

KONGUNADU ARTS AND SCIENCE COLLEGE
(AUTONOMOUS)

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Coimbatore – 641 029



DEPARTMENT OF COMPUTER SCIENCE

QUESTION BANKS

SUBJECTS

S.No	Name of the Subject
1.	Web Programming (HTML,CSS, Xml)
2.	Java Programming
3.	Computer Networks
4.	Systems Software
5.	Software Engineering And Software Testing
6.	Cobol Programming
7.	Data Structure
8.	Operating Systems
9.	Python Programming
10.	Software Project Management
11.	Visual Basic and Oracle

KONGUNADU ARTS AND SCIENCE COLLEGE

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COIMBATORE -29.



QUESTION BANK

SUBJECT CODE : 15UCS3S1

TITLE OF THE PAPER : WEB PROGRAMMING (HTML,CSS, XML)

DEPARTMENT OF COMPUTER SCIENCE

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KONGUNADU ARTS AND SCIENCE COLLEGE

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KASC-Computer Science (UG)

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SECTION A(One Marks)

UNIT I

1. The expansion of W3C is
 - a. World Wide Web
 - b. World Wide Web Consortium
 - c. World Wide Web Corporation
 - d. None
2. Full form of WWW
 - a. World Wide Web
 - b. Wide World Web
 - c. Web Wide World
 - d. None
3. ARPANET stands for
 - a. Armed Research Projects Agency Network
 - b. Advanced Research Product Agency Network
 - c. Advanced Research Projects Application Network
 - d. Advanced Research Projects Agency Network
4. HTTP stands for
 - a. Hyper Text Transfer Protocol
 - b. Hyper Text Transmission Protocol
 - c. Hyper Text Transfer Project
 - d. None
5. URL stands for
 - a. Uniform Resource Locator
 - b. Universal Resource Locator
 - c. Uniform Research Locator
 - d. Universal Resource Location
6. The acronym of TCP is
 - a. Transmission Control Protocol
 - b. Transfer Control Protocol
 - c. Transmission Central Protocol
 - d. Transfer Control Prototype
7. DNS stands for
 - a. Data Naming System
 - b. Domain Naming System
 - c. Data Network system
 - d. None
8. FTP stands for
 - a. File Transfer Protocol
 - b. File Transmission Protocol
 - c. File Trigger Protocol
 - d. None
9. The Key code for refresh is
 - a. F4
 - b. F3
 - c. F5
 - d. F11
10. The client program used for browsing web pages is called
 - a. Server
 - b. ISP
 - c. Browser
 - d. None

11. A portion of the computer screen that is enclosed by a border is
 - a. Control Box
 - b. Window
 - c. Tool Bar
 - d. Menu Bar
12. The ----- is the horizontal bar at the top of the window showing the title of the window
 - a. Title Bar
 - b. Window
 - c. Tool Bar
 - d. Menu Bar
13. The command used to view the HTML source code of the web page
 - a. File-Source
 - b. View-Source
 - c. Go-Source
 - d. Help-Source
14. Pick the not a browser
 - a. Opera
 - b. Google Chrome
 - c. Linux
 - d. MS Explorer
15. The Key code for stop is
 - a. ALT
 - b. CTRL
 - c. ESC
 - d. F11
16. The ----- option keeps the history of all the sites visited.
 - a. History
 - b. Navigation
 - c. Security
 - d. None
17. The resource used to transfer file on the internet is -----
 - a. FTP
 - b. Email
 - c. Telnet
 - d. Usenet
18. The resource used to send messages on the internet is -----
 - a. FTP
 - b. Email
 - c. Telnet
 - d. Usenet
19. Website's first page is called as.....
 - a. Content
 - b. Email
 - c. Homepage
 - d. User Area
20. WWW was developed by
 - a. Vint Cerf
 - b. Licklider
 - c. Tim Berners Lee
 - d. Patrick Naughton

UNIT II

21. HTML stands for
 - a. Hyper Text Markup Language
 - b. Hyper Text Mark Language
 - c. High Text Markup Language
 - d. Hyper Text Markup Language

22. HTTP stands for
- Hypertext Transfer protocol
 - Hypertext Transport protocol
 - Hypertext Transfer protocol
 - Hypertext Transformation protocol
23. A user enters the Internet address of an HTML file in the ____ of the Web browser.
- Address bar
 - menu bar
 - tool bar
 - status bar
24. HTML file has an extension of ____
- .html
 - .htm
 - both a, b
 - none
25. A tag is written within _____
- angular brackets
 - <>
 - both a, b
 - None
26. The end tag has a _____ that precedes the tag name within the angular bracket.
- slash(/)
 - slash(\)
 - <>
 - br
27. Empty elements have only the _____ tag.
- starting
 - ending
 - stop
 - halt
28. The _____ is used to create an HTML document.
- text editor
 - notepad
 - MSWord
 - all the above
29. The _____ tag is the first tag in every HTML document.
- <html>
 - <body>
 - <head>
 - <title>
30. The title bar of the browser displays the text that you entered between _____ tags.
- <html>
 - <body>
 - <head>
 - <title>
31. The main browser window displays the text that you entered between the _____ tags.
- <html>
 - <body>
 - <head>
 - <title>
32. The _____ is used to specify a background color for an HTML page.
- BGCOLOR
 - COLOR
 - FONT
 - BACKGROUND
33. The _____ are used to specify text in italics.
- <i>
 -
 - <u>
 - <g>

34. The _____ are used to specify text in Bold.
a. <i> b. c. <u> d. <g>
35. The _____ are used to specify text in Underlined.
a. <i> b. c. <u> d. <g>
36. The _____ element is to specify the selected text as a heading in an HTML document.
a. heading b. <H1> to <H6> c. none d. both a,b
37. The heading can specified upto _____ levels of headings.
a. six b. two c. four d. Five
38. The heading Tag element use container tags ranging from _____.
a. <H1> to <H6> b. <H1> to <H4>
c. <H1> to <H8> d. <H1> to <H2>
39. The _____ element is used to create a scrolling effect for the selected text in an HTML page.
a. MARQUEE b. SCROLL c. EFFECT d. IMG
40. The RGB value of color is expressed as hexadecimal code represented as _____
a. #rrggbb b. #rrbbgg c. #bbggrr d. #ggbbrr

UNIT III

41. There are _____ types of bullets in HTML.
a. three b. two c. one d. five
42. _____ is used to create unordered list.
a. b. c. d. <TD>
43. _____ is used to create Ordered List.
a. b. c. d. <TD>
44. _____ is used to create Definition List.
a. b. c. d. <DL>
45. _____ is used to create a paragraph in the web page.

a. <p> b.<para> c.<pre> d. <P1>

46.The _____ is used to specify the path and file name of the HTML page that you need to access by using a hyperlink.

a. HREF b. src c. img d. link

47.HREF is an attribute of the _____ tags.

a. <A> b.<p> c. <pre> d.

48.There are _____ types of setting Hyperlinks.

a. 2 b.3 c.4 d. 5

49.Images are inserted in the web page using the _____ tag.

a. b. <image> c. <imag> d. <picture>

50.<HR> is used create the _____ rule.

a. horizontal b. vertical c. slanting d. border

51._____ Tag is used to create table row.

a. a) <tr> b) <td> c) <th> d) <tt>
b.

52._____ tag is used to create table header.

c. a) <tr> b) <td> c) <th> d) <tt>

53.The tag used to create table data is _____.

d. a) <tr> b) <td> c) <th> d) <tt>

54.There are _____ types of tables.

e. a) One b) two c) three d) four

55.A table has _____ distinct sections.

f. a) One b) two c) three d) four

56._____ tag is used to load an image.

a) img srce b) img src c) img source d).image src

57.The _____ button is used to redisplay the modified HTML program.

g. a) Save b) refresh c) open d) new

58._____ option is used to have multiple selections at run time.

a) Checkbox b) radio button c) input box d) none

59. _____ contains input elements and buttons.

- a) Forms b) Frames c) Tables d) none

60. _____ are used to collect and process information inputted by the users, through its Controls

- a) Forms b) Frames c) select option d) tables

UNIT IV

61. The CSS stands for

- a. Color Style Sheets b. Cascade Sheets Style
c. Cascade Style Sheet d. Cascading Style Sheets

62. In CSS, does h1 can be called as

- a. Selector b. Attribute c. Value d. Tag

63. In CSS, what does "Color:red" can be called as

- a. Selector b. Rule c. Declaration d. Value

64. _____ selectors, which are used to specify a rule to bind to a particular unique element

- a) id b) class c) tag d) both class and tag

65. Which of the following tag is used to embed CSS in HTML page?

- a) <script> b) <style> c) <css> d) <!DOCTYPE html>

66. _____ implementation that introduced text, list, box, margin, border, color, and background properties.

- a) CSS b) HTML c) Ajax d) PHP

67. Select the CSS property that sets the width of an element's bottom border?

- a) border-width
- b) border-bottom
- c) border-width-down
- d) border-bottom-width

68. Which of the following CSS property is used to set the text formatting?

- a) font
- b) font-style
- c) text-decoration
- d) all of the mentioned

69. function flips an element's colors, for use by the filter property.

- a) image()
- b) flip()
- c) invert()
- d) contrast()

70. function adjusts the difference between light and dark values, for use by the filter property.

- a) contrast()
- b) dark()
- c) light()
- d) brightness()

71. CSS file extension is.....

- a. CST
- b. CTS
- c. CSS
- d. DSS

72. Which HTML tag is used to define an internal style sheet?

- a. <Style>
- b. <Script>
- c. <CSS>
- d. Class

73. is used to change the text color in element.

- a. Selector
- b. Attribute
- c. Tag
- d. Value

74. Which of the following is not an appropriate value for font-variant property?

- a) inherit
- b) default
- c) large-caps
- d) small-caps

75. property defines in a shorthand form the width, style, and color for the bottom border of an element.

- a) border-bottom
- b) border-bottom-color
- c) border-bottom-all
- d) border:mentioned

76.property defines the style for the right border of an element.

- a) border-spacing b) border-spacing
c) border-right d) border-right-style

77. Which of the following property sets the size of the font?

- a) font-size b) font-variant c) font-style d) font-weight

78..... property controls how spaces and word wrapping are handled.

- a) spacing b) text-space c) white-space d) word-spacing

79. Which of the following property applies one or more shadows to text?

- a) text-shadow b) shadowed c) shadow d) word-shadow

80.....is first page of webpage.

- a) textpage b) shadowepage c) homepage d) Menupages

UNIT V

81.XML file extension is

- a. Txt b. CSS c. TRT d.XML

82.XML is aprogramming language.

- a. Static b. Dynamic c. Semi d. Automatic

83.XML contain thetags

- a. Static b. Predefined c. Automatic d. User Defined

84. What does XML stand for?

- a. eXtra Modern Link b. eXtensible Markup Language
c. Example Markup Language d. X-Markup Language

85. Comment in XML document is given by

- a. <!-- --> b. <!-- --!> c. <!-- --> d. </-- -->

86. Which of the following XML fragments are well-formed?

- a. <?xml?>
b. <?xml version="A.0"?>
c. <?xml encoding="JIS"?>
d. <?xml encoding="JIS" version="A.0"?>

87. XML document can be viewed in

- a. IE C.0
- b. IE B.0
- c. IE 6.0
- d. IE X.0

88. What does DTD stand for?

- a. Direct Type Definition
- b. Document Type Definition
- c. Do The Dance
- d. Dynamic Type Definition

89. Parameter entities can appear in

- a. xml file
- b. dtd file
- c. xsl file
- d. Both 1 and 2

90. The XML DOM object is

- a. Entity
- b. Entity Reference
- c. Comment Reference
- d. Comment Data

91. To create a data island we use the _____ HTML element

- a. <XML>
- b. <dataisland>
- c. <Island>
- d. <XMLIsland>

92. The attribute used to define a new namespace is

- a. XMLNS
- b. XmlNameSpace
- c. Xmlns
- d. XmlNs

93. The XSL formatting object which holds the content of the table body

- a. table
- b. table-body
- c. table-content
- d. table-footer

94. The XSL formatting object use to hold the contents of the body of a list item is

- a. list-block
- b. list item
- c. list-item-body
- d. list-item-label

95. XSLT processors accept as input:

- a. an XML conforming document file and an XSLT specification file
- b. only an XML document
- c. only an XSLT specification
- d. either an XML document or an XSLT specification

96. An element declaration specifies

- a. a single markup element
- b. zmarkup elements
- c. markup data
- d. the document data

97. Which of the following XSLT Patterns is used to match the parent node

- a. /
- b. //
- c. .
- d. ..

98. Which of the following is a valid XSLT iteration command

- a. for
- b. for-all
- c. for-each
- d. in-turn

99. Which of the following instruct the browser which stylesheet to use

- a. <xml-stylesheet type="text/xsl" href="cd.xsl">
- b. <xml-stylesheet type="text/xsl" xsl="cd.xsl">
- c. <?xml-stylesheet type="text/xsl" href="cd.xsl"?>
- d. <?xml-stylesheet type="text/xsl" xsl="cd.xsl"?>

100. First state of programming language

- a. Planning
- b. Testing
- c. Development
- d. Repair

SECTION A

UNIT I

1. World Wide Web Consortium
2. World Wide Web
3. Advanced Research Projects Application Network
4. Hyper Text Transfer Protocol
5. Uniform Resource Locator
6. Transmission Control Protocol
7. Domain Naming System
8. File Transfer Protocol
9. F5
10. Browser
11. Window
12. Title Bar
13. View-Source
14. Linux
15. ESC
16. History
17. FTP
18. Email
19. Home page
20. Tim Berners Lee

UNIT II

21. Hyper Text Markup Language
22. Hypertext Transfer protocol
23. Address bar
24. .html
25. angular brackets
26. slash(/)
27. starting
28. text editor
29. <HTML>
30. <title>
31. <body>
32. BGCOLOR
33. <i> </i>
34.
35. <u> </u>

- 36.heading
- 37.Six
- 38.<H1>to<H6>.
- 39.MARQUEE
- 40.#rrggb

UNIT III

- 41.three
- 42.
- 43.
- 44.<DL>
- 45.<p>
- 46.HREF
- 47.<A>
- 48.two
- 49.
- 50.horizontal
- 51.<tr>
- 52.c) <th>
- 53.b) <td>
- 54.c) three
- 55.c) three
- 56.b) img src
- 57.b) refresh
- 58.checkbox
- 59.Forms
- 60.Forms

UNIT IV

- 61.Cascade Style Sheet
- 62.Selector
- 63.Declaration
- 64.id

- 65.<Style>
- 66..css
- 67.border-bottom-width
- 68.text-decoration
- 69.invert()
- 70.contrast()
- 71.CSS
- 72.<Style>
- 73.Value
- 74.large-caps
- 75. border-bottom
- 76.border-right
- 77.Font size
- 78.white-space
- 79.text-shadow
- 80.homepage

UNIT V

- 81.XML
- 82.Dymaic
- 83.User Defined
- 84.eXtensible Markup Language
- 85. <!-- -->
- 86.<?xml version="A.0"?>
- 87.IE 6.0
- 88.Document Type Definition
- 89.dtd file
- 90.Entity Reference
- 91.<XML>
- 92.Xmlns
- 93.table-body
- 94. list-item-body
- 95. an XML conforming document file and an XSLT specification file
- 96. a single markup element
- 97....
- 98. for-each
- 99. <?xml-stylesheet type="text/xsl" href="cd.xsl"?>
- 100. Planning

SECTION B

UNIT I

1. Write Short notes on Internet.
2. Write Short notes on WWW.
3. Write Short notes on browsers.
4. Write Short notes on URL.
5. Write Short notes on DNS.
6. Write Short notes on Usenet.
7. Write Short notes on Newsgroup.
8. Explain about the search engines.
9. What is Uniform resource locator?
10. Write the features of Internet.

UNIT II

11. Write about Features of HTML elements.
12. Write about structure of HTML document.
13. What is an attribute? Explain it.
14. How the font face and size is changed for a web page.
15. Explain Formatting of images.
16. Write Short notes on Hypertext.
17. How to insert an image in a web page.
18. How to add a scrolling text in the web page.
19. How to add a Background Picture to a web page.
20. Explain how the formatting of text is made.

UNIT III

21. How will you set color to table cells?
22. What do you know about basic table?
23. What are intermediate tables?
24. Discuss on input box and textbox in brief.
25. What are checkbox & radio button?
26. What do you know about layout color codes?
27. What is the difference between textbox & text area?
28. What is a frameset? Discuss in brief
29. Discuss on <tr>, <td>, <th> tags with examples.
30. What is <select> tag? Explain.

UNIT IV

31. What do you know about inline style?
32. Explain external style sheet in brief.
33. What is the role of internal style sheet?
34. The CSS text properties define the appearance of text. Discuss
35. Discuss on border properties using cascading style sheets.
36. Discuss on CSS font families.
37. What is embedded style sheet?
38. Discuss style sheets with border attribute.
39. What is use of margin attribute in style sheets?
40. What are text attributes in style sheets?

UNIT V

41. What do you know about XML?
42. Explain XML structure in brief.
43. What is the role of XML tag?
44. Discuss the XML Namespace
45. Write a short note on DTD.
46. Discuss on DOM.
47. What is API?
48. Discuss XML structure with example.
49. What is use of XML style sheets?
50. What are web services?

SECTION C

UNIT I

1. What is Internet? Discuss about the World Wide Web in detail.
2. Explain about Internet Addressing.
3. Write a short notes on history of WWW
4. What is a browser? Explain Types of browsers.
5. Explain Internet addressing.
6. Write about the Introduction to Internet.
7. Write about History of Internet.
8. Explain features of Internet.
9. Explain about the webpage and home page.
10. Explain about the Application of web.

UNIT II

11. Explain in detail the types of List with example.
12. Explain about Hyperlinks.
13. Explain Paragraph alignment.
14. Features of HTML elements.
15. Explain Formatting of text.
16. Explain Formatting of images.
17. Explain about list.
18. Explain ordered list with example.
19. Explain unordered list with an example.
20. Write Short notes on Hypertext.

UNIT III

21. What is the role of tables in HTML? Explain with a program.
22. Discuss on types of tables in HTML.
23. What are frames? Give an example using frames.
24. Discuss on division of rows and columns using frames.
25. Design a department website using frames & forms.
26. Use form tags to display the following output.
27. What are the basic elements available in forms? Discuss.
28. List any ten tags in forms and explain.
29. Discuss rowspan and colspan with suitable example.
30. What are cell padding & cell spacing? Discuss.

UNIT IV

31. Discuss on role of paragraph attributes.
32. How will you write style effect for pages?
33. Differentiate on web page & home page.
34. Discuss on websites, web pages & homepages.
35. What are the applications of website, web pages and homepage?
36. Discuss on website designing and management.
37. What are the types of style sheet? Explain
38. Design a home page for college and include CSS.
39. Differentiate external style sheet & internal style sheet.
40. Explain about border, margin, text and paragraph style sheets with examples.

