is also called as \_\_\_\_\_ model.

- a)V Model    b)Modified V Model    c)Iterative    d)Waterfall

18. The \_\_\_\_\_ are the people who actually provides review comments for the code.

- a)Author    b)Scribe    c)Inspectors    d)Moderator

19. Checklist may be at \_\_\_\_\_ levels.

- a)2    b)3    c)4    d)5

20. The percentage of code covered by a test is found by adopting a technique called \_\_\_\_\_

- a) Line of Code    b) Instrumentation of code  
c)Integrated Development Environment    d)Condition Coverage

## UNIT-II

21. The \_\_\_\_\_ testing is done from customer's view point.

- a)Black Box    b)White Box    c)Integration    d)Static

22. All explicit requirements and implied requirements are collected and documented as \_\_\_\_\_

- a)SRS    b)SDD    c)TRS    d)RTM

23. Requirements are tracked by a \_\_\_\_\_

- a)Requirements Traceability Matrix    b) Request Traceability Matrix  
c) Requirements Traceability Management    d) Requirements Testing Matrix

24. The \_\_\_\_\_ indicates the black box requirements testing.
- a) BLR      b)BR      c)BRT      d) BKR
25. The \_\_\_\_\_ tries to prove that a given product does what it is supposed to do.
- a) Positive Testing      b)Negative Testing  
c)Graph Based Testing      d) Compatibility Testing
26. A \_\_\_\_\_ test would be a product not delivering an error when it should or delivering an error when it should not.
- a) Compatibility Testing      b) Negative Testing  
c) Positive Testing      d)State based Testing
27. The \_\_\_\_\_ a method useful for arriving at tests that are effective in catching defects that happen at boundaries.
- a) State Based      b)Decision Tables  
c)Equivalence Partitioning      d) BVA
28. The \_\_\_\_\_ is a software testing technique that involves identifying a small set of representative input values that produce as many different output conditions as possible.
- a)Equivalence Partitioning      b)Graph based Testing  
c)Negative Testing      d)Positive Testing
29. The set of input values that generate one single expected output is called a \_\_\_\_\_.
- a)Equivalence class      b)Partition  
c)Compatibility Matrix      d) User Documentation Testing
30. The \_\_\_\_\_ testing performed testing without looking at the program code but looking at the specifications.
- a) White Box      b) Domain      c) Black Box      d) Compatibility



31. The \_\_\_\_\_ is defined as the set of interactions among components.  
a)Integration    b)Top-Down    c)Bi-Directional Integration    d)System Integration
32. The final round of integration involving all components is called \_\_\_\_\_.  
a)SDK    b)FIT    c)HLD    d) IDE
33. The \_\_\_\_\_ testing means testing of interfaces.  
a) Black Box    b) Compatibility    c) Bi-Directional Integration    d) Integration
34. The \_\_\_\_\_ is a combination of the top-down and bottom-up integration.  
a) System Integration    b)Bi-directional Integration  
c)Scenario Testing    d)Domain Testing
35. When the functionality of different components are combined and tested together for a sequence of related operations, they are called \_\_\_\_\_.  
a) Bi-directional Integration    b)System Integration    c)Scenarios    d) Ad-hoc Testing
36. The \_\_\_\_\_ is an ad-hoc testing where people performing different roles in an organization test the product together at the same time.  
a) Defect Bash    b)Pair    c)Agile    d)Integration
37. There are \_\_\_\_\_ types of defects that will emerge during a defect bash.  
a)3    b)5    c)4    d) 2

### UNIT-III

38. The \_\_\_\_\_ testing helps in uncovering the defects that may not be directly attributable to a module or an interface.
- a) System    b)Scenario    c)Integration    d) Ad-hoc
39. The \_\_\_\_\_ testing is to evaluate the time taken or response time of the system to perform its required functions.
- a) Stress    b)Scalability    c) Load Testing    d) Interoperability
40. The \_\_\_\_\_ testing is to evaluate the ability of the system.
- a) Reliability    b)Interoperability    c)Stress    d) Scalability
41. The \_\_\_\_\_ testing is done to ensure that two or more products can exchange information, use the information and work closely.
- a)Interoperability    b)Reliability    c)Localization    d)Performance
42. As functional testing is performed at various testing phases, duplication and \_\_\_\_\_ are the two obvious problems.
- a) Scenarios    b)Product Level    c)System Behaviour    d) Gray Area
43. The \_\_\_\_\_ refers to the same tests being performed multiple times.
- a) Gray Area    b)Duplication    c)Beta Testing    d)Deployment Testing
44. The \_\_\_\_\_ test cases focus on interactions between modules or components.
- a) Integration    b)Beta    c)Deployment    d)Acceptance
45. There are some operations that can only be done by some user objects called \_\_\_\_\_
- a)Role-Based Operations    b)Terminology    c)Syndication    d)Design Verification