UNIT IV

41. Explain the XML structure.
42. Explain XML Name Space.
43. What is DOM methods?
44. Discuss the XML Namespace with example
45. Explain about DTD with example.
46. Discuss on DOM with an example.
47. What is XSLT ?
48. Discuss SOAP with example.
49. Explain XML style sheet with an example.
50. What are web services? Explain

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DEPARTMENT OF COMPUTER SCIENCE (AIDED)

QUESTION BANK

2018-2019 ODD Semester

DEPARTMENT OF COMPUTER SCIENCE (AIDED)

QUESTION BANK

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SUBJECT CODE : 15UCS510

TITLE OF THE PAPER: JAVA PROGRAMMING

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QUESTION BANK

JAVA Programming

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UNIT 1

- 1) Java was developed by _____
a) Microsoft b) Sun Microsystems c) Oracle d) Google

- 2) One of the inventors of the Java, _____
- a) Bjarne Stroustrup b) Dennis Ritchie
c) James Gosling d) Guido Van Rossum
- 3) Java uses _____ for execution
- a) Compiler b) Interpreter c) both a&b d) none of these
- 4) The most significant feature of Java is _____
- a) simple b) easy c) encapsulating d) Portability
- 5) Java stand-alone program requires _____ method as its starting
- a) begin b) main c) start d) paint
- 6) Java doesn't include C keywords are _____
- a) typedef b) Static c) size of d) both a&c
- 7) Java doesn't support _____
- a) Function Overloading b) Operator Overloading
c) Overriding d) All of these
- 8) Java has replaced the destructor function with a _____ function
- a) destruc() b) delete() c) remove() d) finalize()
- 9) The first application program written in Java was _____
- a) firstjava b) hotjava c) appjava d) oakjava
- 10) Java is _____ language
- a) Procedural b) Object-oriented c) non-Procedural d) none of these
- 11) Which package implements GUI classes?
- a) awt b) util c) lang d) applet
- 12) AWT stands for _____
- a) Abstract Window Toolkit b) Application Window Toolkit
c) Abstract Window technique d) Application Window technology
- 13) _____ is the first statement in Java program
- a) package b) interface c) import d) main()

14) smallest individual units in a program are known as

a) string b) int c) token d) keyword

15) Java uses _____ character set

a) ASCII b) UNICODE c) PUNYCODE d) ISO

16) Java language has ___ reserved keywords

a) 56 b) 50 c) 60 d) 52

17) Java compiler produces an intermediate code known as _____

a) source code b) bitcode c) bytecode d) target code

18) _____ acts as an intermediary between OS and Java Object Framework

a) Java Virtual Machine b) Java API c) Java Interpreter d) Java Compiler

19) _____ statements are used for handling issues with Multithreading

a) Iteration b) Jump c) Labelled d) Synchronization

20) Java communicates with web page through a special tag called _____

a) <html> b) <head> c) <applet> d) <body>

UNIT-2

21) _____ in Java refers to fixed values that do not change during the execution of a program.

a) constants b) variables c) data types d) none

22) _____ is an identifier.

a) constants b) variable c) data types d) none

23) Every variable in Java has a _____.

a) value b) integer value c) data type d) real value

24) _____ variables are created when the objects are instantiated.

a) class b) local c) instance d) global

25) When one operand is real and other is integer, the expression is called _____ arithmetic

a) single-mode b) mixed-mode

c) double-mode d) two-mode

- 26) comparisons can be done with the help of _____ Operators.
a)increment b)Arithmetic c)conditional d)relational
- 27)The member selection operator is_____.
a)+ b)- c).(dot) d)none
- 28)Math class defined in the _____package.
a)java.lang b)java.util c)java.awt d)none
- 29)When program breaks the sequential flow and jumps into another part of the code , it is called as_____.
a)looping b)passing c)branching d)none
- 30) An ____ expression is a combination of variables, constants and operators arranged as per the syntax of the language.
a)arithmetic b)numeric c)non-numeric d)relative
- 31)_____ is another way of putting if's together when multipath decisions are involved.
a)if...else b) ternary c)simple if d)Else if ladder
- 32)java has built-in multiway decision statement known as _____.
a)if...else b)switch c)simple if d)for
- 33)if the control conditions are tested in beginning of the loop ,then it is called as_____ loop.
a)Entry-controlled b)Exit-controlled c) middle d) none
- 34)The Entry-controlled loop is_____.
a)do...while b)for c)switch d)none
- 35)The Exit-controlled loop is_____.
a)do...while b)for c)switch d)while
- 36)the keyword _____ indicates that the properties of the superclass class are derived to the subclass.
a)extends b)derives c)get d)none
- 37)Objects in java are created using the _____ operator.
a).(dot) b)+(plus) c)new d)create
- 38)_____ is used to initialize the object.

a)destructor b)constructor c)class d)method

39)Method overloading is also called as _____.

a)inheritance b)encapsulation c)data abstraction d)polymorphism

40)_____ is wrapping the data and methods together as a single unit.

a)inheritance b)encapsulation c)data abstraction d)polymorphism

UNIT-III

41)A table of data can be represented using ---- array.

a)2-D array B)1-D array c)list d)Index

42)____ is a group of contiguous or related data items that share a common name.

a)Array b)Queue c)Vector d)Elements

43)The individual values of an array is called _____

a)Variables b)Array C)Elements d)Single-subscripted variable

44)Giving values into the array at the time of creation is _____

a)Declaration b)Arrays C)Initialization d)Elements

45)A Java string is an instantiated object of the _____ class.

a)String b)Vector c)Array d) Buffer

46)This class can be used to create a generic dynamic array known as _____ that can hold objects of any type and any number

a)Vector b)Wrapper Class c)Array d)String

47)_____ is a conceptual programming paradigm where a program is divided into two or more subprograms, which can be implemented at the same time in parallel .

a)Multithreading b)Interfaces c)Thread d)Task

48)_____ is similar to a program that has a single flow of control.

a)Multitasking b)parallel C)Thread d)multi processing

49)Threads in Java are subprograms of a main application program and share the same memory space, they are known as _____

a)Lightweight threads b)Threads c)heavy-weighted d)Processes

- 50) When we create a thread object, the thread is born and is said to be in _____ state.
a) Running state b) Blocked state c) Dead state D) Newborn state
- 51) The _____ state means that the thread is ready for execution and is waiting for the availability of the processor.
a) Runnable state b) Blocked state c) Dead state d) Newborn state
- 52) A thread is said to be _____ when it is prevented from entering into the runnable state and subsequently the running state.
a) Running state B) Blocked state c) Dead state d) Newborn state
- 53) The mechanism of deriving a new class from an old one is called _____.
a) Multithreading b) Super class c) Inheritance d) Sub class
- 54) _____ is a keyword that signifies that the properties of a superclass class are extended to subclassname.
a) interface b) extends c) super d) this
- 55) A _____ is a special method of a class, that initializes an object of the type.
a) Object b) Constructor c) Destructor d) methods
- 56) Java does not support _____.
a) Multilevel inheritance b) Multiple inheritance c) Interface d) overloading
- 57) Java treats multidimensional array as array of _____.
a) int b) float c) double d) array
- 58) To prevent a class to be inherited / extended, the class should be _____.
a) final class b) abstract class
c) final and abstract both d) none
- 59) Java interface is used to implement _____.
a) multiple inheritance b) abstraction c) coupling d) cohesion
- 60) A class inherits an interface using which keyword?
a) Extends b) Implements c) Inherit d) None

Unit-4

- 61) An Exception is a _____.

a)error b)object c)condition d)commands

62) All syntax errors are detected by _____.

a) interpreter b) compiler c) assembler d) constructor

63). Every try statement should be followed by atleast one ___ statement

a)finally b)default c)catch d)close

64)_____ is a compile-time error.

a)missing semicolon b)divide by zero

c) out of bounds d)convert char to a number

65)_____ is a Run-time error.

a)divide by zero b)missing semicolon

c)missing quotes in string d)missing brackets

66)_____ type of exception will cause out of stack space.

a)ArithmeticException b)IOException

c)ArrayStoreException d)StackOverflowException

67)_____ block can be used to handle any exception generated within a try block.

a)finally b)try c)catch d)throw

68)we can run the Applet programs using _____.

a)TeamViewer b)AppletViewer c)firefox d)explorer

69)Applet do not use _____ method.

a)paint() b)start() c)stop() d)main()

70)Applet enters the _____ state when the system calls the start() method.

a)running b)idle c)dead d)display

71)An Applet becomes _____ when it is stopped from running.

a)running b)idle c)dead d)display

72)An Applet is said to be _____ when it is removed from memory.

a)running b)idle c)dead d)display

73)Applet moves to the _____ state whenever it has to perform some output on screen.

a)running b)idle c)dead d)display

74)_____package contains the Graphics class.

a)java.util b)java.applet c)java.net d)java.awt

75)Every Applet has its own area of screen known as _____.

a)screen b)canvas c)working area d)form

76)_____method draws hallow Arc.

a)drawArc() b)fillArc() c)drawOval() d)drawLine()

77)fillRoundRect() method has_____Arguments.

a)4 b)6 c)2 d)5

78)A _____may be considered a set of lines connected together.

a)rectangle b)square c)polygon d)lines

79) TextField class is defined in ___ package.

a)lang b)applet c)exception d)io

80)Java's _____ class includes methods for drawing many shapes.

a)Graphics b)Vector c)String d)System

UNIT 5

81) The_____ package contains a large number of stream classes that provide capabilities for processing all types of data.

A)java.awt

B)java.io

C)java.util

D)java.net

82) which of the following method(s) not included in InputStream class.

A)available()

B)reset()

C)flush()

D)close()

83) which of the following method is not included in OutputStream class.

A)write()

B)skip()

C)close()

D)flush()

84) The class DataInputStream extends_____ class

A)FileInputStream

B)SequenceInputStream

C)FilterInputStream

D)InputStream

85) The method _____ force writes whenever the data accumulates in the OutputStream.

A)write()

B)flush()

C)read()

D)reset()

86) The _____ class provides the capacity to read primitive datatypes from an InputStream.

A)PushbackInputStream

B)DataInputStream

C)BufferedInputStream

D)PipeInputStream

87)which exception is thrown by the read() method of InputStream class

A) random

B)IOException

C) ReadException

D)FileNotFoundException

88) which of these method of FileReader class is used to read characters from file.

A)read()

B)scanf()

C)get()

D)getInteger()

89) state whether the following statements are true/false.

i)The two basic Streams used are the input and the output streams.

ii)Filters are used to read data from one stream and write it to another stream.

A)True,True

B)True,False

C)False,True

D)False,False

90) if we want to read/write _____ data types, we can use filter classes as wrappers

a) array b) primitive c) arithmetic d) complex

91) A _____ sits between the program and the source(destination) and function like a filter

a) sector b) track c) buffer d) cylinder

92) The _____ method of the buffered reader class is used for reading lines of text from the console,the file or other input streams.

A)read()

B)read(byte[]b)

C)readLine()

D)readByte()

93) _____ class is used to increase the efficiency of input operations.

A)DataInput Stream

B)FileInput Stream

C)BufferedInput Stream

D)PipeInput Stream

94)The _____ class implements the DataInput and DataOutput interfaces for performing I/O using the primitive datatypes.

A)RandomAccessFile

B)Output Stream Reader

C)Input Stream Reader

D)DataOutput Stream

95)The _____ class is a subclass of object class which can be used for breaking up a Stream of text from an input text file into meaningful pieces.

A)Stream Tokenizer

B)Random Access File

C)Input Stream Reader

D)DataOutput Stream

96) Which of the following is a valid mode for opening a random access file

A)I/O B)I C) R

D) O

97) The process of reading data from keyboard and displaying output on the screen is known as _____ input/output

a) slow b) fast c) interactive d) monotonous

98) _____ streams provides functionality for threads to communicate and exchange data between them

a) piped b) random c) sequential d) grouped

99) The process of reading and writing object is called _____

a) synchronization b) serialization c) parallelization d) specialization

100) A _____ is not a data structure instead it takes input from a collection, Arrays or I/O channels.

A)Stream

B)method

C)Filter

D)Byte

KEY FOR SECTION - A

UNIT 1

1) b) Sun Microsystems

11) a)awt

- 2) c) James Gosling
 3) c) both a&b
 4) d) Portability
 5) b)main
 6) d) both a&c
 7) b) Operator Overloading
 8) d) finalize()
 9) b) hotjava
 10) b) Object-oriented
 12) a) Abstract WindowToolkit
 13) a) package
 14) c) tokens
 15) b)UNICODE
 16) b)50
 17) c) bytecode
 18) a) Java Virtual Machine
 19) d) Synchronization
 20) c) <applet>

UNIT 2

- 21) a)constants
 22) b)variable
 23) c)data type
 24) c)instance
 25) b)mixed-mode Arithmetic
 26) d)relational
 27) c).(dot)
 28) a)java.lang
 29) c)branching
 30) a) arithmetic
 31) d)Else if ladder
 32) b)switch
 33) a)Entry-controlled loop
 34) b)for
 35) a)do...while
 36) a)extends
 37) c)new
 38) b)constructor
 39) d)polymorphism
 40) b)encapsulation

UNIT 3

- 41) a) 2D
 42) A)Array
 43) C)Elements
 44) C)Initialization
 45) A)String
 46) A)Vector
 51) A)Runnable state
 52) B)Blocked state
 53) C) Inheritance
 54) B) extends
 55) B) Constructor
 56) B) Multiple inheritance

- | | | | |
|-----|-----------------------|-----|---|
| 47) | A)Multithreading | 57) | d)array |
| 48) | C)Thread | 58) | a) final class |
| 49) | A)Lightweight threads | 59) | a)Implement behaviour of multiple inheritance |
| 50) | D)Newborn state | 60) | b) inherits |

UNIT 4

- | | | | |
|-----|--------------------------|-----|-------------|
| 61) | c)condition | 71) | b)idle |
| 62) | b) compiler | 72) | c)dead |
| 63) | c) catch | 73) | d)display |
| 64) | a)missing semicolon | 74) | d)java.awt |
| 65) | a)divide by zero | 75) | b)canvas |
| 66) | d)StackOverFlowException | 76) | a)drawArc() |
| 67) | c)catch | 77) | b)6 |
| 68) | b)AppletViewer | 78) | c)polygon |
| 69) | d)main() | 79) | b) applet |
| 70) | a)running | 80) | d) Graphics |

UNIT 5

- | | | | |
|-----|----------------------|------|-------------------------|
| 81) | B)java.io | 91) | D) buffer |
| 82) | C)flush | 92) | C)readline() |
| 83) | B)skip | 93) | C)Buffered Input Stream |
| 84) | C)filter InputStream | 94) | A)Random Access File |
| 85) | B)flush | 95) | A)Stream Tokenizer |
| 86) | D)Data InputStream | 96) | c) R |
| 87) | B)I/O Exception | 97) | c) interactive |
| 88) | A)read() | 98) | a) piped |
| 89) | A>true,true | 99) | b) serialization |
| 90) | B)primitive | 100) | A)Stream |

SECTION - B

UNIT – 1

1. Write a brief note on Java history
2. How java differs from C and C++?
3. Explain the relationship between Java and internet
4. What is the link between Java and world wide web?
5. Discuss the role of web-browsers
6. Write an introduction of overview of java language
7. Why java is platform independent? Justify
8. Why do we need “import” statement?
9. Enumerate the rules for creating identifiers in java
10. What are separators? Discuss various separators of Java

UNIT -2

11. What are different types of constants?
12. Explain various types of variables
13. Enumerate various data types in java
14. What are symbolic constants? Give example
15. Explain scope of variables
16. Write a skeleton program to explain “type casting”
17. What are the standard default values for the data types of java?
18. Explain any five build-in mathematical functions
19. How ternary operator can be used?
20. Discuss the statements used to jump in loops

UNIT -3

21. Write the applications of arrays
22. Explain the process of declaring and initializing a 1D array
23. What is a variable size array?
24. List out and give examples of any five methods of String class
25. Distinguish String and StringBuffer classes
26. What are wrapper classes? How it is used?
27. Write the syntax of implementing interface
28. Discuss any five built-in packages and its uses
29. What is the use of synchronization in multithreading?
30. What are the two ways of creating thread?

UNIT – 4

31. What is runtime error? explain
32. Explain compile time errors with examples
33. List out most common types of exceptions that might occur in java. Give example
34. How exception handling can be used for debugging?
35. Differentiate local and remote applet

36. How applet differs from applications?
37. Discuss any five applet tags
38. Write an introduction of Graphics programming
39. Discuss various arguments used in “drawPolygon” method
40. Briefly explain the “awt” package

UNIT - 5

41. What is a file? Discuss its applications
42. Explain the concept of streams
43. Briefly explain the two types of stream classes
44. Draw a diagram and explain the hierarchy of Reader stream class
45. Discuss the hierarchy of Writer stream class
46. Write a note on other useful I/O classes
47. Discuss any five exceptions related to I/O
48. What are the uses of “File” class
49. How concatenating and buffering is done in files?
50. Explain the process of reading/writing primitive data with a neat diagram

SECTION – C

UNIT 1

1. Explain various features of Java
2. Discuss various tokens of java with example
3. What are the various types of java statements
4. Discuss in detail, the steps involved in implementing stand-alone applications
5. Explain Java Virtual machine in detail
6. What are the various sections of the structure of java program? Explain its purpose
7. How java, internet and world wide web are interrelated
8. Write a simple java program and explain the function of each statements
9. Explain the evolution of java in detail
10. Discuss the uses of command line arguments

UNIT – 2

11. Explain various types of operators in java
12. Write the syntax and draw flowchart of various forms of “if” statements
13. Write a program to explain the application of “else-if” ladder
14. What is the syntax of switch/case statement? Explain with a program
15. Explain any two looping statements with example
16. Write a program to generate prime numbers up to a given number
17. Define and explain Classes, Objects and methods
18. Differentiate method overloading and overriding with skeleton program
19. Explain various forms of inheritance
20. Write a program to illustrate simple inheritance

UNIT -3

21. When 2D arrays are used? Give example
22. Write a simple program to illustrate the use of Vector class
23. Write a program to calculate standard deviation of a set of numbers

24. How multiple inheritance is implemented in java? Give example
25. Discuss the steps involved in creating one user-defined package with example
26. Describe the complete life cycle of a thread
27. What is thread priority? Explain it using multithreading
28. Write a program to count number of palindromes in a sentence
29. Write a program to perform matrix addition of any order
30. Write a program to generate 2,3 and 4 multiplication table using three threads

UNIT -4

31. Write the syntax of exception handling and explain its uses
32. Write a program to illustrate multiple catch statement
33. How our own exception may be thrown? Give example
34. Discuss the steps involved in developing and running an Applet
35. Describe various stages in the life cycle of an Applet
36. How arguments/parameters are passed to applets? Give example
37. Write a program to read two numbers from user and calculate the sum using applet
38. Write the syntax and discuss any four methods of Graphics class
39. How a bar-chart can be drawn using Graphics class
40. Write a program to read three integers and display the biggest number using applet

UNIT- 5

41. Explain the hierarchy of InputStream class
42. Describe the hierarchy of Output Stream class
43. Explain any four methods of InputStream class
44. Discuss any four methods of Outputstream class
45. How reading/writing of characters is done in files? Give example
46. Write a program to explain the process of reading and writing bytes in files
47. How primitive data types are handled in files? Give example
48. Describe important classes and methods involved in accessing data Randomly from a file
49. Write a program to read a set of integers in an array and store odd and even numbers in separate files
50. Write a program to copy a text file using command line arguments

KONGUNADU ARTS AND SCIENCE COLLEGE
(AUTONOMOUS)
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QUESTION BANK

SUBJECT CODE: (15UCS511)

TITLE OF THE PAPER: COMPUTER NETWORKS

DEPARTMENT OF COMPUTER APPLICATIONS

2018-19 –ODD Semester

Prepared by
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SECTION –A(One Marks)

UNIT-I

- 1) Pick an example of a “Distributed System”.
 - a. World Wide Web
 - b. Person Area Network
 - c. World Wide Site
 - d. Windows Area Network
- 2) Person to person communication is often called as _____.
 - a. Peer to Peer
 - b. Peer to Customer
 - c. Customer to Peer
 - d. Customer to Customer
- 3) Point-to-point transmission with one sender and one receiver is sometimes called as _____.
 - a. Broadcasting
 - b. Multicasting
 - c. Uni casting
 - d. Bi casting
- 4) A collection of interconnected networks are called as an _____.
 - a. Internet
 - b. Intranet
 - c. LAN
 - d. MAN
- 5) _____ is an agreement between the communicating parties on how communication is to proceed.
 - a. Intranet
 - b. Internet
 - c. Protocol
 - d. Ethernet
- 6) The entities comprising the corresponding layers on different machines are called _____.
 - a. Peers
 - b. Levels
 - c. Protocols
 - d. Cables
- 7) The actual communication in the OSI reference model is done through the _____.
 - a. Physical Medium
 - b. Data link
 - c. Network
 - d. Transport
- 8) The virtual communication is shown by _____.
 - a. Dotted lines
 - b. Solid lines
 - c. Dash lines
 - d. Point lines
- 9) The physical communication is shown by _____ lines.
 - a. Dotted lines
 - b. Solid lines
 - c. Dash lines
 - d. Point lines
- 10) _____ is between each pair of adjacent layers.
 - a. Interfaced
 - b. Interface
 - c. Link
 - d. Extends
- 11) A set of layers and protocols is called as _____.
 - a. Network Structure
 - b. Network Architecture
 - c. Network Design
 - d. Network Diagram
- 12) The network layer controls the operation of the _____.
 - a. Subnet
 - b. Router
 - c. Hub
 - d. Bridge
- 13) The widely used application protocol is _____.
 - a. TCP/IP
 - b. HTTP
 - c. UDP
 - d. TCP

- 14) _____ are the protocols used in transport layer.
a. TCP b. UDP c. Both a and b d. None
- 15) The whole arrangement of network is called _____.
a. Client/Server Model b. Server/Client Model
c. Client Model d. Server Model
- 16) Abbreviation of WAP.
a. Wireless Application Protocol. b. Wire Application Protocol.
c. Wireless Application Proto Type d. Wireless Algorithm Protocol.
- 17) Abbreviation of MAN.
a. Metropolitan Area Network. b. Metropolitan Application Network.
c. Metropolitan Algorithm Network. d. Metropolitan Area Net.
- 18) Abbreviation of WAN.
a. Wide Area Network. b. Wide Application Network.
c. Wide Algorithm Network. d. Wide Area Net.
- 19) A list of protocols used by a certain system, one protocol per layer is called _____.
a. Protocol Stack b. Protocol Queue
c. Proto Type Stack d. Proto Type Queue
- 20) The meaning of primitive LISTEN.
a. Block waiting for an out going connection.
b. Block waiting for an incoming connection.
c. Block waiting for an incoming data.
d. Block waiting for an out going data.