46. Business Vertical testing can be done in \_\_\_\_\_ ways.
- a)3            b)4            c)2    d)5
47. Simulation and \_\_\_\_\_ are the two ways where the business vertical testing can be done.
- a)Replication            b)Syndication            c)Customization            d)Office Deployment
48. The \_\_\_\_\_ testing is the final phase before product delivery.
- a)Beta            b)System            c)Deployment            d)Scalability
49. The \_\_\_\_\_ - testing is also conducted after the release of the product by utilizing the resources and setup available in customer's locations.
- a)Acceptance            b)Deployment            c)Unit            d)Integration
50. Onsite \_\_\_\_\_ testing is considered to be a part of acceptance testing and is an extension of offsite deployment testing.
- a)Deployment            b)Beta            c)Scalability    d)Reliability
51. One of the mechanisms used in sending the product that is under test to the customers and receiving the feedback is \_\_\_\_\_.
- a) Pair Testing    b) Beta Testing            c)Scenario Testing    d) Unit Testing
52. Testing the product to ensure that these standards are properly implemented is called \_\_\_\_\_.
- a)Testing for Standards            b)Compliance to FDA            c)SOX            d)OFAC

53. A document containing such tuning parameters and the recommended values of other product and environmental parameters for attaining the scalability numbers is called a \_\_\_\_\_

- a)Reliability of a product      b)Sizing Guide      c)Reliability Testing      d)Stress Testing

54. The \_\_\_\_\_ only delivers a “reliability tested product” but not a reliable product.

- a)Reliability Testing      b)Stress Testing  
c)Interoperability Testing      d) Acceptance Criteria

55. The \_\_\_\_\_ testing brings out those errors which arise because of certain operations being repeated.

- a)Stress      b)Acceptance      c)Reliability      d)Integration

56. The \_\_\_\_\_ testing helps in understanding how the system can behave under extreme and realistic situations.

- a)Interoperability      b)Acceptance      c)Stress      d)Performance

57. The \_\_\_\_\_ testing is a phase after system testing that is normally done by the customers or representation of the customer.

- a)Integration      b)Performance      c)Acceptance      d)Stress

#### UNIT-IV

58. The capability of the system or the product in handling multiple transactions is determined by a factor called \_\_\_\_\_-

- a) Latency      b)Capacity Planning      c)Throughput      d)Benchmarking

59. The \_\_\_\_\_ can be defined as the delay between the point of request and the first response from the product.
- a)Response time      b)Latency      c)Bench Marking      d)Requirements
60. The factor that governs the performance testing is \_\_\_\_\_.
- a) Caching      b)Configurance Performance      c) Tuning      d) Noise Removal
61. The type of performance testing wherein competitive products are compared is called \_\_\_\_\_.
- a)Bench Marking      b)Performance Testing      c)Capacity Planning      d) Scenario Testing
62. The process of removing some unwanted values in a set is called \_\_\_\_\_.
- a)Performance Benchmarking      b)Noise Removal      c)Load Balancing      d)Caching
63. The \_\_\_\_\_ testing is done to ensure that enhancements or defect fixes made to the software works properly and does not affect the existing functionality.
- a)Regression      b)Performance      c)Regular Regression      d)Re-Testing
64. There are \_\_\_\_\_ types of regression testing.
- a)3      b)2      c)4      d)5
65. Regression test is applicable to all phases in a \_\_\_\_\_.
- a) PSLS      b)SSDL      c)LSPL      d) SDLC
66. It is very important to record what test cases were executed in which cycle, their results and related information is called \_\_\_\_\_.
- a)TCDB      b)Test Case Result History      c)Reset      d) Regression

67. Resetting a test case is nothing but setting a flag called \_\_\_\_\_  
a)Not Run    b)Execute Again    c)Reset    d)Both A and B
68. The \_\_\_\_\_ is also decided on the basis of the stability of the functionality.  
a) Reset    b)Regression    c)TCDB    d)Rerun
69. The \_\_\_\_\_ - testing enables the uncovering of errors introduced by the build procedures.  
a)Stress    b)Smoke    c)Integration    d)Acceptance
70. SDLC stands for \_\_\_\_\_.  
a)Software Development Life Cycle    b)System Development Life Cycle  
c)Software Developing Life Cycle    d)Software Document Life Cycle
71. Selecting regression test cases is a \_\_\_\_\_ process.  
a) Sequence    b)step-by-step    c) Continuous    d)Priority
72. The \_\_\_\_\_ is a delay caused by the application, os, and by the environment that are calculated separately.  
a)Response Time    b)Latency    c)Throughput    d) BenchMarking
73. The exercise to find out what resources and configurations are needed is called \_\_\_\_\_.  
a)Capacity Planning    b)Generic Requirements  
c)Specific Requirements    d)Configuration Performance

74. A set of transactions or operations that are usually performed by the user forms the scenario for \_\_\_\_\_

- a) Scenario Testing
- b) Stress Testing
- c) Performance Testing
- d) Integration Testing

75. The \_\_\_\_\_ is an important step in the methodology for performance testing .

- a) End-to-End
- b) Automation
- c) Repetitive
- d) Generic Requirements

76. The \_\_\_\_\_ testing is a laborious process involving time and effort.

- a) Performance
- b) Configuration Performance
- c) Scenario Testing
- d) Caching