UNIT-II

- 21) One of the oldest and still more common transmission media is _____.
a. Co-Axial b. Fiber Optical c. Twisted Pair. d. Satellite
- 22) Expansion of UTP.
a. Unshielded Twisted Pair. b. Unslave Twisted Pair.
c. Un Twisted Pair. d. Uncovered Twisted Pair.
- 23) Coax is widely used for _____.
a. LAN b. MAN c. WAN d. Internet Works
- 24) Communication satellites can be thought of as a big microwave repeater in the sky contains several _____.
a. Transponders b. Transistor
c. Circuit d. Hub

25) Expansion of GEO.

- a. Geo satellite Earth Orbit.
- b. Geo Standard Earth Orbit.
- c. Geostationary Earth Orbit.
- d. Geosmall Earth Orbit.

26) Expansion of MEO.

- a. Medium stationary Earth Orbit.
- b. Medium Earth Orbit.
- c. Middle Earth Orbit.
- d. Mid Earth Orbit.

27) Expansion of LEO.

- a. Low stationary Earth Orbit.
- b. Lowest Earth Orbit.
- c. Low Earth Orbit.
- d. Local Earth Orbit.

28) Expansion of GPS.

- a. Global Positioning Satellite.
- b. Geo Positioning System.
- c. Global Position System.
- d. Global Positioning System.

29) An alternative design to Iridium is _____.

- a. Iridium
- b. Global Star
- c. TeleDisc
- d. None

30) Expansion of PSTN.

- a. Public Switched Telephone Network.
- b. Public Switch Telephone Network.
- c. Public Switching Telephone Network.
- d. Private Switched Telephone Network.

31) Each end office has a number of outgoing lines to one or more nearby switching centers called _____.

- a. Toll offices.
- b. Local Loops
- c. Switch Office
- d. Local Office

32) Expansion of QPSK.

- a. Quadrature Public Shift Keying.
- b. Quadrature Phase Switch Keying.
- c. Quadrature Phase Shift Keying.
- d. Quadrature Private Shift Keying.

33) A connection that allows traffic in both directions simultaneously is called as

.....

- a. Duplex.
- b. Local Loops
- c. Switch Office
- d. Full duplex

- 34) Expansion of TCM.
- a. Trellis Coded Modulation.
 - b. Trailer Coded Modulation.
 - c. Tail Coded Modulation.
 - d. Trellis Cod Modulation.
- 35) An analog pairs going to houses and business is called as.....
- a. Trunks.
 - b. Local Loops
 - c. Switch Office
 - d. Local Office
- 36) Expansion of MMDS.
- a. Multi channel Multipoint Distribution System.
 - b. Multi channel Multiple point Distribution Service.
 - c. Multi channel Multipoint Distinct Service.
 - d. Multi channel Multipoint Distribution Service.
- 37) Expansion of LMDS.
- a. Local channel Multipoint Distribution System.
 - b. Local channel Multiple point Distribution Service.
 - c. Local channel Multipoint Distinct Service.
 - d. Local channel Multipoint Distribution Service.
- 38) Expansion of WLL.
- a. Wireless Local Loops
 - b. Wired Local Loops
 - c. Wireless Low Loops
 - d. Wiring Local Loops
- 39) Expansion of CLEC.
- a. Computation LEC.
 - b. Competitive LEC.
 - c. Commotion LEC.
 - d. Compare LEC.
- 40) Network of Network is Called _____
- a. Intranet
 - b. Internet
 - c. Ether net
 - d. Network

UNIT-III

- 41) _____ deals with the algorithm for achieving reliable efficient communication between to adjacent machine.
a. Physical Layer b. Network Layer c. Session Layer d. Data Link Layer
- 42) Byte stuffing technique is otherwise called as _____ .
a. Character Stuffing b. Word Stuffing
c. String Stuffing d. Char Stuffing
- 43) UNICODE uses _____ characters.
a. 14 bit b. 6 bit c. 16 bit d. 32 bit
- 44) The use of error correcting codes is often referred to _____ .
a. Forward Error Detecting Code.
b. Backward Error Detecting Code.
c. Send Error Detecting Code.
d. Forward Error Delete Code.
- 45) _____ codes can only correct single errors.
a. Killer b. Hamming c. Alan d. Cooper
- 46) Expansion of CRC.
a. Cyclic Redundancy Check.
b. Circle Redundancy Check.
c. Cyclic Refunded Check.
d. Cyclic Redundancy Click.
- 47) Protocols in which stations listen for a carrier and act accordingly are called _____ .
a. Carrier sense protocols. b. Session Protocol
c. Transport Protocol d. Application Protocol
- 48) Expansion of CSMA.
a. Carrier Sense Multiple Access.
b. Cray Sense Multiple Access.
c. Carrier Session Multiple Access.
d. Carrier System Multiple Access.
- 49) The bits in each address position from different stations are _____ .
a. Integer b. Float c. Boolean d. Char
- 50) Expansion of WDMA.
a. Wave Division Multiple Access.
b. Wavelength Division Multi Path Access.
c. Wavelength Data Multiple Access.
d. Wavelength Division Multiple Access.
- 51) Expansion of DWDM.
a. Dense Wave Division Multiple Access.

- b. Dense Wavelength Division Multi Path Access.
 - c. Dense Wavelength Data Multiple Access.
 - d. Dense Wavelength Division Multiple Access.
- 52) LANs can be connected by devices called _____.
- a. Bridge
 - b. Hub
 - c. Switch
 - d. Router
- 53) The algorithm used by the transparent bridges is _____.
- a. Forward Learning.
 - b. Backward Learning.
 - c. Backward Lesion.
 - d. Backward Lock.
- 54) The switches do not use _____ switching.
- a. Store and Forward.
 - b. Forward and Store
 - c. Store
 - d. Forward.
- 55) The resulting concept is a _____ and has been standardized by the 802 committee.
- a. Physical LAN
 - b. Actual LAN
 - c. Virtual LAN
 - d. Direct LAN
- 56) Expansion of CFI.
- a. Canonical Formula Indicator.
 - b. Canonical Format Identification.
 - c. Canonical Format Indicator.
 - d. Canonical Format Index.
- 57) Protocols in which stations listen for a carrier and act accordingly are called _____.
- a. Carrier Sense Protocol
 - b. Cray Sense Protocol
 - c. Carrier Session Multiple Protocol.
 - d. Carrier System Multiple protocol.
- 58) The first sense protocol is _____.
- a. 2-persistent CSMA
 - b. 3-persistent CSMA
 - c. 1-persistent CSMA
 - d. 4-persistent CSMA
- 59) An interconnected collection of piconets is called a _____.
- a. Scatter Net
 - b. Scat Net
 - c. Session Net
 - d. Scattered Net
- 60) Switches do not use store and forward switching is called _____.
- a. Cut-through switches
 - b. Copy-through switches
 - c. Cut-through Routers
 - d. Cut-through Hub

UNIT-IV

- 61) _____ in which every incoming packet is sent out on every outgoing line except the one it arrives on.
a. Flooding. b. Symmetric c. Public d. none
- 62) An alternate design uses _____.
a. Flooding b. Distance Vector Routing
c. Core-based trees. d. Link State Routing
- 63) The transport layer makes use of the services provided by _____.
a. Network Layer b. Data Link Layer
c. Physical Layer d. Session Layer
- 64) The hardware within the transport layer that does the work is called _____.
a. Network Entity b. Data Link Entity
c. Physical Entity d. Transport Entity
- 65) _____ controls TPDU's are also acknowledged implicitly or explicitly.
a. Frames d. Data c. Packet d. Pay Field
- 66) Data can now be exchanged using _____ primitives.
a. Receive b. Listen c. Send d. Disconnect
- 67) _____ is widely used for internet programming.
a. Receive b. Primitive c. Send d. Disconnect
- 68) The procedure _____ prints an error message.
a. Fatal b. Flooding c. SPR d. None
- 69) _____ system calls is not the last word in platform independence.
a. Microsoft b. Linux c. Unix d. Macintosh
- 70) _____ is the internet and points.
a. Session b. Port c. Link d. Connect
- 71) The illegal combinations of time and sequence number are _____.
a. Session Region b. Forbidden Region
c. Connect d. Send
- 72) _____ can also be useful in the transport layer for another reason.
a. Multiplexing b. De-multiplexing c. Adder d. Decoder
- 73) Network connections among them on round robin fashions is called
a. Session Multiplexing b. Upward Multiplexing
c. Downward Multiplexing d. Multiplexing
- 74) Non-adaptive algorithms sometimes called _____.
a. Dynamic Routing b. Static Routing c. Sink Tree d. Flooding

- 75) Adaptive algorithms sometimes called _____.
- a. Dynamic Routing b. Static Routing c. Sink Tree d. Flooding
- 76) The distance metric is the number of hops, such tree is called _____.
- a. Dynamic Routing b. Static Routing c. Sink Tree d. Flooding
- 77) _____ algorithm is static.
- a. Dynamic Routing b. Static Routing c. Sink Tree d. Flooding
- 78) Abbreviation of TPDU.
- a. Transport Protocol Data Unit.
 b. Transport Protocol Datum Unit.
 c. Transport Proto Type Data Unit.
 d. Transaction Protocol Data Unit.
- 79) Abbreviation of TSAP.
- a. Transport Session Access Point.
 b. Transport Service Access Point.
 c. Transport Section Access Point.
 d. Transport Service Available Point.
- 80) Name server is sometimes called _____.
- a. File Server b. Rack Server c. Directory Server
 d. Session Server

UNIT-V

- 81) Expansion of DNS.
- a. Domain Name System b. Domain Next System
 c. Domain Name Split d. Divide Next System
- 82) The DNS name space is divided into nonoverlapping _____
- a. Zone b. Points c. Junction d. Connection
- 83) Expansion of LDAP.
- a. Light Weight Direct Access Protocol
 b. Light Weight Directed Access Protocol
 c. Light Weight Directory Access Protocol
 d. Light Weight Directory Application Protocol
- 84) The first e-mail systems simply consisted of
- a. File Transfer protocols
 b. File Hyper Text Protocols
 c. File Text Protocols
 d. Point to Point Protocols
- 85) _____ refers to the process of creating messages and answers
- a. Composition b. Transfer c. Reporting d. Displaying
- 86) _____ refers to moving message from originator to recipient.

- a. Composition b. Transfer c. Reporting d. Displaying
- 87) _____ has to do with telling the originator what happened to the message.
a. Composition b. Transfer c. Reporting d. Displaying
- 88) _____ incoming messages is needed so people can read their e-mail.
a. Composition b. Transfer c. Reporting d. Displaying
- 89) The output of the encrypted process known as
- a. Ciphertext b. Plaintext c. Key d. Verification
- 90) Reorder the letters is called
- a. Transposition ciphers b. Replace ciphers
c. Validation d. Verification
- 91) Substitutions are performed by _____ boxes.
a. S b. A c. P d. F
- 92) Substitutions are implemented with simple electrical circuit known as _____ boxes.
a. S b. A c. P d. F
- 93) Expansion of FDM.
a. Frequency Division Multiplexing
b. File Division Multiplexing
c. Frequency Divide Multiplexing
d. File Division Mux
- 94) Expansion of LEC.
a. Line Extended Caste
b. Limit Extended Capacity
c. Local Exchange Carrier
d. Local Emit carrier
- 95) Expansion of QAM.
a. Quadrature amplitude modulation
b. Quality amplitude modulation
c. Question amplitude modulation
d. Quater amplitude modulation
- 96) The most common two-letter combinations are called _____.
a. Diagram b. Trigram c. Par d. Two Char

97) The most common three-letter combinations are called _____.
a. Diagram b. Trigram c. Par d. Two Char

98) In P-Box, the word P stands for _____.
a. Path b. Packet c. Permutation d. None

99) In One-Time Pads concept each individual character converted into _____ Bits
a. 4 b. 7 c. 8 d. 6

100) Quantum Cryptography is based on the fact that light comes in little packets called _____.
a. Photons b. Diagonal Basis c. Privacy d. None

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UNIT-I

1. A. World wide web.

2. A.Peer-to-peer.
3. C.Unicasting.
4. A.Internet.
5. C.Protocol.
6. A.Peers.
7. A.Physical medium.
8. A.Dotted lines.
9. B.Solid lines.
10. B.Interface.
11. B.Network architecture.
12. A.Subnet.
13. B.HTTP.
14. C. Both a and b.
15. A.Client server model.
16. AWireless application protocol.
17. A.Metropolitan area network.
18. A.Wide area network.
19. A.Protocol stack.
20. B.Block waiting for an incoming connection.

UNIT-II

21. C.Twisted pair.
22. A. Unshielded Twisted Pair.

23. B.MAN.
24. A.Transponders.
25. C.Geostationary Earth Orbit.
26. B.Medium Earth Orbit.
27. B. Low Earth Orbit.
28. D.Global Positioning System.
29. B.Global star.
30. A.Public Switched Telephone Network.
31. A.Toll offices.
32. B.Quadrature Phase Shift Keying.
33. D.Fullduplex.
34. A.Trellis Coded Modulation.
35. B.Local loops.
36. B.Multi channel Multipoint Distribution Service.
37. D.Local channel Multipoint Distribution Service.
38. A.Wireless Local Loop.
39. B.Competitive LEC.
40. B. Internet

UNIT-III

41. D.Data link layer.
42. A.Character stuffing.
43. C.16-bit.
44. A.Forward Error Detecting Code.
45. B.Hamming.

46. A.Cyclic Redundancy Check.
47. A.Carrier sense protocols.
48. A.Carrier sense multiple access.
49. C.Boolean.
50. D.Wavelength Division Multiple Access.
51. D.Dense wavelength division multiple access.
52. A.Bridges.
53. B.Backward Learning.
54. A.Store and forward.
55. C.Virtual LANs.
56. C.Canonical Format Indicator.
57. A.Carrier sense protocols
58. A.1-persistent CSMA
59. A.Scatter net
60. A.Cut-through switches

UNIT-IV

61. A. Flooding.
62. C.Core-based trees.
63. A.Network layer.
64. D.Transport entity.
65. C.Packets.
66. C.Send.
67. B.Primitives.
68. A.Fatal.

- 69. C.Unix.
- 70. B.Ports.
- 71. B.Forbidden Region.
- 72. A.Multiplexing.
- 73. C. Downward Multiplexing.
- 74. B.Static routing.
- 75. A.Dynamic routing.
- 76. C.Sink tree.
- 77. D.Flooding.
- 78. A.Transport Protocol Data Unit.
- 79. B.Transport service access point.
- 80. c.Directory server.

UNIT-V

- 81. A.Domain Name System.
- 82. A.Zones.
- 83. B.Light Weight Directory Access Protocol.
- 84. A.File Transfer Protocols
- 85. A. Composition.
- 86. B.Transfer.
- 87. C.Reporting.
- 88. D.Displaying.
- 89. A.Ciphertext.
- 90. A.Transposition Ciphers.
- 91. A.S.

92. C.P.

93. A.Frequency division multiplexing.

94. C.Local exchange carrier.

95. A.Quadrature amplitude modulation.

96. A.Digrams.

97. B.Trigrams.

98. C.Permutation.

99. B.7

100. A.Photons

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SECTION-B

UNIT-I

1. What are the business applications?
2. Describe about client and server.
3. What are client-server model? Explain with the diagram.
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 the different between TCP/IP and OSI models.

UNIT-II

11. Discuss about magnetic media.
12. Discuss about Twisted cable.
13. Discuss about co-axial cable.
14. Discuss about fiber optics.
15. What is fiber optic network?
16. What is a fiber cable?
17. Discuss the comparison of fiber optics and copper wire.
18. Discuss about geostationary satellites.
19. Discuss about medium earth orbit.
20. Discuss about local loops.

UNIT-III

21. What is framing?
22. Discuss about error control.
23. Discuss about flow control.
24. Discuss about static channel allocation in LANs and MANs.
25. Discuss about dynamic channel allocation in LANs and MANs.
26. Discuss about CSMA protocols.
27. Discuss about CSMA/CD protocols.
28. Discuss about repeaters.
29. Discuss the difference between bridges and gateways.
30. Discuss the difference between routers and hubs.

UNIT-IV

31. Discuss about store and forward packet switching.
32. Discuss the implementation of connectionless service.
33. Discuss the implementation of connection oriented service.
34. What is optimality principle?
35. Discuss the services provided to the upper layer.
36. Discuss the transport service primitives.
37. Discuss about Berkeley sockets.
38. Discuss about flooding.
39. Discuss about multiplexing.
40. Discuss about distance vector routing.

UNIT-V

41. Discuss about DNS name space.
42. What are the types of name servers?
43. Discuss about the architecture of E-mail.
44. Write a short note on user agent in E-mail.
45. Discuss about the Transposition ciphers.
46. What is substitution ciphers? Explain.
47. Discuss about DES.
48. Discuss about the signatures.
49. Discuss about cryptography.
50. Write short notes on two fundamental cryptographic principles.

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SECTION-C

UNIT-I

1. Explain the uses of computer networks.
2. Explain the network hardware.
3. Explain the network software.
4. Explain OSI reference model.
5. Explain TCP/IP reference model.
6. Explain the Design issues for the layers.
7. What is Network Software?
8. Discuss the Protocol in TCP/IP
9. Discuss the comparison of OSI and TCP/IP reference model.
10. Discuss about connection-oriented and connectionless services.

UNIT-II

11. Explain about Guided transmission media.
12. Explain about communication satellites.
13. Explain about public switched telephone network.
14. Explain the structure of the telephone system.
15. Explain the local loops.
16. Explain about modems and wireless.
17. Explain about switching.
18. Explain the comparison of packet and circuit switching.
19. Explain the comparison of message and circuit switching.
20. Explain the comparison of packet and message switching.

UNIT-III

21. Explain about data link layer design issues.
22. Explain about error detection with example.
23. Explain about error correction with example.
24. Explain multiple access protocols.
25. Explain collision free protocols.
26. Explain Bluetooth architecture.
27. Explain Bluetooth applications.
28. Explain repeaters, hubs and routers.
29. Explain bridges and gateways.
30. Explain switches.

UNIT-IV

31. Explain about the comparison of virtual circuit and datagram subnet.
32. Explain in detail about shortest path routing.
33. Elucidate the optimality Principle.
33. Explain in detail about flooding.
34. Explain in detail about distance vector routing.
35. Explain in detail about routing for mobile hosts.
36. Explain in detail about transport layer services.
37. Explain in detail about multiplexing.
39. Explain in detail about flow control.
40. Explain in detail about buffering.

UNIT-V

41. Explain in detail about domain name system.
42. Discuss in detail about electronic mail.
43. Explain in detail about cryptography.

44. Explain in detail about symmetric key signatures.
45. Explain in detail about digital signatures.
46. Discuss in detail about the cryptographic principles.
47. Explain in detail about DES.
48. Discuss in detail about public key signatures.
49. Discuss about public key and symmetric key signatures.
50. Explain in detail about transposition and substitution ciphers.

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KONGUNADU ARTS AND SCIENCE COLLEGE

(AUTONOMOUS)

COIMBATORE-641029



DEPARTMENT OF COMPUTER SCIENCE (AIDED)

QUESTION BANK

2018-2019 ODD Semester

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DEPARTMENT OF COMPUTER SCIENCE (AIDED)

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TITLE OF THE PAPER: SYSTEMS SOFTWARE

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**Question Bank
Systems Software**

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SECTION – A

UNIT I

1. System software is
 - (a) a collection of system programs
 - (b) a set of components of a system
 - (c) a set of high level language programs
 - (d) a collection of relocated programs

2. The term used to represent the rules of meaning of a Domain is called
 - (a) syntax
 - (b) semantics
 - (c) production
 - (d) ambiguity

3. Compiler is a
 - (a) migrator
 - (b) translator
 - (c) preprocessor
 - (d) hardware

4. The specification gap is reduced by
 - (a) Language translator
 - (b) Language migrator
 - (c) Interpreter
 - (d) De translator

5. SL stands for
 - a) specification language
 - b) specification literal
 - c) source language
 - d) special language

6. A _____ is a language processor which bridges an execution gap but is not a language translator.
 - a) preprocessor
 - b) language migrator
 - c) language generator
 - d) assembler

7. The gap between the semantics of programs written in different programming languages is called
 - a) Specification gap
 - b) execution gap
 - c) specification –and–design gap
 - d) design gap

8. _____ rules govern the formations of valid statements in a source language.
 - a) Syntax
 - b) Semantic
 - c) Lexical
 - d) Production

9. A language that provides general purpose facilities required in most application domains is referred to as
 - a) Problem oriented language
 - b) procedure oriented language
 - c) source language
 - d) target language

10. The programming Languages used for specific applications are referred to as
 - a) source languages
 - (b) Problem oriented languages
 - c) procedure oriented languages
 - d) target language

11. Symbol table contains the information about all _____ used in the source program .
 - (a) identifiers
 - (b) literals
 - (c) opcodes
 - (d) mnemonics

12. YACC is a
- a) scanner generator b) lexical analyser generator c) lexical generator d) parser generator
13. The pass I of a language processor is called the _____ of the Language processor.
- a) front end b) backend c) synthesis phase d) intermediate code
14. The descriptor for each lexical unit built by the lexical analysis is called
- a) parser b) lexical analyzer c) token d) scanner
15. Parsing refers to _____.
- (a) lexical analysis b) semantic analysis c) synthesis of a program d) Syntax analysis
16. A non-terminal symbol is the name of a _____ of a language.
- (a) syntax category (b) semantic category (c) positional association (d) keyword association
17. A production is a rule of _____ of a language.
- a) terminal symbols b) nonterminals c) grammar d) distinguished symbol
18. A _____ is the association of an attribute of a program entity with a value.
- a) string b) binding c) reduction d) derivation
19. A _____ is performed after the execution of a program has begun.
- (a) Static binding (b) program allocation
(c) dynamic binding (d) static allocation
20. LPDT stands for
- (a) Language Processor Development Tools (b) Language Processor Dynamic Tools
(c) Language Processor Default Table (d) Language Processor Definition Table

UNIT II

21. Assembler is a translator which translates
- a) High level language to machine language b) high level language to assembly language
c) machine code to assembly code d) assembly code to machine code
22. Assembly language is a
- (a) high level language (b) low level language (c) middle level language (d) machine level language
23. To implement memory allocation a data structure of the assembler called _____ is used.

- (a) location counter (b) OPTAB
 (c) mnemonic table (d) POOLTAB

24. _____ instruct the assembler to perform certain actions during the assembly of a program.

- (a) Assembler directives b) Imperative statements c) Declarative statements d) Literals

25. _____ is an assembler directive.

- a) DS b) DC c) STOP d) LTORG

26. _____ is an imperative statement.

- a) END b) BC c) DC d) START

27. A _____ of a program entity is a reference to the entity which precedes its definition in the program .

- a) forward reference b) specification c) scan d) pass

28. The problem of forward reference is tackled by the process of

- a) back patching b) packing
 c) synthesis d) scanning

29. STOP is a/an

- a) control statement b) declarative statement c) imperative statement d) assembler directive

30. EQU is

- a) an imperative statement b) an assembler directive
 c) a declarative statement d) preprocessor statement

31. TII stands for Table of _____.

- a) Incomplete Instructions b) Intermediate Instructions c) Imperative Instructions d) Incomplete Information

32. ORIGIN statement is used to set the

- a) MEC b) location counter c) address of the source program d) address of a literal pool

33. The _____ representation is the output of pass I of an assembler .

- a) Mnemonic code b) target code c) class code d) intermediate code .

34. Which of the following task is performed by the analysis phase of an assembler?

- (a) Isolation of the lexical units (b) generation of the machine opcode
 (c) Synthesis of target code (d) Processing the intermediate code

35. END is a/an

- a) imperative statement b) declarative statement c) control statement d) assembler directive
36. _____ maintains the details of different literal pools used in an assembly language program .
- a) POOLTAB b) LITTAB c) LTOrg d) LOCATION COUNTER .
37. A table of mnemonic codes and related information is called
- a) SYMTAB b) LITTAB c) OPTAB d) POOLTAB
38. The assembler directive START is used to indicate the place of the first word of the
- a) source program b) target program c) intermediate code d) assembly language program
39. A literal is an operand with the syntax
- a) = ' <value> ' b) = < value> c) '<value > ' d) = < constant>
40. The statement DC stands for
- a) Declarative Code b) Declare Constant c) Declare Comparison d) Declare condition Code

UNIT III

41. A macro is a unit of specification for program _____ through expansion.
- a) execution b) generation c) translation d) interpretation
42. A _____ is enclosed between macro header statement and a macro end statement.
- (a) macro definition (b) macro call
(c) list of actual parameters (d) actual parameter table
43. During macro expansion Assembly statements are generated from
- (a) Macro prototype statement (b) Model statements
(c) Macro preprocessor statement (d) macro header
44. MEC stands for _____.
- a) Macro Extension Counter b) Macro Extension Code
b) Macro Expansion Code d) Macro Expansion Counter
45. Parameter names in the prototype statement start with
- (a) + (b) & (c) @ (d) #
46. The end of a macro is denoted by _____ statement .
- a) MEND b) Macro End c) End d) ENDM

47. _____ facilitate the alteration of flow of control during expansion.

- a) Literals b) Constants c) variables d) Sequencing symbols

48. A _____ leads to macro expansion.

- a) macro preprocessor statement b) macro call c) macro definition d) macro header

49. The macro preprocessor translates the assembly program with macro definitions and calls into

- a) object code b) intermediate code c) a program without macros d) target program

50. MNT stands for

- a) Nested Macro Table b) Macro Number Table c) Macro Name Table d) Macro Nesting Table

51. The Generation of Instructions tailored to the requirements of a specific usage is known as

- a) semantic expansion b) lexical expansion c) macro definition processing d) lexical substitution

52. MDT stands for

- a) Macro Default Table b) Macro Definition Table
c) Macro Default Technique d) Macro Dynamic Technique

53. A Macro is called by writing the macro name in the _____ field of an assembly statement.

- a) label b) mnemonic c) operand d) register

54. _____ implies replacement of a character string by another character string during program generation.

- a) Semantic expansion b) Semantic substitution
c) Lexical expansion d) Sequencing symbol substitution

55. The body of a macro is stored in a table called _____ for use during macro expansion.

- a) macro definition table b) macro name table
c) expansion time variables table d) actual parameter table

56. During expansion of nested macro calls _____ is maintained to count the number of nested macro calls.

- a) expansion nesting counter b) macro expansion counter
c) nesting counter d) macro expansion nesting counter

57. A _____ statement in a macro may constitute a nested macro call

- a) model b) prototype c) preprocessor d) macro end

58. The pointer pointing to the start of the expansion record on the TOS is called _____.

- a) static pointer b) dynamic pointer c) record base d) reserved pointer

59. SET statement is used to assign values for

- (a) formal parameter (b) actual parameter (c) lexical units (d) expansion time variables

60. A _____ performs macro expansion and program assembly simultaneously.

- a) Macro preprocessor b) macro assembler c) conventional assembler d) single pass assembler

UNIT IV

61. The rules that determine the accessibility of variables declared in different blocks of a program are called

- a) syntax rules b) semantic rules c) lexical rules d) scope rules

62. In _____ memory allocation, memory is allocated to a variable before the execution of a program begins.

- a) automatic dynamic b) static c) relative d) dynamic

63. The _____ of a program entity is a part of a program where the entity is accessible.

- (a) value (b) name space (c) scope (d) Memory space

64. In _____ allocation a program can allocate or deallocate memory at arbitrary points during execution.

- a) static allocation b) dynamic allocation
c) program controlled dynamic allocation d) automatic dynamic allocation

65. The static pointer is used to access

- a) forward references b) non-local variables c) local variables d) symbolic operands

66. The pointer which is used for deallocating an activation record of a stack is called

- a) static pointer b) dynamic pointer c) nesting pointer d) current pointer

67. The operand descriptor field that specifies the location of the operand and how it can be accessed is referred to as

- a) addressability b) attribute c) register status d) display

68. A program representation called _____ is useful in optimizing compilers.

- a) expression tree b) indirect triples c) abstract syntax tree d) postfix strings

69. The called function saves the contents of the CPU registers in the _____ before beginning its execution.

- a) save area b) register descriptor c) symbol table d) store area

70. The mechanism in which the address of an actual parameter is passed to the called function is referred to as

- a) call by value b) call by reference c) call by name d) call by value result

71. A rule for rewriting a segment of a program to improve its execution efficiency without affecting its meaning is known as

- a) Production rule b) dominators c) post-dominators d) optimizing transformation

72. Constant folding is

- a) an intermediate code form b) an optimizing transformation
c) a forward reference d) a control structure

73. The code which can be omitted from a program without affecting its results is called

- a) dead code b) live code c) optimizing code d) conditional code

74. Common sub expressions are also called

- a) Available expressions b) equal expressions
c) equivalent expressions d) identical expressions

75. Available expression is termed as a

- a) backward data flow concept b) control flow analysis
c) forward data flow concept d) control flow concept

76. Live variable is termed as a

- a) backward data flow concept b) forward data flow concept
c) control flow concept d) forward control flow concept

77. The _____ contains values of the data items declared in the program being interpreted .

- a) symbol table b) data store c) data manipulation routine d) mnemonic table

(c) Debug monitor (d) Structured editor

99. UIMS stands for _____.

- a) user interface management system
- b) User interface managing system
- c) using interface management system
- d) user interface manager system

100. Hyper card is a

- a) user interface
- b) user interface management system
- c) command menu
- d) presentation manager

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Answers to Section –A questions

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

UNIT I

SECTION –B

1. What are the different types of language processors?.Explain.
2. Write notes on problem oriented and procedure oriented languages.

3. What do you mean by forward reference?.Explain.
4. Explain the intermediate representation of a program.
5. Discuss the back-end of a compiler.
6. Explain the productions of a grammar with example.
7. Write notes on programming language grammars.
8. Explain the process of generating a valid string of a grammar .
9. Explain the process of reduction with example.
10. Discuss binding and binding times.

UNIT II

SECTION –B

11. What is an assembler? List out the mnemonic operation codes.
12. Compare assembly language programming with machine language programming.
13. Explain the format of an assembly language statement.
14. Explain the format of a machine instruction format.
15. Write notes on analysis phase of an assembler.
16. Write notes on synthesis phase of an assembler.
17. Explain the use of assembler directives.
18. Explain the use of constants in an assembly language program.
19. Write notes on some organizational issues in assembler design.
20. How to resolve forward references in a single pass translation?.

UNIT III

SECTION – B

21. What is a macro?. Explain the advantage of using a macro with an example.
22. Write the algorithm for macro expansion.
23. Explain positional parameters of a macro with example.
24. Explain the use of keyword parameters of a macro with example.
25. Write notes on default specifications of parameters.
26. Explain macros with mixed parameter lists .
27. Explain the uses of parameters in various fields of an assembly statement.
28. Explain the attributes of formal parameters.
29. Explain the use of REPT and IRP statements.
30. Explain the function of a macro assembler.

UNIT IV

SECTION -B

31. What are the aspects of compilation?. Explain data types and data structures of a programming language.
32. What do you mean by scope rules and control structure?
33. Explain static and dynamic memory allocation.
34. Explain memory allocation in recursion.
35. How to access non-local variables of a block?
36. What do you mean by local optimization?
37. Explain Global optimization.
38. Write notes on program flow graph.
39. Write notes on control flow analysis.
40. Write notes on data flow analysis.

UNIT V

SECTION –B

41. Explain the steps involved in program execution.
42. What do you mean by software tools?.List out the advantages of using software tools.
43. Explain the use of EXTRN and ENTRY statements with examples.
- 44 . Write notes on object module.
45. Write notes on binary program.
46. How to classify the programs based on relocatability?.
47. Discuss the software tools for program designing and coding.
48. What do you mean by performance tuning of a program?.
49. Write notes on programming environments.
50. Explain user interface management systems.

UNIT I

SECTION – C

1. Describe program generation activity of a language processor.
2. Discuss program execution activity of a language processor.
3. Describe fundamentals of language processing.
4. Discuss the phases and passes of a language processor.
5. Explain the front- end of a compiler.
6. Describe parse trees with example.
7. Discuss recursive specification of a grammar.
8. Explain the classification of grammars .
9. Discuss the ambiguity in grammatical specifications.
10. Explain Language processor development tools.

UNIT-II

SECTION – C

11. Write an assembly language program to calculate the value of $N!$.
12. Discuss the imperative and declarative assembly statements with example.
13. Explain the use of symbolic operand specifications in an assembly program
14. Describe a simple assembly scheme.
15. Discuss the pass structure of assemblers.
16. Discuss the two variants of intermediate codes of an assembly language.
17. Explain the design of a two pass assembler.
18. Explain the data structures of assembler pass I.
19. Write the algorithm for Pass I of an assembler.
20. Write the algorithm for Pass II of an assembler.

UNIT-III

SECTION –C

21. Explain macro definition and call.
22. Describe the two types of macro expansion with example.
23. Explain nested macro calls.
24. Describe the facilities for alteration of flow of control during expansion.
25. Discuss expansion time variables in a macro.
26. Explain conditional expansion of a macro.
27. Discuss the expansion time loops of a macro.
28. Explain the design of a macro preprocessor.
29. Describe the data structures of a macro preprocessor.
30. Explain the use of stack for macro pre-processor datastructures.

UNIT IV

SECTION –C

31. Discuss memory allocation in block structured languages.
32. Explain array allocation and access for a 2-dimensional array.
33. Explain compilation of expressions.
34. Discuss post-fix strings and expression trees.
35. Discuss triples and quadruples.

36. Explain the compilation of control transfer and iterative constructs.
37. Describe the compilation of function and procedure calls.
38. Discuss local optimization using value numbers.
39. Describe the functions of an interpreter.
40. Discuss the optimizing transformation techniques.

UNIT -V

SECTION –C

41. Explain program relocation with example.
42. Discuss the process of linking.
43. Describe the process of linking for overlays.
44. Describe the design of a linker.
45. Explain the software tools for program testing.
46. Discuss the design of software tools.
47. Discuss various types of editors.
48. Describe the design of an editor.
49. Explain debug monitors.
50. Describe the structure of user interfaces.

KASC-Computer Science (UG)

KONGUNADU ARTS AND SCIENCE COLLEGE

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QUESTION BANK

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TITLE OF THE PAPER: SOFTWARE ENGINEERING AND SOFTWARE TESTING

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KASC-Computer Science (UG)

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Question Bank

SOFTWARE ENGINEERING AND SOFTWARE TESTING

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SOFTWARE ENGINEERING AND SOFTWARE TESTING

UNIT - I

1. What are the characteristics of software?

- a) Software is developed or engineered ; it is not manufactured in the classical sense.
- b) Software doesn't " wear out"
- c) Software can be custom built
- d) All the above.

2. Compilers, editors comes under which software?

- a) Systems software
- b) Application software
- c) Scientific software
- d) none of the above

3. Software is defined as

- a) Instruction
- b) Data structures
- c) Documents
- d) All the above

4. RAD software model stands for

- a) Rapid Application Development
- b) Relative Application development
- c) Rapid Application Design
- d) Recent Application Development

5. What is the simplest model of software development paradigm?

- a) spiral model
- b) Big-Bang model
- c) V- model
- d) Water fall model

6. Which model is known as Verification and Validation mode?

- a) spiral model
- b) Big-Bang model
- c) V- model
- d) Water fall model

7. Which model is also called as classic life cycle or Water fall model?

- a) Iterative development
- b) Linear Sequential development
- c) RAD model
- d) Incremental development

8. Requirement Engineering process includes which of these steps?

- a) Feasibility Study
- b) Requirement gathering
- c) Software Requirement Elicitation & Validation
- d) All the above

9. If requirements are easily understandable and defined then which model is best suited ?

- a) spiral model
- b) Water fall model
- c) Prototyping model
- d) None of the above

10. Which is focused towards the goal of the organization?

- a) Feasibility study
- b) Requirement gathering
- c) Requirement elicitation
- d) Requirement Validation

11. Which of the following is cannot applied with the software according to software engineering layers?

- a) process
- b) Methods
- c) Manufacturing
- d) none of the above

12. Which software has been characterized by number crunching applications?

- a) System software
- b) application software
- c) Artificial Intelligence software
- d) Engineering & Scientific software

13. The model in which the requirements are implemented by its category is

- a) Evolutionary Development Model
- b) Waterfall Model
- c) Prototyping
- d) Iterative Enhancement Model

14. A COCOMO model is _____ .

- a. Common Cost Estimation Model.
- b. Constructive Cost Estimation Model.
- c. Complete Cost Estimation Model.
- d. Comprehensive Cost Estimation Model

15. SRD stands for _____ .

- a. Software Requirements Definition
- b. Structured Requirements Definition
- c. Software Requirements Diagram
- d. Structured Requirements Diagram

16. The tools that support different stages of software development life cycle are

- a) CASE Tools
- b) CAME tools
- c) CAQE tools
- d) CARE tools

17. Software consists of _____ .

- a) Set of instructions + operating procedures
- b) Programs + documentation + operating procedures
- c) Programs + hardware manuals
- d) Set of programs

18. Which is the most important feature of spiral model?

- a) Quality management
- b) Risk management
- c) Performance management
- d) Efficiency management

19. SDLC stands for

- a) Software Development Life Cycle
- b) System Development Life Cycle
- c) Software Design Life Cycle
- d) System Design Life cycle

20. Which model can be selected if user is in all the phases of SDLC?

- a) Waterfall model
- b) Prototyping model
- c) RAD model
- d) both Prototyping model & RAD model

UNIT - II

21. Which of these primary objectives have to be achieved for the requirement model?

- a) To describe what the customer requires
- b) To establish a basis for the creation of a software design
- c) To define a set of requirements that can be validated once the software
- d) All mentioned above

22. Which tool consist of programming environments like IDE, in-built modules library and simulation tools?

- a) Web development tools
- b) Prototyping tools
- c) Programming tools
- d) Design tools

23.. Which depicts flow of control in program modules?