77. A major challenge involved in \_\_\_\_\_ testing is getting the right process.

- a) Scenario
- b) Caching
- c) Performance
- d) Integration

#### UNIT-V

78. An \_\_\_\_\_ testing is a planned activity.

- a) Pair
- b) Adhoc
- c) Exploratory
- d) Iterative

79. Adhoc testing may cause a tester to jump across different functionalities and different screens is called \_\_\_\_\_

- a) Random sampling Test
- b) Monkey Test
- c) Planned Test
- d) Buddy Test

80. Testing done without using any formal testing technique is called \_\_\_\_\_.

- a) Pair Testing
- b) Agile Testing
- c) Adhoc Testing
- d) Monkey Testing

81. The type of testing uses the “Buddy System” practice where in two team members are identified as \_\_\_\_\_

- a) Tester
- b) Scribe
- c) Buddies
- d) Pair Programming

82. The objective of \_\_\_\_\_ testing is to maximize the exchange of ideas between the two testers.  
a)Pair      b)Exploratory      c)Iterative      d)Extreme
83. The \_\_\_\_\_ criteria for a test specify threshold criteria for each phase or type of test.  
a)Entry      b)Suspension      c)Resumption      d)Staffing
84. The \_\_\_\_\_ criteria specify when a test cycle or a testing activity can be deemed complete.  
a)Completion      b)Exit      c)Both a and b      d)Suspension
85. The \_\_\_\_\_ criteria specify when a test cycle or a test activity can be suspended.  
a)Scope Management      b)Resumption      c)Size Estimate      d)Suspension
86. The \_\_\_\_\_ - is done based on estimation of effort involved and the availability of time for release.  
a) Size Estimate      b)Staffing      c)Schedule Estimation      d) Effort Estimation
87. The \_\_\_\_\_ quantifies the actual amount of testing that needs to be done.  
a) Size Estimate      b)WBS      c)Training      d)Hiring
88. The \_\_\_\_\_ consists of identifying the possible risks that may hit a project.  
a)Risk Identification      b)Risk Quantification      c)Risk Mitigation      d) Risk Exposure
89. The \_\_\_\_\_ deals with expression the risk in numerical terms  
a) Risk Quantification      b) Risk Mitigation      c) Risk Identification      d) Defect Repository
90. There are \_\_\_\_\_ components to the quantification of risk.  
a) 3      b)5      c)4      d)2



91. TCDB stands for \_\_\_\_\_.
- a) Test Case Database
  - b) Testing Case Data Binding
  - c) Test Coding Database
  - d) Test Code Database
92. The defect repository should be the primary vehicle of communication between the test team and the \_\_\_\_\_ team.
- a) Design
  - b) Development
  - c) Maintenance
  - d) Requirement
93. The \_\_\_\_\_ is a means of achieving communication between test team and other teams.
- a) Test incident Report
  - b) Test Cycle Report
  - c) Test Summary Report
  - d) Test Reporting
94. A \_\_\_\_\_ is a communication that happens through the testing cycle as and when defects are encountered.
- a) Test Summary Report
  - b) Test Incident Report
  - c) Release Test Report
  - d) A process Communication
95. The process database integrated with other tools such as defect repository, SCM tool and \_\_\_\_\_
- a) TCDB
  - b) CM Repository
  - c) WBS Units
  - d) Line of Code
96. Process Models such as \_\_\_\_\_ - ca provide a framework to build such as infrastructure.
- a) CMMI
  - b) TCDB
  - c) SCM
  - d) Defect Repository
97. Best Practices can be classified in to \_\_\_\_\_ categories.
- a) 4
  - b) 2
  - c) 3
  - d) 6

## **SECTION –B**

### **UNIT-I**

1. Describe about Quality, Quality Assurance and Quality Control.
2. Write about Process Model to represent different phases?
3. Discuss about waterfall Model.
4. Briefly explain about Prototyping and Rapid Application Development Models.
5. Explain about Spiral or Iterative Model.
6. Discuss about the V Model.
7. What you know about Modified V Model?
8. What is White Box Testing?
9. What are the following types of coverage used in structural Testing?
10. Discuss about Static Analysis Tools.
11. Describe about Code Coverage Testing.
12. Briefly explain about Code Complexity Testing.

### **UNIT-II**

13. What is Black Box Testing?
14. Why is Black Box Testing?
15. Describe about Requirements Based Testing?
16. Write about Positive and Negative Testing?

17. Discuss about Boundary Value Analysis Testing?
18. Briefly explain about Decision Tables?
19. Write about Equivalence Partitioning?
20. Describe about State Based Testing?
21. Write about Compatibility Testing?
22. Discuss about the importance of User Documentation Testing?
23. What is Domain Testing?
24. What is Top-Down Integration?
25. Discuss about Bottom-Up Integration.
26. Describe about Bi-Directional Integration.
27. Briefly explain about System Integration.
28. Discuss about Integration Testing as a Phase of Testing?
29. Write about System Scenarios in Scenario Testing.
30. What is Use Case Scenarios/Role Based Scenarios.

### **UNIT-III**

31. Briefly explain about System Testing Overview.
32. Why is System Testing Done?
33. Discuss about Design/Architecture Verification and Business Vertical.
34. Explain about Deployment Testing.
35. Describe about Beta Testing.

36. Explain any 2 common Techniques in functional System Testing.
37. What is Scalability Testing?
38. Write about Interoperability Testing.
39. What are the Acceptance criteria in Acceptance Testing?
40. How to select Test Cases for Acceptance Testing?
41. Describe about Setting Up Configuration and Interoperability.

#### UNIT-IV

42. List out the Methodologies used in performance Testing?
43. How to collect requirement?
44. How to write Test Cases?
45. How to do Automating Performance Test Cases?
46. What is the procedure for Executing performance Test cases?
47. How to analyse the performance Test Results?
48. How to do Performance Tuning?
49. Explain about Performance Bench Marking.
50. Discuss about Capacity Planning.
51. What are the Challenges in Performance Testing.
52. Write about the Concept of Regression Testing.
53. When to do Regression Testing?