- a) Flowchart
- b) DFD
- c) Both A & B
- d) None of the above

24. Abbreviate the term HIPO.

- a) Hierarchical Input Process Output
- b) High-level Input Process Output
- c) Huge Input Process Output
- d) None of the above

25.. Which aspect is important when the software is moved from one platform to another?

- a) Maintenance
- b) Operational
- c) Transitional
- d) All of the above

26. Which chart is a tool that depicts project as network diagram that is capable of graphically representing main events of project in both parallel and Consecutive way?

- a) PERT chart
- b) Gantt chart
- c) Both A & B
- d) None of the above

27.SRD stands for _____ .

- a. Software Requirements Definition
- b. Structured Requirements Definition
- c. Software Requirements Diagram
- d. Structured Requirements Diagram

28.The tools that support different stages of software development life cycle are called _____ .

- a. CASE Tools
- b. CAME tools
- c. CAQE tools
- d. CARE tools

29.If every requirement stated in the Software Requirement Specification (SRS) has only one interpretation, SRS is said to be correct _____ .

- a) Unambiguous
- b) Consistent
- c) Verifiable
- d) None of the above

30.FAST stands for _____ .

- a) Functional Application Specification Technique
- b) Fast Application Specification Technique
- c) Facilitated Application Specification Technique
- d) None of the above

31.The level at which the software uses scarce resources is _____ .

- a. Reliability
- b. Efficiency
- c. Portability
- d. All of the above

32.Modifying the software to match changes in the ever changing environment is called _____

- a) Adaptive maintenance
- b) Corrective maintenance
- c) Perfective maintenance
- d) Preventive maintenance

33.If every requirement can be checked by a cost-effective process, then the SRS is _____ .

- a) Verifiable
- b) Traceable
- c) Modifiable
- d) Complete

34.IEEE 830-1993 is a IEEE recommended standard for _____ .

- a) Software Requirement Specification
- b) Software design
- c) Testing
- d) Both (A) and (B)

35. What is described by means of as studied earlier and represented in algebraic form?

- a)Data flow
- b)Data storage
- c)Data structures
- d) Data elements

36. An entity in a ER – model is a real world being, which has the some properties called _____

- a) Attributes
- b) Domain
- c) Relationship
- d) None of the above.

37. The Maximum number of objects that can participate in a relationship is called _____

- a) Cardinality
- b) Attributes
- c) Operations
- d) Transformers

38. what is the first step of requirement elicitation?

- a) identifying stakeholder
- b) Listing out requirements
- c) Requirements Gathering
- d) All of the mentioned

39. What are the types of requirement in Quality Function Deployment?

- a) Known , Unknown , Undreamed
- b) User , Developer
- c) Functional , Non-functional
- d) Normal , Expected, Exciting

40. Cyclomatic complexity is calculated using the formula.

- a) $E + N - 2$
- b) $E - N + 2$
- c) $E - N - 2$
- d) $N - E + 2$

UNIT – III

41. If the objects focus on the problem domain, then we are concerned with

- a) Object Oriented Analysis
- b) Object Oriented Design
- c) Object Oriented Analysis and Design
- d) None of the above

42. Which quality deals with the maintaining the quality of software product?

- a) Quality assurance
- b) Quality control

- c) Quality Efficiency
- d) None of the above

243. Which design identifies the software as a system with components interacting with each other?

- a) Architectural design
- b) High-level design
- c) Detailed design
- d) None of the above

44. Which box specifies the behavior of a system?

- a) White box testing
- b) Integration testing
- c) Unit testing
- d) Black box testing

45. Aggregation represents _____ .

- a. is_a relationship
- b. part_of relationship
- c. composed_of relationship
- d. none of above

46. ER model shows the _____ .

- a. Static view
- b. Functional view
- c. Dynamic view
- d. All the above

47. An entity in a ER – model is a real world being, which has the some properties called _____

- a) Attributes
- b) Domain
- c) Relationship
- d) None of the above.

48. The Maximum number of objects that can participate in a relationship is called _____

- a) Cardinality
- b) Attributes
- c) Operations
- d) Transformers

49. Size and Complexity are a part of

- a) Product Metrics
- b) Process Metrics
- c) Project Metrics
- d) All of the mentioned

50. Cost and schedule are a part of

- a) Product Metrics
- b) Process Metrics
- c) Project Metrics
- d) All of the mentioned

51. Number of errors found per person hours expended is an example

- a) measurement
- b) measure
- c) metric
- d) all of the mentioned

52. Which of the following is not categorized under Product Operation of McCall's Software Quality Factors?

- a) Flexibility
- b) Reliability
- c) Usability
- d) Integrity

53. Percentage of modules that were inspected is a part of

- a) Product Metrics
- b) Process Metrics
- c) Project Metrics
- d) All of the mentioned

54. MTTC falls the category of

- a) correctness
- b) integrity
- c) maintainability
- d) all of the mentioned

55. What are the types of requirement in Quality Function Deployment?

- a) Known , Unknown , Undreamed
- b) User , Developer
- c) Functional , Non-functional
- d) Normal , Expected, Exciting

56. Quality Management in software engineering is also known as

- a) SQA
- b) SQM
- c) SQI
- d) SQA and SQM

57. Quality also can be looked at in terms of user satisfaction which includes

- a) A compliant product
- b) Good quality output
- c) Delivery within budget and schedule
- d) All of the mentioned

58. Inspections and testing are what kinds of Quality Costs?

- a) Prevention
- b) Internal Failure
- c) External Failure
- d) Appraisal

59. _____ can be input directly to a conventional process into control process.

- a) control flow
- b) control data
- c) Data control
- d) Control analysis

60. _____ is an operational principle for all requirements analysis

- a) behavioral modeling
- b) modeling
- c) behavior
- d) monitoring

UNIT -IV

61. Alpha and Beta Testing are forms of _____ .

- a) Acceptance testing
- b) Integration testing
- c) System Testing
- d) Unit testing

62. Which is not SQA activity?

- a) Black box testing
- b) White box testing

- c) Integration testing
- d) Unit testing

63. One of the fault base testing techniques is _____ .

- a) Unit Testing
- b) Beta Testing
- c) Stress Testing
- d) Mutation Testing

64. 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 above

65. What is Cyclomatic Complexity?

- a) Black box testing
- b) White box testing
- c) Yellow box testing
- d) Green box

66. Maintenance testing is performed using which methodology?

- a) Retesting
- b) Sanity testing
- c) Breadth test and depth test
- d) Confirmation testing

67. White box techniques are also classified as

- a) Design based testing
- b) Structural testing
- c) Error guessing technique
- d) None of the Mentioned

68. Which of the following is/are White Box technique?

- a) Statement testing
- b) Decision testing
- c) Condition testing
- d) All of the mentioned

69. The testing in which code is checked

- a) Black box testing

- b) White box testing
- c) Red box testing
- d) Green box testing

70 . Testing done without planning and documentation is called

- a) Unit testing
- b)Regression testing
- c)Adhoc testing
- d)None of the Mentioned above

71. Acceptance testing is also known as

- a)Grey box testing
- b)White box testing
- c)Alpha testing
- d)Beta testing

72. Which of the following is non-functional testing?

- a) Black box testing
- b)Performance testing
- c)Unit testing
- d)None of the mentioned

73. Beta testing is done at

- a) User's end
- b)Developer's end
- c)User's and Developer's end
- d)None of the mentioned

74.Unit testing is done by

- a) Users
- b)Developers
- c)Customers
- d)None of the mentioned

75. The testing in which code is checked

- a) Black box testing
- b)White box testing
- c)Red box testing
- d)Green box testing

76. Testing done without planning and Documentation is called

- a) Unit testing
- b) Regression testing
- c) Adhoc testing
- d) None of the mentioned

77. Much of the information necessary to create a behavioral model can be obtained by observing the external manifestation of the existing

- a) candidate keys
- b) interface
- c) database structure
- d) none of the mentioned

78. _____ testing is done to break the product with unknown.

- a) Requirements
- b) Positive
- c) Decision table
- d) Negative

79. The capability of a product in handling multiple transactions is determined by

- a) Benchmarking
- b) Throughput
- c) Coverage
- d) Latency

80. The time required for the product to recover from failure is represented

- a) Mean Time Test Recover
- b) Mean Test Time
- c) Recover Time
- d) Mean Time to Recover

UNIT V

81. What do you understand by V&V in software testing?

- a) Verified Version
- b) Version Validation
- c) Verification and Validation
- d) Version Verification

82. Which granularity level of testing checks the behaviour of module cooperation?

- a) Unit testing
- b) Integration testing
- c) Acceptance testing
- d) Regression testing

83. Which test refers to the retesting of a unit, integration and system after modification, in order to ascertain that the change has not introduced new faults?

- a) Regression testing
- b) Smoke testing
- c) Alpha testing
- d) Beta testing

84. Which of the following is a black box testing strategy?

- a) All Statements Coverage
- b) Control Structure Coverage
- c) Cause- Effect Graphs
- d) All Paths Coverage

85. A set of inputs, execution preconditions and expected outcomes is known

- a) Test plan
- b) Test case
- c) Test document
- d) Test Suite

86. In which test design each input is tested at both ends of its valid range and just outside its valid

- a) Boundary value testing
- b) Equivalence class partitioning
- c) Boundary value testing AND Equivalence class partitioning
- d) Decision tables

87. When does the testing process stop?

- a) When resources (time and budget) are over
- b) When some coverage is reached
- c) When quality criterion is reached
- d) Testing never ends

88. Which of the following is not a part of a test design document?

- a) Test Plan
- b) Test Design Specification
- c) Test Case Specification
- d) Test Log

89. Standard Enforcer is a

- a) Static Testing Tool
- b) Dynamic Testing
- c) Static & Dynamic Testing
- d) None of the mentioned

90. Software Testing with real data in real environment is known as

- a) alpha testing
- b) beta testing
- c) regression testing
- d) none of the mentioned

91. Which of the following testing tools examine program systematically & automatically

- a) Code Inspector
- b) Static Analyzer
- c) Standard Enforcer
- d) Coverage Analyzer

92. Which testing tool is responsible for documenting programs ?

- a) Test/File Generator
- b) Test Harness System
- c) Test Archiving Systems
- d) Coverage Analyzer

93. Beta Testing is done by

- a) Developers
- b) Testers
- c) Users
- d) All of the mentioned

94. Debugging Program is a program which runs concurrently with the program under test & provide commands to

- a) examine memory & registers
- b) stop execution at a particular point
- c) search for references for particular variables, constant and registers
- d) all of the mentioned

95. Non-conformance to software requirements is known as

- a) Software availability
- b) Software reliability
- c) Software failure

d) None of the mentioned

96. Which of the following is not a part of the Test Implementation and Execution Phase?

- a. Creating test suites from the test cases
- b. Executing test cases either manually or by using test execution tools
- c. Comparing actual results
- d. Designing the Tests

97. The Test Cases Derived from use cases _____ .

- a. Are most useful in uncovering defects in the process flows during real world use of the system.
- b. Are most useful in uncovering defects in the process flows during the testing use of the system.
- c. Are most useful in covering the defects in the process flows during real world use of the system.
- d. Are most useful in covering the defects at the Integration Level.

98. _____ quantifies the actual amount of testing needs to be done.

- a) Size estimate
- b) Schedule estimate
- c) Effort estimate
- d) All the above

99. The testing done to validate the final build is known as _____ testing.

- a) Tuning
- b) Final regression
- c) Defect fix
- d) None of these.

100. A report summarizes the results of a test cycle is the

- a) Test Cycle Report b) Test Summary Report
- c) Test Incident Report d) Test Case Report

SECTION – B

UNIT-I

- 1.Explain the evolving role of software in brief.
- 2.Describe software crisis.
- 3.Write short notes on identification of need.
4. Describe fourth generation techniques.
- 5.Discuss prototyping model.
- 6.Define software and software characteristics.
- 7.Describe feasibility study
- 8.Describe software components.
- 9.Explain about a generic view of software engineering
- 10.Explain spiral model.

UNIT- II

- 11.Discuss requirements analysis tasks.
12. What is software prototyping ?
13. What are the symbols used in DFD?
14. Describe Modeling
15. What is Requirements dictionary?
16. Explain the steps how to create data flow diagram.
17. What are the symbols involved in ER diagram
18. What do you mean by analyst?
19. Write short notes on information domain
- 20.Write short notes on Partitioning

UNIT -III

21. Write short notes on object oriented concepts .
- 22.Explain three levels of object oriented system design.
- 23.Discuss the Conventional VS object oriented approaches
24. Differentiate between verification and validation .
25. Distinguish between quality control and quality assurance.
- 26.Describe software review in detail.
- 27.Describe code complexity testing.
- 28.Define SQA activities.
- 29.Define software quality factors.
- 30.Write about Positive testing.

UNIT-IV

- 31.Write short notes on Integration Testing .
 - i) Top down
 - ii) Bottom up

32. Write short notes on Integration Testing.
 - i) Bidirectional
 - ii) System
33. Write about Sandwich testing with example.
34. Define stress testing.
35. Write short notes on Beta testing .
36. Distinguish between functional versus non functional testing.
37. Explain about deployment testing
38. Write short notes on scalability testing
39. Elucidate about Code coverage testing.
40. Explain about structural testing.

UNIT-V

41. Write short notes on
 - i) Capacity Planning
 - ii) Latency time
42. Write short notes on
 - i) Response time
 - ii) Throughput
43. Write short notes on
 - i) Benchmarking
 - ii) Performance testing
44. Write two types of regression testing.
45. Write short notes on
 - i) Robustness
 - ii) Effort Estimation
46. Write short notes on
 - i) Activity Breakdown
 - ii) Risk Management
47. Write short notes on
 - i) Test Summary Report
 - ii) Test Cycle Report
48. Write notes on
 - i) Test Incident Report
 - ii) Recommending Product Release
49. Explain about Test Case Specification.
50. Briefly explain about Test Database.

SECTION – C

UNIT-I

1. Explain about modeling the system architecture.
2. Discuss in detail software myths.
3. Write in detail about requirements elicitation for software.
4. Explain in detail system analysis model.
5. Discuss the software applications.

- 6.Explain system specification techniques
- 7.Explain classic life cycle model.
- 8.Write short notes on Computer Systems Engineering
- 9.Write short notes on Hardware Systems Engineering
10. Write short notes on Database Systems Engineering

UNIT -II

11. How to translate analysis model into a software design?
12. Describe data dictionary
13. Write in detail about transform mapping.
14. Write notes on Facilitated Application Specification Technique in detail.
15. Discuss Communication techniques.
16. Explain Prototyping methods and tools
17. Explain transaction mapping
18. Write short notes on mechanics of structured analysis.
19. With example explain DFD
20. With example explain ER diagrams

UNIT-III

21. Discuss about testing objectives.
22. Explain formal technical reviews
23. What are the steps involved in design of transform mapping
24. How to design transaction mapping explain.
25. What are the basis path testing
26. What are the cyclomatic complexity
27. Write in detail white box testing
28. Describe black box testing
29. Discuss control structure testing
30. Discuss data flow testing and loop testing

UNIT-IV

31. Elucidate about Integration testing as a type of testing.
32. Explain about Integration testing as a phase of testing.
33. Write about system scenario testing.
34. **How** functional testing works?.
35. Briefly write about non-functional testing.
36. Explain about Interoperability testing.
37. Explain briefly about acceptance testing.
38. Write notes on static testing.

39. Briefly write about test cases for Acceptance testing.
40. Write the guidelines on selection of Integration method.

UNIT-V

41. What are the factors governing in Performance testing?
42. Write about Methodology for Performance testing.
42. Describe test planning.
43. What is regression testing?
44. Briefly write about Test Planning.
45. Explain how Test Management works?
46. Write about Test Execution
47. Elucidate about Test Reporting.
48. Describe about identifying responsibilities, staffing and training needs.
49. How to perform boundary value analysis?
50. What is configuration review?

UNIT-I

Section –A (answers)

1. d) All the above.
2. a) Systems software
3. d) All the above
4. a) Rapid Application Development
5. d) Water fall model
6. c) V- model

7. b) Linear Sequential development
8. d) All the above
9. b) Water fall model
10. a)) Feasibility study
11. c) Manufacturing
12. d) Engineering & Scientific software
13. a) Evolutionary Development Model
14. b) Constructive Cost Estimation Model.
15. b. Structured Requirements Definition
16. a) CASE Tools
17. b) Programs + documentation + operating procedures
18. b) Risk management
19. a) Software Development Life Cycle
20. c) RAD model

UNIT-II

- 21. d) All mentioned above**
- 22. c) Programming tools**
- 23. a) Flowchart**
- 24. a) Hierarchical Input Process Output**
- 25. c) Transitional**
- 26.a) PERT chart**
- 27. b) Structured Requirements Definition**
- 28. a) CASE Tools**
- 29. a) Unambiguous**
- 30. c) Facilitated Application Specification Technique**
- 31. b) Efficiency**
- 32.a) Adaptive maintenance**
- 33.a) Verifiable**
- 34.a) Software Requirement Specification**
- 35.a) Data flow**
- 36.a) Attributes**
- 37.a) Cardinality**
- 38.a) identifying stakeholder**
- 39. d) Normal , Expected, Exciting**
- 40. b) E-N+2**

UNIT-III

41. a) Object Oriented Analysis
42. b) Quality control
43. a) Architectural design
44. d) Black box testing
45. c) Composed of relationship
46. a) Static view
47. a) Attributes
48. a) Cardinality
49. a) Product Metrics
50. c) Project Metrics
51. c) metric
52. a) Flexibility
53. b) Process Metrics
54. c) maintainability
55. d) Normal , Expected, Exciting Quality Management".
56. a) SQA
57. d) All of the mentioned
58. d) Appraisal
59. a) Control flow
60. a) behavioral modeling

UNIT-IV

- 61.a) Acceptance testing
- 62. b) White box testing**
- 63.b) White box testing**
- 64. b) Evaluating deliverable to find errors**
- 65. b) White box testing**
- 66. c) Breadth test and depth test**
- 67. b) Structural testing**
- 68. d) All of the mentioned**
- 69. b) White Box testing**
- 70. c) Ad hoc testing**
- 71. d) Beta testing**
72. b) Performance testing
- 73. a) User's end**
- 74. b) Developers**
- 75. b) White box testing**
- 76. c) Adhoc testing**
- 77. b) interface**

- 78. b)Positive
- 79. b)Throughput
- 80. d)Mean Time to Recover

UNIT-V

- 81. c)Verification and Validation
- 82. b)Integration testing
- 83. a) Regression testing
- 84. c)Cause- Effect Graphs
- 85. b) Test case
- 86. a)Boundary value testing
- 87. c) When quality criterion is reached
- 88. d) Test Log
- 89. a) Static Testing Tool
- 90. b) beta testing
- 91 .b) Static Analyzer
- 92 .c) Test Archiving Systems
- 93. c) Test Archiving Systems
- 94. d) all of the mentioned
- 95. c) Software failure
- 96. d)Designing the Tests
- 97. a)Are most useful in uncovering defects in the process flows
- 98. d)All the above
- 99. b)Final regression
- 100. b)Test Summary Report

KASC-Computer Science (UG)

KONGUNADU ARTS AND SCIENCE COLLEGE

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KASC-Computer Science (UG)

DEPARTMENT OF COMPUTER SCIENCE (AIDED)

QUESTION BANK

2018-2019 ODD Semester

DEPARTMENT OF COMPUTER SCIENCE (AIDED)

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2018-2019 ODD Semester

SUBJECT CODE:18 UCS 101

TITLE OF THE PAPER: COBOL PROGRAMMING

KASC-Computer Science (UG)

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Department of Computer Science (Aided)

Question Bank

COBOL Programming

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COBOL Programming

Section – A (1 Mark)

UNIT-1

1. COBOL stands for
 - a) Common Bank Oriented Language
 - b) Common Business Oriented Language
 - c) Conventional Bank Oriented Language
 - d) Conventional Business Oriented Language
2. In a coding sheet of COBOL positions 1-6 is known as
 - a) Sequence b) Order c)Initiation d) Start
3. In a coding sheet of COBOL positions 1-3 represent
 - a) Line No b) Page No c) Statement No 4) Count
4. In a coding sheet of COBOL positions 4-6 represent
 - a) Line No b) Page No c) Statement No 4) Count
5. Which of the following column positions represent Margin-A?
 - a) 1-3 b) 4-6 c) 8-11 d) 12-72
6. Which of the following column positions represent Margin-B?
 - a) 1-3 b) 4-6 c) 8-11 d) 12-72
7. Which of the following is a figurative constant in COBOL?
 - a) blank b) space c) literal d) identifier
8. The words that are written in Capital Letters and Underlined are
 - a) Noise words b) Key words c) Special Words d) Optional words
9. How many divisions are there in COBOL ?
 - a) 3 b) 4 c) 5 d) 2

10. The entry “ Program-Id ” appears in

- a) Environment Division
- b) Identification Division
- c) Data Division
- d) Procedure Division

11. The entry “ Security ” appears in

- a) Environment Division
- b) Identification Division
- c) Data Division
- d) Procedure Division

12. Input-Output Section comes under

- a) Identification Division
- b) Environment Division
- c) Data Division
- d) Procedure Division

13. File Section comes under

- a) Identification Division
- b) Environment Division
- c) Data Division
- d) Procedure Division

14. To represent an assumed decimal point, which of the following code character is used?

- a) 0 b) 9 c) X d) V

15. To suppress leading zeroes with blanks, one uses

- a) B b) Z c) 9 d) X

16. CR & DB can appear

- a) only on the Left
- b) only on the Right
- c) only in the middle
- d) anywhere in the edit field

17. Level number in COBOL is a

- a) 2 digit number
- b) 3 digit number
- c) single digit number
- d) 4 digit number

18. Which of the following is a Level number?

- a) 50 b) 60 c) 66 d) 99

19. The Renames clause is used with the Level Number

- a) 77 b) 88 c) 66 d) 01

20. The size of the data item is calculated omitting

- a) 9,A,X b) V,P,S c) 9,X,S d) X,A,P

UNIT-2

21. Which of the following is wrong?

- a) add a to b
- b) add a b to c.
- c) add a b giving c.
- d) add a to b giving c.