54. Discuss about Performing an Initial “Smoke/Sanity” Test.
55. Briefly explain about the Understanding the Criteria for selecting the Test Cases?
56. How to do Classifying Test Cases.
57. What is the Methodology for selecting Test Cases?
58. What is procedure for Resetting the Test cases for Regression Testing?

#### **UNIT-V**

59. Write about the concept of Buddy Testing.
60. How to prepare a Test plan in Test planning and the scope Management?
61. What are the Testing Tasks in Test Planning?
62. How to Identify Responsibilities, Staffing and Training Needs.
63. Write about Identifying Resource Requirements
64. Discuss about Activity Break-Down and Scheduling.
65. Discuss about Activity Break Down and Scheduling in Test Planning.
66. Describe about Communications Management in Test Planning.
67. What is Test Infrastructure Management in Test Planning?
68. How to prepare a Test Summary Report?
69. Discuss about Process Related Best Practices.
70. Describe about People Related Best Practices

#### **SECTION –C**

## **UNIT-I**

1. Write about the Phases of Software Project.
2. Discuss about Testing, Verification and Validation.
3. Write about the Life Cycle Models. Explain any 2 Models in detail.
4. Describe about White Box Testing and its Classification.
5. What is Static Testing?
6. Write about Structural Testing.

## **UNIT-II**

7. Write about Black Box Testing?
8. How to do Black Box Testing and explain the various techniques used?
9. Explain about Integration Testing?
10. Discuss about Top-Down Integration and Bottom-Up Integration.
11. Write about Bi-Directional Integration and System Integration.
12. Describe about Integration Testing as a type of Testing.
13. Discuss about Scenario Testing?
14. Write about Defect Bash.

## **UNIT-III**

15. What is the difference between Functional Versus Non-Functional Testing?
16. Discuss about Functional System Testing?
17. Write about Non-Functional Testing?
18. Describe about Reliability Testing.

19. Explain about Stress Testing.
20. What is Acceptance Testing?
21. Write about the summary of Testing Phases.

#### **UNIT-IV**

22. What are the Factors Governing Performance Testing?
23. What is the Methodology for Performance Testing? Explain any Two.
24. Discuss the Tools for Performance Testing.
25. Write about the Process for Performance Testing.
26. Explain the types of Regression Testing.
27. How to do Regression Testing?
28. What are the Best Practices in Regression Testing?

#### **UNIT-V**

29. Explain the Overview of Ad-hoc Testing.
30. What is Pair Testing.
31. Discuss about Test Planning.
32. Describe about Risk Management in Test Planning.
33. What is Test Management in Test planning?
34. Write about Test People Management.
35. Write about Test Process.
36. Discuss about Test Reporting.
37. Detailed discussion about Best Practices in Testing?

## ANSWERS

### UNIT-I

1. (c)6
2. (b)SRS
3. (b)SDD
4. (c)3
5. (d)Both a and B
6. (a)Verification
7. (a)Entry Task Verification eXit Model
8. (b)Waterfall
9. (d)CASE
10. (b)WhiteBox
11. (b)2
12. (c)Static
13. (b)4
14. (c)Scribe
15. (a)Static



- 16. (d)Verification
- 17. (c)Iterative
- 18. (c)Inspectors
- 19. (a)2
- 20. (b)Instrumentation of Code

## UNIT -II

- 21. (a)Black Box
- 22. (c)TRS
- 23. (a)Requirements Traceability Matrix
- 24. (b)BR
- 25. (a)Positive
- 26. (b)Negative
- 27. (d)BVA
- 28. (a)Equivalence Partitioning
- 29. (b)Partition
- 30. (c)BlackBox
- 31. (a)Integration
- 32. (b)FIT
- 33. (d)Integration
- 34. (b)Bidirectional Integration
- 35. (c)Scenarios
- 36. (a)Defect Bash

37. (d)2

### UNIT-III

38. (a)System

39. (c)Load Testing

40. (a)Reliability

41. (a)Interoperability

42. (d)Gray Area

43. (b)Duplication

44. (a)Integration

45. (a)Role-Based Operations

46. (c)2

47. (a)Replication

48. (b)System

49. (b)Deployment

50. (a)Deployment

51. (b)Beta Testing

52. (a)Testing for Standards

53. (b)Sizing Guide

54. (a)Reliability Testing

55. (c)Reliability

56. (c)Stress

57. (c)Acceptance

#### UNIT-IV

- 58. (c)Throughput
- 59. (a)Response Time
- 60. (c)Tuning
- 61. (a)Bench Marking
- 62. (b)Noise Removal
- 63. (a)Regression Testing
- 64. (b)2
- 65. (d)SDLC
- 66. (b)Test Case Result History
- 67. (d)Both a a and b
- 68. (a)Reset
- 69. (b)Smoke
- 70. (a)Software Development Life Cycle
- 71. (c)Continuous
- 72. (b)Latency
- 73. (a)Capacity Planning
- 74. (c)Performance Testing
- 75. (b)Automation
- 76. (a)Performance
- 77. (c)Performance