22. Which of the following is wrong?

a) add 5 to a.

b) add a to b.

c) add a to 5.

d) add 5 a to b.

23. Which of the following is wrong?

a) subtract a from b.

b) subtract 5 from a.

c) subtract 5 from a giving b.

d) subtract a from b giving 10.

24. Which of the following is wrong?

a) subtract 10 from a.

b) subtract a b from c.

c) subtract a from b giving c.

d) subtract a from b giving 10.

25. Which of the following is wrong?

a) multiply a by b

b) multiply a by b c.

c) multiply 10 by a.

d) multiply a by 10.

26. Which of the following is wrong?

a) multiply a by b c.

b) multiply a by 10 giving b c.

c) multiply a by b giving c d.

d) multiply a by b giving 5.

27. Divide a into b means

a) a/b b) b/a c) $a/2$ d) $b/2$

28. Divide a by b means

a) b/a b) a/b c) $a/2$ d) $b/2$

29. Less than or equal to is mentioned in COBOL as

a) \leq

b) Not $>$

c) \langle

d) \neq

30. Greater than or equal to is mentioned in COBOL as

a) \geq b) Not $<$ c) \langle d) \neq

31. Which of the following term is NOT present in COBOL?

a) equals b) exceeds c) smaller d) greater

32. Which of the following term is NOT present in COBOL?

a) if b) else c) then d) perform

33. The most powerful arithmetic verb in COBOL is

a) Add b) Subtract c) Multiply d) Compute

34. The variable used with Go-To-Depending On takes always

a) a +ve real number

b) a -ve real number

c) a +ve integer number

d) a -ve integer number

35. Which of the following is Correct?

- a) Move a to b
- b) Move a b to c
- c) Move a to 10
- d) Move a 10 to b

36. Add a to b implies

- a) old value of a and b are lost
- b) old value of a lost and b has same value
- c) old value of a remains same and b gets new value
- d) both a and b will remain unaffected

37. Subtract a from b means

- a) $b=b-a$
- b) $b=a-b$
- c) $a=a-b$
- d) $a=b-a$

38. Multiply a by b means

- a) a same, $b=b*a$
- b) b same, $a=a*b$
- c) both a and b get $a*b$
- d) no change in a and b

39. The symbol “=” appears in the syntax of

- a) ADD
- b) SUBTRACT
- c) MULTIPLY
- d) COMPUTE

40. The “Size Error” and “Rounded” options appears in the syntax of

- a) ADD
- b) SUBTRACT
- c) MULTIPLY
- d) COMPUTE

UNIT-3

41. The range of Perform can have

- a) 1 para
- b) 2 paras
- c) 3 paras
- d) any number of paras

42. After execution the Perform statement returns the control to

- a) the first statement that follows the Perform
- b) the last para
- c) the first statement after the range
- d) the immediate next para that follows the Perform

43. Which statement is Not true?

- a) Perform executes statements under its range
- b) Perform executes all paras contained in the range
- c) Within the range we can have another Perform statement
- d) the last statement of the range is Go To statement

44. Perform – Until statement executes the range

- a) whenever the condition is True
- b) whenever the condition is False
- c) irrespective of the condition
- d) minimum once

45. The integer with Perform – Times takes

- a) a +ve real number
- b) a -ve real number
- c) a +ve integer number
- d) a -ve integer number

46. “Perform – Thru” executes

- a) 1 para
- b) 2 para
- c) any number of paras in the range
- d) all the paras in the program

47. The verb used to come out of the range of Perform is

- a) quit b) break c) exit d) stop

48. Which of the following is a correct statement?

- a) perform p1
- b) perform p1 p2
- c) perform p1 to p2
- d) perform p1 from p2

49. Which of the following is a correct statement?

- a) perform p1 thro p2
- b) perform p1 thru p2
- c) perform p1 to p2
- d) perform p1 until p2

50. Which of the following is a correct statement?

- a) perform p1 -5 times

- b) perform p1 5 times
- c) perform p1 5.5 times
- d) perform p1 5.0 times

51. Which of the following is a correct statement?

- a) perform p1 till $i > 3$
- b) perform p1 until $i > 3$
- c) perform p1 when $i > 3$
- d) perform p1 to $i > 3$

52. Which of the following is a correct statement?

- a) perform p1 through p2 -5 times
- b) perform p1 through p2 5 times
- c) perform p1 through p2 -5.0 times
- d) perform p1 through p2 5.0 times

53. Which of the following is NOT a valid form?

- a) perform – thru
- b) perform –thru-times
- c) perform-until-times
- d) perform-after-varying

54. Perform p1 thru p2 5 times executes

- a) para p1 5 times
- b) para p2 5 times
- c) all paras from p1 to p2 5 times
- d) p1 and p2 5 times

55. The Level number associated with Renames clause is

- a)01 b)02 c)88 d) 66

56. Which of the following is a valid construct?

- a) Renames – From
- b) Renames –Thru
- c)Renames – To
- d)Renames –Until

57.Redefines clause should not be used with the items that have level number

- a) 88 b) 01 c) 77 d) 02

58. All Renames entry

- a) must be written only after the last record description entry
- b) must be written before the last record description entry
- c) must be written in between the last record description entry
- d) must be written anywhere in the program

59.Renames usage mandates

- a)neither dataname-1 nor dataname-2 can have occurs clause
- b) dataname-1 and dataname-2 can have occurs clause
- c) either dataname-1 or dataname-2 can have occurs clause
- d)dataname-1 must have occurs clause

60. Which of the following is NOT a correct statement ?

- a) perform p1 thru p3
- b) perform p1 thru p3 5 times
- c) perform p1 thru p3 until i>n
- d)perform p1 thru p3 when i>n

UNIT-4

61. The integer with Occurs – Times takes

- a) a +ve real number
- b) a -ve real number
- c) a +ve integer number
- d) a -ve integer number

62. The subscript used in COBOL is enclosed with

- a) [] b) () c) { } d) < >

63. For which level number occurs cannot be specified ?

- a) 02 b) 05 c) 45 d) 66

64. For which level number occurs cannot be specified ?

- a) 02 b) 88 c) 45 d) 22

65. Sort verb

- a) automatically opens files and user has to close the files
- b) automatically opens and closes the files required
- c) user has to opens files and files are automatically closed
- d) never opens and closes any files

66. Which of the following description is used with Sort verb?

- a) fd 2) sd 3) rd 4) wd

67. The work file used with Sort verb is

- a) permanent
- b) temporary

c) semi-permanent

d) an empty file

68. The label record clause is NOT specified for the

a) original file

b) resultant file

c) work file

d) last file

69. Before execution of Sort verb, all the files involved in sorting

a) must be closed

b) need not be closed

c) may be closed

d) must be opened

70. Sort verb sorts the records of

a) a single file

b) 2 files

c) 3 files

d) any number of files

71. Select the most suited sentence with Sort

a) Sorting always needs to be done on a single key of the record

b) Sorting always needs to be done on 2 keys of the record

c) Sorting always needs to be done on 3 keys of the record

d) Sorting can be done on any number of keys of the record

72. Merging means

a) arranging records in ascending order only

- b) arranging records in descending order only
- c) arranging records either in ascending or descending order
- d) creating a new file of records

73. Which verb is used for Merging?

- a) Arrange b) Merge c) Sorting d) Create

74. Merge verb

- a) automatically opens files and user has to close the files
- b) automatically opens and closes the files required
- c) user has to opens files and files are automatically closed
- d) never opens and closes any files

75. Which of the following description is used with Merge verb?

- a)fd 2) md 3) rd 4)wd

76. The work file used with Merge verb is

- a) permanent
- b) temporary
- c)semi-permanent
- d) an empty file

77. Before execution of Merge verb , all the files involved in sorting

- a) must be closed
- b)need not be closed
- c)may be closed
- d) must be opened

78. Merge verb merges the records of

- a) a single file

- b) 2 files
- c) 3 files
- d) any number of files

79. Screen Section is a part of

- a) Environment Division
- b) Identification Division
- c) Data Division
- d) Procedure Division

80. Which of the following is a feature of Screen Section ?

- a) power b) illuminate c) highlight d) bright

UNIT-5

81. A record is a collection of related

- a) information b) fields c) constants d) files

82. A file is a collection of related

- a) records b) fields c) constants d) information

83. Which of the following is NOT a file organization ?

- a) Sequential
- b) Dynamic
- c) Line Sequential
- d) Indexed

84. Which of the following is NOT a file accessing mode ?

- a) Sequential
- b) line sequential

c) random

d)dynamic

85. The mode used to write the records is

a) Input b)Output c) I-O d) Append

86. The mode used to read the records is

a) Input b)Output c) I-O d) Append

87. The mode used to rewrite the records is

a) Input b)Output c) I-O d) Extend

88. The mode used to write the records keeping old records safe is

a) Input b)Output c) I-O d) Extend

89. The mode used to read and rewrite the records is

a) Input b)Output c) I-O d) Extend

90. Open statement opens

a) 1 file b) 2 files c) 3 files d) any number of files specified

91. Close statement closes

a) 1 file b) 2 files c) 3 files d) any number of files specified

92. How many Stop-Run statements can be present in a COBOL program?

a) 1 b) 2 c) 0 d) any +ve number

93. Which of the following is NOT an access mode?

a) Relative b) Sequential c) Random d) Dynamic

94. Which of the following is wrong?

a) All files need to be opened in Output mode first time

b)File should be opened first for read/write activities

c) Files are automatically closed after execution

d) Files need to be closed by user at the end

95. Record Key mentioned in Indexed Sequential Organization is

a) an entry of working-storage section

b) mandatorily a part of the record

c) not necessarily a part of the record

d) is a file status entry

96. Write statement writes

a) one record at a time

b) all the records at a time

c) a group of records at a time

d) first and last records at a time

97. While reading the records in a file, which of the following is critical ?

a) Beginning of file b) End of file

c) first record d) next record

98. Dynamic access includes

a) sequential and line sequential

b) random and sequential

c) random and line sequential

d) sequential and indexed

99. The Record Key specified for Indexed Sequential files

a) is always unique b) is sometimes unique

c) need not be unique d) can be null also

100. Which of the following is a feature of Screen Section ?

a) reverse-video b) video-reverse c) reverse-screen d) alter-screen

Answers to Section –A questions

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

Section – B (5 Marks)

UNIT-1

1. Bring out the character set of COBOL
2. What is meant by Identifiers? Give examples.
3. What do you understand by constants? Give examples.
4. Write a note on any 2 figurative constants with examples.
5. What is meant by Level numbers? Mention their purpose.
6. What is known as Elementary data item? Give examples.
7. What is known as Group data item? Give examples.
8. What are all the level numbers used with Elementary data items? Give examples.
9. What are all the level numbers used with Group data items? Give examples.
10. What are code characters ? List them.

UNIT-2

11. Write the syntax of ADD verb. Give examples.
12. Mention the syntax of SUBTRACT verb. Give examples.
13. Write the syntax of MULTIPLY verb. Give examples.
14. Highlight the syntax of DIVIDE verb. Give examples.
15. Specify the syntax of COMPUTE verb. Give examples.
16. Mention the purpose of “On Size Error” option.
17. What is the role of “Rounded” option in COBOL.
18. Mention the syntax of IF statement.
19. Write the syntax of GO – To-Depending On .
20. What do you understand by conditional names?

UNIT-3

21. Give an account of “Redefines Clause”.
22. Bring out the rules of “Redefines Clause”.
23. List the rules that govern the Renames clause.
24. Explain with syntax the simple Perform statement.
25. What is meant by Range of Perform statements?
26. Explain with syntax the “Perform – Thru” option.
27. Explain with syntax the “Perform – Times” option.
28. Explain with syntax the “Perform –Until ” option.
29. Explain with syntax the “Perform – Varying” option.
30. Explain with syntax the “Perform – After-Varying ” option.

UNIT-4

31. Write the syntax of OCCURS clause.
32. What is meant by Table Handling in COBOL ?
33. Explain the rules to be followed for OCCURS Clause.
34. What do you understand by "Sorting"?
35. Write the syntax of SORT verb. Give examples.
36. List the rules to be observed for SORT verb.
37. What is the necessity of "Merging"?
38. Write the syntax of MERGE verb. Give examples.
39. List the rules to be observed for MERGE verb.
40. Distinguish "Sorting" and "Merging".

UNIT-5

41. Specify the file open modes.
42. What is meant by organization in files?
43. What are the different file organizations used in COBOL?
44. What is meant by accessing mode?
45. List out the different file accessing modes.
46. Write the syntax of OPEN verb. Give examples.
47. Write the syntax of CLOSE verb. Give examples.
48. Write the syntax of WRITE verb. Give examples.
49. Write the syntax of READ verb. Give examples.
50. List out the features of Screen Section.

Section – C (8 Marks)

UNIT-1

1. Explain the code characters that are necessary to describe a numeric item.
2. Bring out the code characters that are necessary to describe a non-numeric item.
3. Which code characters are used for sign and decimal point? Explain.

4. What is the need for P code character? Give examples.
5. What is meant by Size of a data item? Explain with necessary examples.
6. Describe the role of edit characters?
7. Discuss the edit characters that are used with zero suppression.
8. Demonstrate the insertion edit characters.
9. Explain how will you use + (plus) and – (minus) edit characters.
10. Highlight the CR and DB edit characters

UNIT-2

11. Write a program to add 2 numbers using ADD verb and edit characters.
12. Write a program to subtract 2 numbers using SUBTRACT verb and edit characters.
13. Write a program to multiply 2 numbers using MULTIPLY verb and edit characters.
14. Write a program to divide 2 numbers using DIVIDE verb and edit characters.
15. Using Compute verb, write a program to calculate the simple interest.
16. Demonstrate using a Program, how will you implement “On Size Error”.
17. Implement the “Rounded Option” with a Program.
18. Write a Program using “IF” statement to find the biggest element of given three numbers.
19. With a Program, explain the application of “88” level number.
20. Write a Program to convert the temperature given in Fahrenheit to Centigrade and vice-versa on user’s choice. Use “GoTo – Depending On”.

UNIT-3

21. Write a simple program to explain Redefines at same Level numbers.
22. Write a simple program to explain Redefines at different Level numbers.
23. Write a program to explain Renames clause.
24. Write a program to explain simple Perform option.
25. Write a program to explain “Perform-Thru” option.
26. Write a program to explain “Perform-Times” option.
27. Write a program to explain “Perform-Until” option.
28. Write a program to explain “Perform-Varying ” option.
29. Write a program to explain “Perform-After-Varying” option.
30. Write a Program to calculate the factorial value of a given number.

UNIT-4

31. Write a simple program to explain OCCURS clause.
32. Write a program to explain SORT verb.
33. Write a program to explain MERGE verb.
34. Using Occurs clause read the details of 3 students such as rno,name,mark and display them.
35. Using Occurs clause read the details of 3 students such as rno,name,mark and display the details along with the result (pass or fail). Assume necessary information.
36. Using Occurs clause read the details of 3 students such as rno,name,emark,smark,mmark and display the details along with the total marks scored by each student and result (pass or fail). Assume necessary information.
37. Write a program that sorts the records of a Student file based on the marks scored in descending order.
38. Write a program to sort the records of an Employee file based on 2 keys the deptno and empno.
39. Write a Program that merges the records of Student file-1 and Student file-2 based on the register number.
40. Write a Program to merge Employee file-1 and Employee file-2 based on based on deptno and empno.

UNIT-5

41. Create a sequential file for Student particulars. Assume necessary data.
42. Create a sequential file for Employee particulars. Assume necessary data.
43. Create a sequential file for Bank particulars. Assume necessary data.
44. Write a program that reads a student file created already and displays record by record.
45. Write a program that reads a Employee file created already and displays record by record and at the end display the total number of employees .
46. Write a program that reads a Bank file created already and displays record by record and at the end display the total amount deposited by all in the Bank .
47. Create a sequential file for Student particulars using Screen Section features.
48. Write a program to display the words of a given sentence one by one.

49. Write a Program to create a sequential file for Employees. Assume that a record has the entries empname, empno,dept,salary. By reading the file, update the salary of the employees increasing it by 8%.
50. Create a Sequential file for Salespersons. Assume that a record has the fields sno,sname,salary, and salesamount. By reading the file, update the salary based on the salesamount as per the following criteria. If the salesamount is ≥ 100000 then increase the salary by 3%. If the salesamount is ≥ 50000 and < 100000 then increase the salary by 2.5% else increase the salary by 1%.

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DEPARTMENT OF COMPUTER SCIENCE

QUESTION BANK

Title of the Paper : DATA STRUCTURE

JANUARY 2019

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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
 ©) 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 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 proceed until correct record located.
(a) Sequential (b) non-Sequential (c) Random (d) Both a, b
105. The while loop 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) Grandparent (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) Define array? How to represents the array in computer memory.
- 7) How to create a good looking program ? Explain with example.
- 8) What is an Ordered list ? Explain with an example.
- 9) Write the procedure for Polynomial addition
- 10) Write a short notes on Algorithms.
- 11) Write the Binary search algorithm?
- 12) Write the Fibonacci search algorithm?