#### UNIT-V

- 78. (b)Adhoc

79. (a)Random Sampling Test

80. (c)Adhoc Testing

81. (c)Buddies

82. (a)Pair

83. (a)Entry

84. (c)Both a and b

85. (d)Suspension

86. (b)Staffing

87. (a)Size Estimate

88. (a)Risk Identification

89. (a)Risk Quantification

90. (d)2

91. (a)Test Case Database

92. (b)Development

93. (d)Test Reporting

94. (b)Test Incident Report

95. (a)TCDB

96. (a)CMMI

97. (c)3

KASC-Computer Applications

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KASC-Computer Applications



## SECTION-A

### UNIT-I

- 1) HTML elements are represented by \_\_\_\_\_  
a) Tags      b) Attributes      c) Coding      d) Text
- 2) The end tag is represented with a \_\_\_\_\_ inserted before the tag name  
a) Triple slash      b) backward slash      c) double slash      d) Forward slash
- 3) HTML headings are defined with the \_\_\_\_\_ to \_\_\_\_\_ tags.  
a) <h1> ,<h6>      b) <h1>,</h1>      c) <h>,</h>      d) <h1>,</h6>
- 4) The \_\_\_\_\_ are used to provide additional information about HTML elements.  
a) Class      b) Tags      c) Attributes      d) ID
- 5) HTML lists are defined with the \_\_\_\_\_ or \_\_\_\_\_  
a) <ol> or <ul>      b) <li> or <nl>      c) <dt> or <dd>      d) <br> or <hr>
- 6) The filename of the image source is specified in the \_\_\_\_\_ attribute  
a) alt      b) src      c) bdo      d) URL
- 7) The \_\_\_\_\_ attribute provides address information for links  
a) href      b) src      c) url      d) rtl
- 8) The \_\_\_\_\_ and \_\_\_\_\_ attributes provide size information for images  
a) Width , height      b) length, breath      c) height ,weight      d) length , width
- 9) The \_\_\_\_\_ attribute provides additional "tool-tip" information  
a) Tools      b) brand      c) banner      d) Title
- 10) The HTML \_\_\_\_\_ element defines a line break.  
a) <br>      b) <tr>      c) <hr>      d) <tt>
- 11) A \_\_\_\_\_ element always starts on a new line and takes up the full width available  
a) Block-level      b) inline      c) Valid      d) basefont
- 12) The \_\_\_\_\_ element allows programs written in a scripting language to be directly embedded in a web page.  
a) <STYLE>      b) <META>      (c) <LINK>      (d) <SCRIPT>

- 13) Each HTML document can contain multiple \_\_\_\_\_ tags.  
a) <HEAD>      b) <STYLE>      c) <INDEX>      d) <BDO>
- 14) A \_\_\_\_\_ tag has both a start and end tag.  
a) Empty      b) Container      c) Attribute      d) property
- 15) The \_\_\_\_\_ separates the structure of a document from its presentation.  
a) Browsers      b) Style sheets      c) Monitors      d) HTML
- 16) All file paths in HTML use a \_\_\_\_\_ slash.  
a) Back      b) Forward      c) Double Forwarded      d) Double Back warded
- 17) A webpage \_\_\_\_\_ is very important to give better look to website.  
a) Layout      b) Block quotes      c) Layer      d) Heading
- 18) There are \_\_\_\_\_ types of bullets in HTML.  
a) Three      b) Two      c) One      d) Five
- 19) HREF is an attribute of the \_\_\_\_\_ tags.  
a) <p>      b) <A> </A>      c) <pre>      d) <img>
- 20) The \_\_\_\_\_ element inserts multi line textbox.  
a) Multiline      b) text area      c) textbox      d) select box

## UNIT-II

- 21) The \_\_\_\_\_ tag is used for positioning text and images.  
a) DIV      b) DMG      c) DDV      d) DSV
- 22) If the name of a font family is more than one word, it must be in \_\_\_\_\_ marks.  
a) Quotation      b) semicolon      c) colon      d) single quotes
- 23) Expansion of CSS is \_\_\_\_\_  
a) Cascading Style Sheet      b) Cascading Style Strip  
c) Conceding Style Sheet      d) Concrete Styles
- 24) The \_\_\_\_\_ Property sets the color used for the border.  
a) border-type      b) border-family      c) border-color      d) border-size

- 25) A \_\_\_\_\_ is a simple mechanism for adding style to Web documents.  
a) CSS    b) CMS    c) CSK    d) CCS
- 26) The \_\_\_\_\_ define how to display HTML elements.  
a) Frames    b) Styles    c) forms    d) tables
- 27) The \_\_\_\_\_ Style Sheets can save a lot of work.  
a) External    b) Internal    c) Cascading    d) Case setting
- 28) External Style Sheets are stored in \_\_\_\_\_  
a) CSS files    b) Forms    c) Frames    d) tables
- 29) A \_\_\_\_\_ that lies around the padding and content.  
a) Border    b) padding    c) margin    d) content
- 30) The CSS syntax is made up of three parts: a selector, \_\_\_\_\_ and a value  
a) Index    b) data    c) styles    d) property
- 31) The \_\_\_\_\_ is normally the HTML element/tag you wish to define.  
a) selector    b) property    c) value    d) style
- 32) The \_\_\_\_\_ is the attribute you wish to change.  
a) Selector    b) property    c) value    d) style
- 33) The class \_\_\_\_\_ you can define different styles for the same type of HTML element.  
a) Selector    b) property    c) value    d) style
- 34) The \_\_\_\_\_ are used to explain the code and it helps user when they edit the source.  
a) Comments    b) Styles    c) Frames    d) text
- 35) With a \_\_\_\_\_ style sheet, programmer can change the look of an entire web site by changing one file.  
a) External    b) internal    c) cascading    d) Enclosed
- 36) Each page must link to the style sheet using the \_\_\_\_\_ tag  
a) < Rule>    b) <link>    c) <style link>    d) <css link>

- 37) An \_\_\_\_\_ style sheet should be used when a single document has a unique style
- a) Internal      b) external      c) embedded      d) Inline
- 38) The CSS \_\_\_\_\_ properties define the appearance of text.
- a) Text      b) font      c) family      d) style
- 39) An \_\_\_\_\_ style loses many of the advantages of style sheets by mixing content with presentation.
- a) Inline      b) external      c) internal      d) new style
- 40) The \_\_\_\_\_ sheets is used to refers style sheet information being applied to the current element.
- a) Inline style      b) external      c) internal      d) next style

### UNIT-III

- 41) The \_\_\_\_\_ tag is used for creating layouts
- a) <form>      b) <div>      c) <span>      d) <img>
- 42) The \_\_\_\_\_ event occurs when the mouse pointer is moved onto an element
- a) OnLoad      b) OnMouseOver      c) OnClick      d) OnMouseOut
- 43) A variable that is declared outside a function definition is a \_\_\_\_\_ variable
- a) Global      b) Local      c) null      d) Reference
- 44) The \_\_\_\_\_ style is used for giving space in beginning of the line
- a) text-size      b) text-font      c) text-Indent      d) text-appearance
- 45) A JavaScript \_\_\_\_\_ is a block of code designed to perform a particular task.
- a)Function      b) Division      c) Group      d) References
- 46) The \_\_\_\_\_ statements execute first and check the conditions at the end.
- a) Goto      b) Do-while      c) While      d) For
- 47) The if statement in the JavaScript used to check the \_\_\_\_\_.
- a) Documents      b) Statements      c) Conditions      d) Errors

- 48) The repetition structure can include \_\_\_\_\_.
- a) Switch      b) If      c) If-else      d) While
- 49) The statements in a program executes in \_\_\_\_\_ order.
- a) Random Order      b) Sequential Order      c) Repetition Order      d) Index order
- 50) The JavaScript keywords support \_\_\_\_\_.
- a) break      b) abstract      c) byte      d) class
- 51) The \_\_\_\_\_ operators assign values to JavaScript variables.
- a) Conditional      b) Logical      c) Assignment      d) Ternary
- 52) Javascript objects are containers for named values called \_\_\_\_\_ or \_\_\_\_\_
- a) Properties, methods      b) value , variable      c) new , valueof      d) setw, sizeof
- 53) Function arguments are the \_\_\_\_\_ received by the function when it is invoked.
- a) Values      b) names      c) function      d) elements
- 54) A \_\_\_\_\_ is similar as a procedure in programming language.
- a) Function      b) Parameters      c) Variables      d) keywords
- 55) An \_\_\_\_\_ is a special variable, which can hold more than one value at a time.
- a) Array      b) Double      c) Format      d) Index
- 56) Date objects are created with the \_\_\_\_\_ constructor.
- a) Date()      b) char()      c) Now      d) Time()
- 57) JavaScript variables are containers for \_\_\_\_\_ data values.
- a) Storing      b) calculating      c) operating      d) Literals
- 58) The \_\_\_\_\_ statement can also be used to jump out of a loop.
- a) Exit      b) continue      c) looping      d) break
- 59) A function can be called when an \_\_\_\_\_ occurs, like when the user clicks a button
- a) Events      b) action      c) work      d) call
- 60) JavaScript files have the file extension \_\_\_\_\_.
- a) .xls      b) .js      c) .doc      d) .htm

## UNIT-IV

61. Multi-line comments start with\_\_\_\_\_ and end with \_\_\_\_\_.
- a) // , //      b) /\*, /\*      c) \* / , \* /      d) /\* , /\*
62. The unique names are called \_\_\_\_\_.
- a) flags      b) identifiers      c) bookmark      d) code
63. When JavaScript reaches a \_\_\_\_\_statement, the function will stop executing.
- a) return      b) end      c) close      d) stop
64. Methods are \_\_\_\_\_ that can be performed on objects.
- a) steps      b) actions      c) procedure      d) patterns
65. The methods are stored in properties as\_\_\_\_\_.
- a) Data definition      b) Function definition      c) Data pool      d) Memory
66. The \_\_\_\_\_event attributes can execute JavaScript code directly
- a) Execute      b) HTML      c) JAVA      d) Code
67. The length of a string is found with the built-in \_\_\_\_\_ property.
- a) Size      b) length      c) height      d) value
68. The \_\_\_\_\_ function parses a string and returns an integer.
- a) parseInt( )      b) Char      c)Typecast      d) Indexof ( )
69. The\_\_\_\_\_ object is used to store multiple values in a single variable.
- a) Window      b) document      c) Array      d) Console
70. The \_\_\_\_\_object represents an open window in a browser.
- a) Document      b) I/O      c) Window      d) Memory
71. The \_\_\_\_\_ buttons are also known as Mouse over buttons.
- a) JavaScript      b) VB      c) Input type      d) display
72. Elements within a document can also be assigned \_\_\_\_\_.
- a) Event Handlers      b) Action listeners      c) Methods      d) Prototype
73. The \_\_\_\_\_ event triggers when you bring your mouse over any element
- a) onmouseout      b) onmouseover      c) mouserelase      d) mouseclick