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

**KONGUNADU ARTS AND SCIENCE COLLEGE
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QUESTION BANK

TITLE OF THE PAPER: OPERATING SYSTEMS

DEPARTMENT OF COMPUTER SCIENCE

Kongunadu Arts & Science College (Autonomous)
Department of Computer Science

Question Bank

OPERATING SYSTEMS

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KASC-Computer Science (UG)

SECTION-A

1. The software that controls the hardware is called
(a) Task (b) Operation (c) Operating systems (d) Relation
2. When several jobs are in main memory at once is called
(a) Process (b) Multiprogramming (c) Active (d) Rest
3. The time between submission of job and return the results is
(a) Seek (b) Turnaround (c) Internet (d) Latency
4. What is an operating system?
(a) Software that controls Hardware (b) Firmware (c) Resource (d) Managers
5. What is a program in execution?
(a) Process (b) Project (c) System (d) Events
6. A process is in a state, if it currently has the cpu is called
(a) Running (b) Waiting (c) Blocked (d) Complete
7. A state transition from ready to running state is called
(a) Dispatch (b) Timerunout (c) Block (d) Wakeup
8. Which instruction controls the order of instruction execution?
(a)PSWs (b) SLIH (c) TCP (d) IP
9. The system allows the user to run for specific time is called
(a) Remote (b) Time quantum (c) Expire (d) Slots
10. A process in an operating systems is called
(a) OCB (b) PC (c) PCB (d) IS
11. An event that alters the sequence of instruction execution is called
(a) Interrupt (b) Disturb (c) Internet (d) State
12. The interrupt caused by malfunctioning hardware is
(a) External (b) Request (c) Machine check (d) Internal
13. Which controls the order of execution of process?
(a) PSW (b) Information (c) CPU (d) PCB
14. A protected variable whose value can be accessed and altered only by the operation of P and V is called
(a) Semaphores (b) Critical section (c) Synchronization (d) Binary
15. A process multiprogramming system is said to be in a state of
(a) Block (b) Procedure (c) Deadlock (d) Namespace
16. Which is used to improve the system throughput?
(a) Circular wait (b) Deadlock (c) Spooling (d) Groupware
17. Indefinite postponement is prevented by allowing process priority to increase wait for a resource is called.
(a) Increase (b) Aging (c) Procedure (d) Active
18. Certain resources that cannot be removed from the process is called
(a) Non-preemptive (b) Preemptive (c) Schedule (d) Module
19. A state that leads to a deadlock is called
(a) Active (b) Server (c) Safe (d) Unsafe
20. The shape that represents process is called
(a) Squares (b) Circles (c) Arcs (d) Oval
21. Which type of storage allocation a program is divided into several pages?
(a) Blocks (b) Paging (c) Non contiguous (d) Contiguous

22. The technique of storage that involves moving all occupied areas of storage to One end is called
(a) Compaction (b) Fragmentation (c) Compacting (d) Partition
23. Which strategy is used for an incoming job is placed in the main storage in the first available hole large enough to hold?
(a) First fit (b) Best fit (c) Worst fit (d) Next fit
24. The optimal replacement strategy is called
(a) OPT (b) FIFO (c) LRU (d) LFU
25. Storage that is possible to run programs larger than main storage is called
(a) Overlays (b) Clusters (c) Groups (d) Interval
26. In fixed partition multiprogramming, the storage is divided into number of
(a) Symmetric (b) Asymmetric (c) Fixed partition (d) Multi
27. Free storage areas are called
(a) Space (b) Holes (c) Component (d) Object
28. An incoming job is placed in and fits more tightly is called
(a) First fit (b) Best fit (c) Worst fit (d) Next fit
29. An incoming job placed in and fits worst is called
(a) First fit (b) Best fit (c) Worst fit (d) Next fit
30. The strategies that wait for a page to be referenced by running process is
(a) Fetch (b) Demand (c) Placement (d) Replacement
31. The concept in which a process is copied into main memory from the Secondary memory according to the requirement is
(a) Paging (b) Demand paging (c) Segmentation (d) Swapping
32. In FIFO page replacement algorithm, when a page must be replaced
(a) Oldest page is chosen
(b) Newest page is chosen
(c) Random page is chosen
(d) Minimum used page is chosen.
33. Which algorithm chooses the page that has not been used for the longest period of time whenever the page required to be replaced?
(a) First in first out algorithm
(b) Additional reference bit algorithm
(c) Least recently used algorithm
(d) Counting based page replacement algorithm
34. A process is thrashing if
(a) It is spending more time paging than executing
(b) It is spending less time paging than executing
(c) Page fault occurs
(d) Swapping cannot take place
35. Fragmentation is
(a) Fragments of memory words unused in a page
(b) Fragments of memory words used in a page
(c) Dividing the main memory into equal-sized fragments
(d) Dividing the secondary memory into equal sized fragments

36. In internal fragmentation, memory is internal to a partition and
(a) is being used
(b) is not being used
(c) is always used
(d) none of the mentioned
37. A solution to the problem of external fragmentation is
(a) Compaction
(b) Larger memory space
(c) Smaller memory space
(d) None of the mentioned
38. External fragmentation will not occur when
(a) First fit is used (b) Best fit is used
(c) Worst fit is used (d) No matter which algorithm is used, it will always occur
39. Dijkstra's banking algorithm in an operating system solves the problem of
(a) Mutual exclusion (b) Context switching
(c) Deadlock avoidance (d) Deadlock recovery
40. When the memory allocated to a process is slightly larger than the process, then
(a) Internal fragmentation occurs (b) External fragmentation occurs
(c) Both internal and external fragmentation occurs
(d) Neither internal nor external fragmentation occurs
41. Which priorities do not change?
(a) Static (b) Dynamic (c) Rest (d) Active
42. The mechanism that response to change is called
(a) Static (b) Dynamic (c) Rest (d) Active
43. A user with a rush job may be willing to pay a premium is called
(a) Purchased priority (b) Commands (c) FIFO (d) SJF
44. The limited amount of cpu time is called
(a) Timing (b) Time slice (c) Slot (d) Dispatch
45. The classifying of computers are done by
(a) John (b) Dennis (c) Flynn (d) Tremens
46. Which machine belongs to array processors?
(a) MISD (b) MIMD (c) SISD (d) SIMD
47. Which module gives control of the CPU to the process selected by the short-term scheduler?
(a) Dispatcher (b) Interrupt (c) Scheduler (d) None of the mentioned
48. The processes that are residing in main memory and are ready and waiting to execute are kept on a list called
(a) Job queue (b) Ready queue (c) Execution queue (d) Process queue
49. Which scheduling algorithm allocates the CPU first to the process that requests the CPU first?
(a) First-come, first-served scheduling (b) Shortest job scheduling
(c) Priority scheduling (d) None of the mentioned
50. In priority scheduling algorithm
(a) CPU is allocated to the process with highest priority
(b) CPU is allocated to the process with lowest priority

- (c) Equal priority processes can not be scheduled
(d) None of the mentioned
51. Time quantum is defined in
(a) Shortest job scheduling algorithm (b) Round robin scheduling algorithm
(c) Priority scheduling algorithm (d) Multilevel queue scheduling algorithm
52. Process are classified into different groups in
(a) Shortest job scheduling algorithm (b) Round robin scheduling algorithm
(c) Priority scheduling algorithm (d) Multilevel queue scheduling algorithm
53. In multilevel feedback scheduling algorithm
(a) a process can move to a different classified ready queue
(b) Classification of ready queue is permanent
(c) Processes are not classified into groups
(d) None of the mentioned
54. Which one of the following cannot be scheduled by the kernel?
(a) Kernel level thread (b) User level thread
(c) Process (d) None of the mentioned
55. The interval from the time of submission of a process to the time of completion is termed as
(a) Waiting time (b) Turnaround time (c) Response time (d) Throughput
56. The systems that perform many operations in parallel is called
(a) Dataflow computers (b) Pipe (c) Array (d) Multiprocessing
57. The systems that continue operations even when portion of system fail is called
(a) Constraints (b) Fault tolerance (c) panels (d) Checks
58. Who developed a view of program paging activity?
(a) Richard (b) Dennis (c) Denning (d) Isiac
59. The storage locations referenced recently is called
(a) Bindings (b) Transactions (c) Spatial (d) Temporal
60. The storage locations referenced tend to clustered is called
(a) Bindings (b) Transactions (c) Spatial (d) Temporal
61. Execution of two or more programs by a single CPU is known as
(a) Multiprocessing (b) Time sharing (c) Multiprogramming (d) Multithreading
62. Which one rotates at a speed of 3600 revolutions per second?
(a) Platter (b) Spindle (c) Read write header (d) Boom
63. The process of moving the boom to a new cylinder is called
(a) Spindle (b) Waiting (c) Seek time (d) Waiting time
64. Which seek optimization has no reordering of queue?
(a) Dispatch (b) SSTF (c) SCAN (d) FCFS
65. A disk device simulated in conventional random access memory is called
(a) RAM disk (b) Optical disk (c) Hard disk (d) File disk
66. Which one of the following device is WORM device?
(a) ROM (b) RAM (c) Optical disk (d) RAM disk
67. The named collection of data is called
(a) File (b) Paging (c) Record (d) Contiguous
68. Each sequential subfile is called
(a) Member (b) Fragmentation (c) Compacting (d) Partition

69. The unique tag, usually a number, identifies the file within the file system.
- (a) File identifier
 - (b) File name
 - (c) File type
 - (d) None of the mentioned
70. To create a file
- (a) Allocate the space in file system
 - (b) Make an entry for new file in directory
 - (c) Allocate the space in file system & make an entry for new file in directory
 - (d) None of the mentioned
71. By using the specific system call, we can
- (a) Open the file
 - (b) Read the file
 - (c) Write into the file
 - (d) All of the mentioned
72. File type can be represented by
- (a) File name
 - (b) File extension
 - (c) File identifier
 - (d) None of the mentioned
73. Which file is a sequence of bytes organized into blocks understandable by the system's linker?
- (a) Object file
 - (b) Source file
 - (c) Executable file
 - (d) Text file
74. In _____ information is recorded magnetically on platters.
- (a) Magnetic disks
 - (b) Electrical disks
 - (c) Assemblies
 - (d) Cylinders
75. The heads of the magnetic disk are attached to a _____ that moves all the heads as a unit.
- (a) Spindle
 - (b) Disk arm
 - (c) Track
 - (d) None of the mentioned
76. The set of tracks that are at one arm position make up a _____
- (a) Magnetic disks
 - (b) Electrical disks
 - (c) Assemblies
 - (d) Cylinders
77. The time taken to move the disk arm to the desired cylinder is called the
- (a) Positioning time
 - (b) Random access time

- (c) Seek time
(d) Rotational latency
78. The time taken for the desired sector to rotate to the disk head is called
(a) Positioning time
(b) Random access time
(c) Seek time
(d) Rotational latency
79. When the head damages the magnetic surface, it is known as _____.
(a) Disk crash
(b) Head crash
(c) Magnetic damage
(d) All of the mentioned
80. A floppy disk is designed to rotate _____ as compared to a hard disk Drive.
(a) Faster
(b) Slower
(c) At the same speed
(d) None of the mentioned
81. Android is licensed under with open source licensing license?
(a) GPL (b) Apache/MIT (c) OSS (d) Soucefog
82. Android is
(a) Operating system (b) Sub directory (c) Web browser (d) Internet host name
83. Android is specially developed for
(a) Laptops (b) Port number (c) Desk tops (d) Mobile devices
84. OHA stands for
(a) Open handset alliance (b) Open handset acquer
(c) Open handset art (d) Open handset audit
85. Android OS is based on
(a) Linux (b) Unix (c) C (d) Java
86. What year was the open handset alliance announced?
(a) 2005 (b) 2007 (c) 2006 (d) 2008
87. What was the first phone released that ran the android os?
(a) HTC (b) gphone (c) T-Mobile g1 (d) Motorola
88. Protecting private internet from internet holders is by
(a) Firewalls (b) Encryption (c) Decryption (d) Authentication
89. The web client server used on private networks called
(a) Internet (b) HeaderStyle (c) Intranet (d) PagerStyle
90. The tag used by the web browser to request for java applet is
(a) <A> (b) <APPLET> (c) <HTML> (d) <STYLE>
91. Java achieves portability by compiling applets to
(a) ItemStyle (b) JVM (c) Java (d) Bytecode
92. Which language provides automatic garbage collection?
(a) Cobol (b) C++ (c) C (d) Java
93. When developing for the android os, java byte code is compiled into what?
(a) Java source code (b) Dalvik application code
(c) Dalvik byte code (d) C source code

94. Which tells the applet to kill the threads?
(a) Kill (b) Insert (c) Stop (d) Init
95. Status data will be exposed to the rest of the android system via
(a) Intents (b) A content provider
(c) Network receivers (d) Alerting permissions
96. The opendoc suite is called
(a) Cyber dog (b) OLE (c) DCOM (d) Sweeper
97. The OLE suite is called
(a) Cyber dog (b) OLE (c) DCOM (d) Sweeper
98. What does the .apk extension stand for?
(a) Application package (b) Application program kit
(c) Android proprietary kit (d) Android package
99. Android applications must be signed
(a) After they are installed (b) Before they are installed
(c) Never (d) within two weeks of installation
100. What runs in the background and doesn't have any UI components?
(a) Intents (b) Content providers
(c) Services (d) Application

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SECTION-B

1. What is Operating system? What are the functions of an Operating System?
2. What are the system goals in operating systems?
3. Discuss about Process.
4. Write short notes on Process states.
5. Write short notes on future of DOS.
6. Write short notes on UNIX operating systems.
7. Write short notes on Interrupt.
8. Write short notes on Semaphores.
9. Write short notes on indefinite postponement.
10. Write short notes context switching.
11. Discuss about Storage allocation.
12. Discuss about Multiprogramming.
13. Discuss about Page size.
14. Write short notes on working sets.
15. Write short notes on Demand paging.
16. Write short notes on Principle of optimality.
17. Write short notes on FIFO and LRU page replacement.
18. Write short notes on LFU and NUR page replacement.
19. Write about fragmentation and compaction.
20. Write about Swapping.
21. Write short notes on Scheduling.
22. Discuss about Priorities.
23. Write short notes on FIFO Scheduling.
24. Write short notes on Quantum size.
25. Write about RR Scheduling.
26. Write about Fault tolerance.
27. Write short notes on Storage management.
28. Discuss about SRT Scheduling.
29. Write about SJF Scheduling.
30. Discuss about Multiprocessing.
31. Discuss about device management.
32. Discuss about disk performance.
33. Write about Optimization.
34. Write short notes on disk scheduling.
35. Write short notes on FCFS.
36. Write short notes on SSTF.
37. Write short notes on File systems.
38. Write about Database systems.
39. Write about File system functions.
40. Write short notes on disk storage.
41. Write a note on Android.
42. Write short notes on Core files.
43. Write short notes on Core directories.
44. Write about open handset.

45. Write about Android emulator.
46. Write short notes on Framework.
47. Write about the steps involved in running android application.
48. Write short notes on creation of application.
49. Write short notes on configuring application.
50. Write about Android development.

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SECTION-C

1. Explain about History of DOS.
2. Discuss about History of UNIX.
3. Explain Process states.
4. Explain Process state transitions.
5. Explain Interrupt processing.
6. Explain about Interrupt classes.
7. Discuss about Context Switching.
8. Explain about Deadlock prevention and Deadlock avoidance.
9. Explain about Deadlock Detection and Deadlock recovery.
10. Explain about Characteristics of Deadlocks.
11. Explain about contiguous storage allocation.
12. Explain about Non-contiguous storage allocation.
13. Explain about Fixed partition multiprogramming.
14. Explain about Variable partition multiprogramming.
15. Explain multiprogramming with swapping.
16. Explain Virtual storage management strategies.
17. Explain Page replacement strategies.
18. Explain about Paging.
19. Discuss about Single user contiguous storage allocation.
20. Discuss about Paging in demand.
21. Explain about Preemptive vs Non-Preemptive Scheduling.
22. Explain Deadline Scheduling.
23. Explain about FIFO and RR scheduling.
24. Explain about Classification of sequential and parallel processing.
25. Explain Array processors.
26. Explain about Multiprocessing.
27. Explain Dataflow computers.
28. Explain about Sequential processing.
29. Explain about parallel processing.
30. Discuss about distributed computing.
31. Explain Operation of moving head disk storage.
32. Explain about Need for disk scheduling.
33. Explain about Seek optimization.
34. Explain about RAM disks.
35. Explain about the difference between FCFS scheduling and SSTF scheduling.
36. Explain about Optical disks.
37. Explain File organization.
38. Discuss about File descriptor.
39. Explain about file allocation and freeing space.
40. Explain about Access control matrix.
41. Explain about WAP.
42. Explain about Open handset alliance.
43. Explain about Android platform.
44. Explain about configuring development environment.

45. Explain SDK license agreement.
46. Explain the core android application framework.
47. Explain about testing development environment.
48. Discuss about Building of first android application.
49. Explain about the creating and configuring application.
50. Explain about the launching of android application.

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KEY ANSWERS

1. (c) Operating systems
2. (b) Multiprogramming
3. (b) Turnaround
4. (a) Software that controls Hardware
5. (a) Process
6. (a) Running
7. (a) Dispatch
8. (a) PSWs
9. (b) Time quantum
10. (c) PCB
11. (a) Interrupt
12. (c) Machine check
13. (a) PSW
14. (a) Semaphores
15. (c) Deadlock
16. (c) Spooling
17. (b) Aging
18. (a) Non-preemptive
19. (d) Unsafe
20. (a) Squares
21. (d) Non-Contiguous
22. (a) Compaction
23. (a) First fit
24. (b) FIFO
25. (a) Overlays
26. (c) Fixed partition
27. (b) Holes
28. (b) Best fit
29. (c) Worst fit
30. (a) Fetch
31. (b) Demand paging
32. (a) oldest page is chosen
33. (c) least recently used algorithm
34. (a) it is spending more time paging than executing
35. (a) Fragments of memory words unused in a page
36. (b) is not being used
37. (a) Compaction
38. (d) No matter which algorithm is used, it will always occur
39. (c) Deadlock avoidance
40. (a) Internal fragmentation occurs
41. (a) Static
42. (b) Dynamic
43. (a) Purchased priority
44. (b) Time slice
45. (c) Flynn
46. (d) SIMD
47. (a) Dispatcher
48. (b) Ready queue
49. (a) First-come, first-served scheduling
50. (a) CPU is allocated to the process with highest priority
51. (b) Round robin scheduling algorithm
52. (d) Multilevel queue scheduling algorithm
53. (a) A process can move to a different classified ready queue
54. (d) None of the mentioned
55. (b) Turnaround time
56. (a) Dataflow computers
57. (b) Fault tolerance
58. (c) Denning
59. (d) Temporal
60. (c) Spatial
61. (c) Multiprogramming
62. (b) Spindle
63. (c) Seek time
64. (d) FCFS
65. (a) RAM disk
66. (c) Optical disk
67. (a) File
68. (a) Member
69. (a) File identifier
70. (c) Allocate the space in file system & make an entry for new file in directory
71. (d) All of the mentioned
72. (b) File extension
73. (a) Object file
74. (a) Magnetic disks
75. (b) Disk arm

- 76. (d) Cylinders
- 77. (d) Rotational latency
- 78. (d) Rotational latency
- 79. (b) Head crash
- 80. (b) Slower
- 81. (b) Apache/MIT
- 82. (a) Operating system
- 83. (d) Mobile devices
- 84. (a) Open handset alliance
- 85. (a) Linux
- 86. (b) 2007
- 87. (c) T-Mobile g1
- 88. (a) Firewalls
- 89. (c) Intranet
- 90. (c) <APPLET>
- 91. (d) Byte code
- 92. (d) Java
- 93. (c) Dalvik byte code
- 94. (a) Kill
- 95. (b) A content provider
- 96. (a) Cyber dog
- 97. (c) DCOM
- 98. (a) Application package
- 99. (b) Before they are installed
- 100. (c) Services

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KONGUNADU ARTS AND SCIENCE COLLEGE

(AUTONOMOUS)

COIMBATORE – 641 029



DEPARTMENT OF COMPUTER SCIENCE

QUESTION BANK

Title of the Paper : PYTHON PROGRAMMING

JANUARY 2019

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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	

QUESTION BANK

KASC-Computer Science (UG)

KONGUNADU ARTS AND SCIENCE COLLEGE

(AUTONOMOUS)

COIMBATORE – 641 029



QUESTION BANK

TITLE OF THE PAPER: SOFTWARE PROJECT MANAGEMENT

DEPARTMENT OF COMPUTER SCIENCE (UG)