74. Only one \_\_\_\_\_ handler can be assigned to an object at a time.  
a) onclick                      b) onchange                      c) onload                      d) onmouse
75. A \_\_\_\_\_ is a parametric block of code defined one time and called any number of times later.  
a) Function                      b) Array                      c) data type                      d) objects
76. The \_\_\_\_\_ validation is performed by a web server, after input has been sent to the server.  
a) server side                      b) Client side                      c) Peer                      d) terminal
77. The \_\_\_\_\_ validation is performed by a web browser, before input is sent to a web server.  
a)DHCP                      b) Workstation                      c) DNS                      d) Client side
78. The \_\_\_\_\_ displays a dialog box to get input from the user.  
a) Prompt()                      b) clear()                      c) Flush()                      d) pop()
79. The \_\_\_\_\_ displays the alert box containing message with ok button.  
a) Alert()                      b) confirm()                      c) open()                      d)close()
80. The \_\_\_\_\_ returns the absolute value of the given number.  
a) round()                      b) new()                      c) abs()                      d) Math()

#### UNIT-V

81. The \_\_\_\_\_ is a server scripting language, and a powerful tool for making dynamic and interactive Web pages.  
a) PHP                      b) COBOL                      c) C                      d) Visual basic
82. PHP code are executed on the \_\_\_\_\_, and the result is returned to the browser as plain HTML.  
a) Server                      b) Client                      c) Standalone                      d) Terminal
83. PHP files have extension \_\_\_\_\_  
a).htmlP                      b) .ph                      c) .php                      d) .?php
84. PHP can generate \_\_\_\_\_ content.  
a) dynamic page                      b) static page                      c) Style sheet                      d) home page

85. The PHP \_\_\_\_\_ statement is often used to output data to the screen.  
a) printl                      b) echo                      c) cout                      d) write
86. A constant is an \_\_\_\_\_ for a simple value.  
a) Identifier                      b) number                      c) value                      d) name
87. A \_\_\_\_\_ will not execute immediately when a page loads.  
a) Function                      b) Subroutine                      c) Method                      d) Class
88. The \_\_\_\_\_ is an array of variables passed to the current script via the URL parameters.  
a) \$\_GET                      b) \$\_PUT                      c) \$\_SET                      d) \$\_READ
89. The \_\_\_\_\_ is an array of variables passed to the current script via the HTTP POST method.  
a) \$\_WRITE                      b) \$\_POST                      c) \$\_GET                      d) \$\_INSERT
90. The htmlspecialchars() function converts special characters to \_\_\_\_\_ entities.  
a) HTML                      b) XML                      c) CSS                      d) SCRIPIT
91. The \_\_\_\_\_ is a PHP super global variable which is used to access global variable.  
a) \$GLOBALS                      b) \$Gvar                      c) \$Define                      d) \$VarG
92. PHP is \_\_\_\_\_ language.  
a) Case sensitive                      b) Non-case sensitive                      c) Machine                      d) Assembly
93. A variable starts with the \_\_\_\_\_ sign, followed by the name of the variable.  
a) &                      b) \$                      c) #                      d) ~
94. A proper \_\_\_\_\_ of form data is important to protect your form from hackers and spammers.  
a) Verification                      b) Validation                      c) Correction                      d) Sort
95. The PHP \_\_\_\_\_ function is used to format a date and/or a time.  
a) Time ()                      b) Date()                      c) Both a & b                      d) Setdate()
96. The \_\_\_\_\_ are like variables except that once they are defined they cannot be changed or undefined.  
a) Constants                      b) Numbers                      c) Variables                      d) Values
97. The \_\_\_\_\_ statement has no return value.  
a) echo                      b) print                      c) display                      d) return



98. The \_\_\_\_ has a return value of 1 so it can be used in expressions.

- a) Return      b) echo      c) print      d) break

99. PHP is a \_\_\_\_\_ scripting language.

- a) Open source      b) Style      c) Standalone      d) Multiple

100. The \_\_\_\_\_ names are not case-sensitive.

- a) Function      b) Definition      c) Prototype      d) Parameters

## SECTION-B

### UNIT-I

1. Write about Features of HTML elements.
2. Write about structure of HTML document.
3. What is an attribute? Explain it.
4. How the font face and size is changed for a web page.
5. Explain Formatting of images.
6. Write a note on list.
7. How a list of items are displayed in bullets in a web page.
8. How a list of items are displayed in an order in a web page.
9. Define- Internal links.
10. Write note about External links.
11. Write Short notes on Hypertext.
12. How to insert an image in a web page.
13. How to add a scrolling text in the web page.
14. How to add a Background Picture to a web page.
15. Write about how the formatting of text is used.
16. Briefly write about input box and textbox.
17. What are checkbox & radio button?
18. What is <select> tag? Explain.
19. What are labels? How will you set password characters?
20. How will you position a text and an image?

## UNIT II

21. Explain DIV tag & SPAN tag in brief.
22. Define - Background properties using CSS
23. What do you know about layout color codes?
24. What is the difference between textbox & text area?
25. What is a frameset? Discuss in brief
26. Discuss on <tr>, <td>, <th> tags with examples.
27. What do you know about inline style?
28. Write about external style sheet in brief.
29. What is the role of internal style sheet?
30. Define the CSS text properties & appearance of text.
31. Discuss on border properties using cascading style sheets.
32. Briefly write about CSS font families.
33. Write about CSS properties are used for background effects.
34. How will you position images using CSS.
35. List out the border attribute & margin attribute in style sheets?