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KASC-Computer Science (UG)

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KASC-Computer Science (JG)

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)

COIMBATORE – 641 029



DEPARTMENT OF COMPUTER SCIENCE

QUESTION BANK

Title of the Paper : VISUAL BASCI AND ORACLE

JANUARY 2019

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KASC-Computer Science (UG)

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KASC-Computer Science (UG)

SECTION – A

UNIT-I

1. Visual Basic was developed from _____ programming language.
a)Pascal b)C c)Basic d) C++
2. How many memory space is required for Visual Basic 6.0?
a)12MB b)16MB c)32MB d)64MB
3. Which is used create applications?
a)Program b)Form c)IDE d)Control
4. _____ displays the command that is required to build an application.
a) Toolbar b) Title Bar c) Scrollbar d) Menu Bar
5. IDE is expressed in _____ format
a)SDI b)MDI c)FRM d)VBP
6. Which command traces through each lines of code and steps into procedures?
a)Step into b)Step over c)End d) Point
7. Which displays a text that the user cannot modify or interact with?
a)Textbox b)Label c)Command d)Option
8. Which control has only one event?
a) Textbox b)Label c)Command d)Timer
9. Which serves as a quick reference to the various elements of a project?
a)Property window b)Project Explorer c)Menu Bar d)Form
10. Which key is used to select the object browser?
a) F1 b)F2 c)F5 d)F7
11. Which property of the textbox allows to accept and display multiple lines at runtime?
a)Caption b)Name c)Multiline d)read
12. _____ method is used to display the form.
a) Show b) Load c) Open d) Close
13. The project file has _____ extension.
a).frm b).prj c).vbp d).exe
14. Which window includes ListProperties/Methods which presents a list of properties available for controls?
a) Code editor b) object browser c) toolbar d) toolbox
15. Class modules are stored with _____ extension.
a).CLS b)FRM c)VBP d) MDB

16. By default Visual Basic variables are of _____ datatypes.
a)int b)Variant c)Varchar d)String
17. _____ variables are not reinitialized each time VB invokes a procedure and preserves the value.
a)public b)private c)static d)local
18. _____ procedures can be placed in the standard , class and form modules.
a)Sub b)General c)Event d)none
19. _____ conditional statement evaluates an expression once at the top of the structure.
a)If-Then b)For c)Do-while d)Select
20. The actual number of elements are allocated using the _____ Statement.
a)Redim b)Dim c)index d)none
21. A _____ statement is used to define a user-defined type in the general declaration section of a form or module.
a)Dim b)Redim c)Type d)public
22. _____ function is used to convert a value to double.
a)Cdec b)CVar c)CDbl d)CSng
23. _____ function returns a date for a specified year, month, day.
a)DateRet b)Sys-date c)Datevalue d)DateSerial
24. _____ operator combines two expression
a)Equ b)Imp c)And d)Xor
25. _____ function justify a string.
a)Rset b)Lset c)Rset & Lset d)none
26. _____ returns or sets the string contained in the currently selected text.
a)SelStart b)SelLength c)SelText d)none

UNIT-II

27. If variable length lines are to be displayed _____ property is to be set.
a)WordWrap b)Autosize c)Multiline d)Text
28. _____ property is to activate the link.
a)Link b)connect c)LinkMode d)LinkItem
29. _____ argument is a string that represents the text to add to the list.
a)Actual b)formal c)index d)item

30. Which style represents Simple combo ?
 a)style 0 b)style1 c)style2 d)style3
31. Insertable objects are _____ controls that can be added to the toolbox.
 a)Active-X b)standard c)Custom d)ActiveX-DLL
32. The separator bar is added to the menu editor using _____ operator.
 a)% b)- c) & d)#
33. What is the first argument in the Mouse Event?
 a)Shift-integer b)Shift-single c)Button d)Shift-X
34. A _____ is a unit that specifies the dimensions and locations of the graphical objects.
 a)inch b)twip c)co-ordinates d)none
35. _____ function is used to specify the filename and assign the picture to the picture property.
 a)Load b)LoadPicture c)both a&b d)none
36. One inch is equivalent to _____ twips
 a)1500 b)1550 c)1400 d)1440
37. _____ symbol is used to create shortcut keys.
 a)* b)- c)& d)#
38. When bound to a DataControl, _____ control displays only read-only data.
 a)Image Control b)Label c)MSFlexGrid d)DAO
39. _____ method clears all Graphics.
 a)clrscr b)cls c)clr d)repaint
40. _____ is the process of packaging interface elements and sending them across process boundaries.
 a)Event-Driven b)Procedure c)Method-Driven d)Marshalling

UNIT-III

41. Which one is not a services of the Three-tier C/S Model.
 a)application services b)User services
 c)Business Logic services d)Data Services.
42. _____ binds the control to an ODBC Remote database.
 a)DAO b)ADO c)RDC d)ODBC
43. _____ is the top-level database object.

- a)DAO b)ODBC c)RDC d)DBEngine
- 44.A _____ is an object that contains a set of records from the database.
a)Database b)recordset c)DAO d)ADO
45. _____ methods can be used to navigate through the records in the recordset.
a)move b)find c)add d)delete
46. _____ method creates a connection between the application and the ODBC.
a)OpenConnection b)OpenDatabase c)OpenRecordset d)none.
47. _____ method draws a point at x,y co-ordinates
a)point() b)line() c)pset() d)setpt()
48. _____ function trims the leading spaces in a string.
a) Rtrim() b)Ltrim() c)Trim() d)Right()
49. The value for the vbRetry button is _____.
a) 2 b)3 c)4 d)5
50. _____ keyword helps to retain the data in the array though the size of the array is changed.
a)Redim b)static c) Public d) preserve

UNIT-IV

51. Block of information being managed is called as _____.
a)Data b)table c)Database d)package.
52. Another name of the cell is _____.
a)row b)column c)table d)field
53. The total number of rules present in the Codd's Law are _____.
a)15 b)12 c)11 d)10
54. The *.sql file can be compiled and executed using _____ command at the prompt.
a)start b)get c)open d)file-new
55. The fixed length character strings is maximum of _____ number of characters.
a)200 b)245 c)255 d)265
56. A _____ key must have a corresponding primary key value in the primary key table.
a)candidate b)foreign c)unique d)primary
57. ORACLE is a _____ package with number of tools indulged in it.

- a)OS b)database c)Kernel d)Forms
58. Which one does not belong to the Oracle tools Package?
 a)SQL*Plus b)Oracle Forms c)Oracle Connector d)Oracle Graphics.
59. Which of the following command gets the file in the buffer and returns back to the SQL>Prompt.
 a)read f1.sql b)get f1.sql c)open f1.sql d)move f1.sql
60. _____ command is used to delete the content of the table with its structure.
 a)delete b)remove c)alter d)drop
61. _____ is the operator for exponentiation in I-SQL.
 a)** b)power c)pow d)exp
62. _____ functions returns the number of rows in the table, including duplicates and those with rules
 a)count b)count(*) c)count(expr) d)sum
63. _____ is the meaning of the 'AND' operator.
 a) 'all of' b) 'any of' c) 'none of' d) 'not all'
64. A condition can be imposed on the GroupBy clause using the _____ clause.
 a)distinct b)where c)both a& b d)Having
65. Subqueries cannot be used to do which of the following?
 a)create views b)delete statement c)update records d)none.

UNIT-V:

65. Procedural statements are executed by _____.
 a)PL/SQL block b)Procedural stmt executor
 c)SQL Stmt Executor d)PL/SQL Engine
66. _____ ends a transaction and makes permanent any changes made during the transaction.
 a)Commit b)Rollback c)Commit savepoint d)Rollback savepoint
67. _____ is a method used to prevent destructive interaction between users accessing the same resource.
 a)Cursor b)Locking c)Triggering d)none
68. The data that is stored in the cursor is called _____.
 a) Data set b)Cell value c)row value d)Active dataset.
69. PL/SQL is terminated using _____ to execute the block stored in the SQL Buffer.
 a) / b) ; c) := d) end;

70. _____ option is used to terminate the execution of the statement.
a) COMMIT b) NOWAIT c) RollBack d) rollback with savepoint.
71. DDL stands for _____
a) Data Description Language b) Data Destruction Language
c) Data manipulation Language d) Data Definition Language.
72. A join which is based on equalities is called _____
a). equi-join b). non-equi join c). self-join d) outer join
73. _____ is a database object which can generate unique, sequential integer values.
a). Views b). sequence c). synonyms d). all the above
74. _____ constraints is enforced on a column or a set of columns it will not allow null values.
a.) Check b). Not null c) Unique d). none of the above.
75. Error condition in PL/SQL is termed as _____
a) Exception b) Bug c) Error d) none of the above
76. _____ is a subprogram which is executed independently.
a) Trigger b) Procedure c) Sub-procedure d) Function
77. The function specification begins with the keyword _____ and ends with the _____ clause.
a) return, function b) procedure, function
c) function, return d) procedure, return
78. If function is specified then, return value should be passed back in _____ part of the function.
a. Declarative b) Executable c) Error d) Exception
79. In PL/SQL, by writing a single function _____ advantage is obtained.
a) Redundant coding b) increased productivity
b) improved database performance d) all
80. When a trigger is fired, a SQL statement inside the trigger can also fire the same or some other triggers called as _____.
a) concatting b) cascading c) Documenting d) Marshalling
81. Writing the code in _____ modules can create new objects.
a) Class b) SOL c) PL/SQL d) Forms
82. Which operator matches any string?
a) ' - ' b) ' + ' c) ' % ' d) ' * '

83. Which operator matches single character?
a) ' - ' b) ' + ' c) ' % ' d) ' * '
84. Which function is used for date conversion?
a) To_type b) To_Date c) To_Str d) To_time
85. Which operator is used to assign the values to variables?
a) * b) + c) = d) ':='
86. A Cursor for looping implicitly declares its loop index as _____ type.
a) %rowtype b) % coltype c) %rowcount d) % colcount
87. DBMS stores user data in the form of
a) Data b) Cell c) Table d) Fields
88. The expansion of QBE is
a) Query By Example b) Query By Definition c) Query By Relation d) None
89. A multicolumn primary key is called as _____ key.
a) Default b) Composite primary c) Parent d) Comparison
90. _____ implements all T.F Codd's rules fully or partially
a) Oracle7.1 b) SQL c) DML d) RDO
91. _____ returns the number of rows affected by an insert or select statement.
a) %rowtype b) % coltype c) %rowcount d) % colcount
92. Oracle loads the compiled procedure in the memory area called as
a) System Global Area b) PL/SQL c) Triggers d) ISQL
93. The errors can be viewed from the _____ internal buffer.
a) User-errors b) temporary c) Copy buffer d) middle
94. Which statement is used to destroy a created procedure?
a) Alert b) Drop c) Delete d) Select
95. A trigger can permit _____ type of Statements against a table.
a) DDL b) SQL c) DML d) PL
96. A trigger restriction should be specified using a _____ Clause
a) When b) Savepoint c) Drop d) INOUT
97. A _____ trigger is fired each time the table is affected by the triggering statement.
a) Row b) Column c) Cell d) Table
98. _____ keyword recreates the trigger if it already exists.
a) Select b) Replace c) Alert d) Add
99. _____ acts as a marker to the transaction.
a) Row b) Table c) Savepoint d) Query
100. NotBetween, not like, not in and is notNull are the _____ operators
a) Assignment b) Relational c) Arithmetic d) comparison

SECTION B

UNIT-I

1. How will you start and run Visual Basic?
2. List down the minimum requirements to run a Visual Basic program.
3. Explain Edit menu in detail.
4. Write short notes on Standard toolbar.
5. Write short notes on Debug toolbar.
6. Write short notes on Format toolbar.
7. How will you customize a toolbar?
8. Explain in detail about the tool box and custom controls and its components.
9. Explain Project Explorer in detail
10. Explain Property window in detail.
11. Explain the features of code window in detail.
12. Write short notes on Title Bar of the Visual Basic IDE.
13. Explain Properties, Events and methods in general.
14. List down common properties available for all the controls.
15. List down common events available for all the controls.
16. What are the two types of setting the properties for the control? Explain.
17. What are the different datatypes available in Visual Basic?
18. How will you use 'option explicit statement' in detail?
19. Differentiate the following :
 - a) Local variable Vs Static variable
 - b) Module-level variable Vs Public variable.
20. What is the difference between Event procedures and General procedures?
21. Explain the syntax of the control statement ' If-then-Else ' with an example.
22. Differentiate DoWhileLoop and Do....LoopWhile Statement with an example.
23. Explain Select...Case statement in detail.
24. Explain Multidimensional array with an example.
25. Define constant. Explain its declaration with an example.
26. Explain Different Date and Time Functions in detail.
27. Explain Format functions in detail.
28. Explain the various string functions in detail.

UNIT-II

29. Explain textbox control with its properties and events.
30. Explain the property of the Label Control with a program to scroll the text in the screen.
31. What is the usage of Command button ? Explain its main Event with an example.
32. Differentiate between Option Button and Check Box Control?
33. What are the common properties of Option Button and Check Box Control?
34. Explain Timer Control with a neat diagram.
35. Explain the usage of frames in detail.
36. Explain how to add and remove items from the list box.
37. Explain the concept of ScrollBar Control with an example.
38. Define the following: i)twips ii)Co-ordinate system iii)RGB and QB Color
39. Write a note on Image control.
40. Write a note on shape and line control with its different styles.
41. Write a vb program to explain the basic arithmetic operations of the calculator using the respective control.
42. How will u create a pop-up menu for a menu bar created by the menu interface?
43. How will u add a separator bar and shortcut keys for the menu items in the menu of the menu interface?
44. Explain the syntax of the various mouse-events .
45. Explain Input Box in detail.
46. Explain MessageBox in detail.
47. Explain RichTextBox control with its properties and events.
48. Explain MSFlexGrid control with its properties and events.
49. Write the syntax to draw the following shapes at runtime without using the control. a)Line b)Circle c)Rectangle d)Ellipse e)Filled Rectangle.
50. Differentiate SDI and MDI with necessary examples.
51. What is meant by control arrays?How will you create it?

UNIT-III

52. Explain Centralized system Architecture with a neat diagram.
53. Explain File
54. Server Architecture with a neat diagram.
55. What is the difference between two-tier and three-tier Client/Server Model?Explain.

56. List down the various Data Access options to access the remote C/S Databases.
57. How will you open and connect a database using DAO?
58. Define Recordset.Explain its different types.
59. How will you create and navigate a Recordset?
60. How will you sort a recordset?Explain with the commands?
61. Write down the commands to add a new record and edit an existing record.
62. Explain with syntax the following DAO operations.
 - a)MoveFirst b)FindPrevious c)Seek d)EOF & BOF
63. List down the steps to create a ODBC Connection.
64. Explain different ADO objects in detail.
65. Explain the ODBC Architechture in detail with a neat diagram.

UNIT-IV

66. Explain the following : a) cell length b)Cell Name c)Cell DataType
67. List down the characteristics of Database Management System.
68. List down the characteristics of Relational DBMS Model.
69. Write shortnotes on Oracle DBA.
70. Write shortnotes on SQL*Plus.
71. Write the steps to invoke SQL*plus.
72. What are the two ways of constructing SQL sentences to pass them to DBA?
73. How will u save a file using SQL Editor?
74. How will u save a file using Windows Notepad Editor?
75. How will you manipulate data in DBMS?
76. Explain the DataTypes available in SQL*Plus.
77. How will you create a table using the create table command?
78. How will you insert data into an existing table?
79. Write down the syntax for updating the records in the table.
80. How will you delete a specific row and all rows from the table?
81. Explain the two forms of the Alter command.
82. Explain the two types of DataConstraints available in SQL*Plus.
83. Explain the Null value concepts with its principles.
84. Differentiate between Primary Key and Unique Key concepts with an example.
85. Explain foreign key concepts with an example.
86. How will you create Check Contraints for a table.
87. How will you define the Integrity Constraints in the Alter Table Command?

88. Explain the involvement of the arithmetic operators in selecting the data from the table using examples.
89. How will you rename the column ?Explain it with an example.
90. Explain Range searching with an example.
91. Explain Pattern Matching with an example.
92. How will you use the Logical Operators in SQL Sentences.
93. What do you mean by SubQueries?Explain it with an example.
94. Explain about Granting /Revoking Permissions.

UNIT-V

95. Explain PL/SQL Block Structure.
96. How will you : i)Assign values to the variables?
ii)Pick up a variable's parameter from a table cell?
97. How will you display user-messages on the screen?
98. Explain the syntax of For-Loop statement with an example.
99. Explain Go-To statement with an example.
100. List down the different attributes associated with the Explicit Cursor.
101. What do you mean by Parameterized Cursors.
102. Write notes on LOCKS
103. How will you handle Exception in Stored Procedures and Functions.
104. How will you create a Stored Procedure?
105. Explain the advantages of Procedures.
106. Explain with the syntax of Stored Procedures.
107. Write short notes on uses of database Triggers.
108. Write short notes on the different parts of the database triggers.
109. Explain the different types of triggers .
110. What do you mean by Before and After Triggers?

SECTION – C

UNIT-I

1. Explain IDE in detail.
2. Explain the following : i)Edit menu ii)File Menu.
3. Explain the different types of tool bars available in Visual Basic.
4. Explain Forms with their properties and events in detail.

5. Explain variable declaration in detail.
6. Explain Procedures in detail.
7. Explain the following control structures:
 - a) If-Then-Else
 - b) For-Next Loop
 - c) With-EndWith
8. Explain arrays in detail.
9. Explain various Built-in Functions in detail.

UNIT-II

10. Explain the various events and properties related to ListBox Control with a program.
11. Explain the properties and events of the following controls in detail.
12. a) Label Box b) TextBox c) ListBox d) CheckBox e) Scrollbar
13. Explain the three types of Combo Boxes in detail with neat diagram.
14. Explain control arrays in detail.
15. Explain Menu Interface in detail.
16. Explain various mouse-events in detail through a vb program.
17. Explain the different types of Dialog boxes in detail.
18. Explain the various Graphical controls available in Visual Basic in detail.
19. Explain how to create a MDI application along with a toolbar.

UNIT-III

20. Explain Client/Server Model with its different tier representation.
21. Explain the three different architectures of ODBC.
22. Explain DAO and its operations in detail.
23. Explain how to create a recordset and how to navigate between them with an example using DAO.
24. Explain ADO control in detail.
25. Explain the necessity of Data Environment in detail.
26. Explain Data Report in detail.

UNIT-IV

27. Explain E.F. Codd's Laws for RDBMS Model.
28. Explain Oracle tools in detail with a neat diagram.
29. Write in detail how to invoke and save SQL*Plus using two different types of Editor.
30. Explain the different forms of Create Command with examples.

31. Explain Select command with different syntax.
32. Explain the following commands with examples
 - a)Alter
 - b)Update
 - c>Delete
33. Explain the different types of DataConstraints in detail with an example.
34. List down the different oracle functions .
35. Explain the usage of following keywords in SQL Sentences with an example.
 - a)GroupBy
 - b)Having Clause
 - c)Distinct
 - d)Default
36. Explain the methods of Joining Tables.
37. Explain the following Clauses with examples.
 - a)Union
 - b)Intersect
 - c)Minus
38. Explain about Granting /Revoking Permissions.

UNIT-V

39. Explain PL/SQL Execution Environment in detail with an example.
40. Explain the Character set and variable declaration in the PL/SQL Environment.
41. Explain the different Conditional control Statements in PL/SQL with an example.
42. Write about Oracle Transactions.
43. Explain the role of RollBack command in Oracle transaction.
44. Explain concurrency control in detail.
45. Explain how will you lock and unlock a table ?
46. Define Cursor. Explain its types with an example.
47. Explain Explicit Cursor management in detail
48. Explain Database Triggers with an example.
49. Differentiate Stored Procedures and Functions using examples.
50. Explain Stored Procedures with an example

KEY ANSWERS FOR SECTION – A

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

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