## UNIT-III

36. What is JavaScript and why it is used?
37. How does JavaScript work?
38. What are the advantages of using JavaScript?
39. What is the difference between Java and JavaScript?
40. What are the main features of a scripting language?
41. How to add a script to the web page?
42. List out various Escape sequence used in JavaScript.
43. Write short note on document object?
44. Write about the Recursion function.
45. Explain about the scope rules in JavaScript?

#### UNIT-IV

46. Briefly write about the Break statement with example
47. Explain about the dialog boxes used in JavaScript?
48. What is an Array? Illustrate array with example.
49. Define –confirm dialog box with an example.
50. Explain about the Continue statement?
51. Write about different types of objects used in JavaScript.
52. How to define and call a function?
53. How to validate the form using JavaScript?
54. What is an array in JavaScript? List out the types of Arrays.
55. What are the different ways to create multicolumn layouts?

#### UNIT-V

56. What is PHP and why it is used for in web development?
57. What is array in PHP with example?
58. How does PHP differ from HTML and what is PHP primarily used for?
59. What are the uses of the PHP programming language?
60. List out the data types used in PHP.
61. What is PHP flow control?
62. What is the use of class in PHP?
63. What is abstract class PHP?
64. What are PHP functions?
65. What's the difference between the include () and require () functions?
66. What are PHP variables and expressions?
67. What is the difference between echo and print in PHP?
68. What is the difference between GET and POST method in PHP?
69. What is conditional statement in PHP?
70. What is the syntax of if else statement?

## SECTION-C

### UNIT-I

1. Explain in detail about the Formatting Elements in HTML with an example.
2. Discuss about loading images and its attributes with an example.
3. Discuss about various Lists used in HTML with an example.
4. Explain how to create Links between web documents with an example.
5. Explain in detail about the Tables with attributes in HTML.
6. Write a program using character entities for special characters.
7. Explain in detail about the <form> tag in HTML.
8. Explain in detail about the <frame> tag in HTML.
9. Describe about how to add images to the website?
10. Explain about how to attach video and avi files in Html?

### UNIT-II

11. Explain the types of style sheets with example.
12. Explain about the Font with suitable example program.
13. Explain about the text properties in CSS?
14. Discuss about class, Id selector with example.
15. Explain the background property with example.
16. Describe the list property usage in CSS with example.
17. Explain about page layout in CSS.
18. Discuss the positioning with CSS with example.
19. Explain the length & percentages in CSS.
20. Discuss the box model in CSS with example.

### UNIT-III

21. Describe about Array and Passing of arrays as parameter to functions?
22. Explain about the objects used in JavaScript.
23. Explain about the Selection structures with example .
24. Explain about the Repetition structures with example.
25. Explain about the Arithmetic and Logical operators with example program.
26. Describe about conditional statements in JavaScript with example?

27. Explain in detail about the Functions with suitable example program.
28. Describe about the dialog boxes used in JavaScript?
29. List out various Escape sequence used in JavaScript.
30. Explain about the scope rules in JavaScript.

#### **UNIT-IV**

31. Discuss JavaScript built in objects with example?
32. Explain about using external JavaScript files in HTML document.
33. Explain about the JavaScript global functions.
34. Discuss about Form validation with example?
35. Explain about multiple subscripted arrays with example.
36. Describe about Form enhancement in detail?
37. Explain about event handlers in JavaScript with example.
38. Discuss about image rollover concept with example?
39. Explain the user defined functions with example.
40. Discuss about recursive function with an example.

#### **UNIT-V**

41. How many types of variables and data types use in PHP scripts?
42. Describe the characteristics of PHP variables?
43. Explain the array in PHP with example?
44. What is difference between class and function? Explain with example.
45. How many functions are there in PHP? What are PHP parameters?
46. Explain about user defined function in PHP with example.
47. Describe the creating classes using PHP with example?
48. Explain about working with date and time in PHP.
49. Discuss about three types of control structures in PHP.
50. Explain operators in PHP with example.

**KEY FOR SECTION- A**

|       |       |       |       |       |       |       |       |       |        |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|--------|
| 1. A  | 2. D  | 3. A  | 4. C  | 5. A  | 6. B  | 7. A  | 8. A  | 9. D  | 10. A  |
| 11. A | 12. C | 13. B | 14. B | 15. A | 16. B | 17. A | 18. A | 19. B | 20. C  |
| 21. A | 22. D | 23. A | 24. C | 25. A | 26. B | 27. A | 28. A | 29. B | 30. D  |
| 31. A | 32. B | 33. A | 34. A | 35. A | 36. B | 37. D | 38. A | 39. B | 40. C  |
| 41. B | 42. B | 43. A | 44. C | 45. A | 46. C | 47. C | 48. D | 49. B | 50. D  |
| 51. C | 52. A | 53. A | 54. A | 55. A | 56. A | 57. A | 58. D | 59. A | 60. B  |
| 61. D | 62. B | 63. A | 64. C | 65. B | 66. B | 67. B | 68. A | 69. C | 70. C  |
| 71. A | 72. A | 73. B | 74. A | 75. A | 76. A | 77. D | 78. A | 79. A | 80. C  |
| 81. A | 82. A | 83. C | 84. A | 85. B | 86. A | 87. A | 88. A | 89. B | 90. A  |
| 91. A | 92. A | 93. B | 94. B | 95. B | 96. A | 97. A | 98. C | 99. A | 100. A |