(a) une racine

$_{ m QCM}^{ m Algo}$

1. Dans un arbre binaire, un noeud ne possédant pas de fils est appelé?

(b)	noeud interne
M (c)	noeud externe
	feuille
(-)	
о т.	- 1100
	es différentes formes de parcours d'un arbre binaire sont :
	profondeur
	binaire
850000	largeur
(d)	diagonal
3. Da	ans un arbre binaire, un noeud possédant juste 1 fils gauche est appelé?
25 1757	une racine
	noeud interne
	simple noeud externe à gauche
1620	point simple à gauche
(e)	simple noeud externe à droite
	arbre binaire vide est un arbre de taille?
	≤ -1
((b)	=0
(c)	$\geqslant 1$
5. U 1	arbre binaire localement complet est un arbre binaire dont?
(a)	tous les noeuds internes sont simples
(b)	tous les niveaux sont remplis sauf le dernier rempli de gauche à droite
(c)	tous les noeuds internes sont doubles sauf sur le dernier niveau
\ (d)	tous les noeuds internes sont doubles
6. Da	ans le parcours profondeur d'un arbre binaire, quels ordres sont des ordres induits?
	Préfixe
	Infixe
	Intermédiaire
	Suffixe
11(0)	
77 T.T.	
	a arbre binaire dont tous les noeuds internes sont simples est?
	dégénéré
	parfait
, ,	complet
	localement complet
1 (e)	filiforme
// (e)	filiforme

- 8. Si LCE(B) définit la longueur de cheminement externe de B (un arbre binaire), alors PME(B) la profondeur moyenne externe de B est égale à?
- (a) LCE(B)/f avec f le nombre de feuilles de B
 - (b) LCE(B)/n avec n le nombre de noeuds de B
- ⟨ (c) LCE(B)/n avec n le nombre de noeuds externes de B
 - (d) LCE(B).n avec n le nombre de noeuds externes de B
- 9. L'arbre défini par $B=\{E,0,1,00,01,10,11,000,001,010\}$ est?
 - (a) dégénéré
- (b) parfait
 - (c) complet
 - (d) localement complet
- (e) quelconque
- 10. Combien d'ordre de passages induit le parcours en profondeur main gauche d'un arbre binaire?
 - (a) 1
- (b) 2
 - (c) 2 et demi
- **X**(d) 3
 - (e) 4



CIE S2 MCQ 3

30/1/2023

	Grammar (There is one question where two a	nswers are possible) :	
	21. Sarah reading her email who	en her computer shut down.	
	a. has finished alreadyb. already finishedc. finished alreadyd. had already finished		
	22. The students their tests when	the teacher told them to stop work	ing.
11	a. didn't finishb. hadn't finishedc. weren't finishedd. haven't finished		
	23. John woke up at 8:30. Charles woke up at by the time Charles woke up.	10:30. In other words, John	up for two hours
	a. was b. had been c. had got d. had gotten		
	24. When Mimi at the theater,	the show had already started.	
11	a. arrived b. had arrived c. didn't arrive d. hadn't arrived		
	25. Mr Johnson was worried about his wife. I	t was 10 :00 pm and she	yet.
,	b. hasn't called c. hadn't called d. doesn't call		
8	26. How long they been	_ the orchestra ?	
1	a. have/play b. have/playing c. have/played d. has/playing		

	27. My sisters me with the dishes.
	a. helps b. had been help c. have helped d. have been helping
	28. Which is the correct one ?
11	a. I've been knowing Alex for a long time.b. I have been believing in Alex since the beginning.c. It has been raining since yesterday.d. I have not been understanding anything.
	29. England the World Cup only once since 1930.
	a. won
	b. has been winning
	c. had won
1	d. has won
	30. Claude in France for more than twenty years.
	a. lived
1	b. has lived
	c. had lived
4	d. has been living

It's not time to log off from reality yet

- 1. My family has a new toy. At every gathering, a Meta Quest 2 virtual reality headset is now carefully unpacked and passed around. It is so popular that my nephews start begging to see it as soon as they arrive.
- 2. Their reaction is understandable. The metaverse that Oculus headsets access sounds like an alluring place. Create your own form, flit between worlds and exceed the limitations of reality what could be better? If the possibilities are endless, who wouldn't want to disappear into a digital universe? Yet the headsets are still bulky and the apps cartoonish. Even the game my family loves best, an atmospheric puzzle set in Edwardian London called The Room, shows that seamless interaction with the real world and realistic graphics are years away. After an hour, not even my nephews want to play anymore.
- 3. My experiences so far suggest that we're still a very long way from having to worry about spending too much time in thrall to the metaverse. Yet this observation runs counter to the steady drumbeat of warnings that have emerged about virtual life over the past year. When Meta whistleblower Frances Haugen spoke out against her employer, addiction to the metaverse was one of the things she claimed to be most worried about. Immersive environments would encourage users to unplug from reality altogether, she said.
- 4. You can see why product managers like Haugen might worry. Many of us lost the battle against limiting our internet use long ago. Tech addiction may not be recognized by the US Diagnostic and Statistical Manual of Mental Disorders, but so-called "limbic capitalism" has tricked our brains into habits that ensure excessive consumption of tech products. Checking and rechecking messaging apps, say. Or looking out for email notifications.
- 5. On this point, I agree. I'm guilty of both. I turned my own screen-time alerts off months ago. Knowing how much time I spent on my phone didn't seem to change the outcome.
- 6. The assumption is that the metaverse will make all this worse. Research seems to show that virtual reality games are more addictive than the traditional variety. A small Chinese academic study promoted by Alvin Wang Graylin, the China president of the electronics company HTC, found that virtual reality games were almost 50 per cent more addictive than PC ones. It's that sort of engagement that explains why the metaverse is hyped as reaching an \$800bn market valuation in a couple of years.
- 7. It helps that the pandemic has primed us to go online more often. As venture capitalist Matthew Ball wrote in a series of recent essays: "The most obvious behavioral change of the past year has been the increasing amount of time we spent online and in virtual worlds. But more important is [the] destigmatisation of this time."
- 8. In lockdowns, the safest way to pass time with other people was online. Spending hours at a time on the internet became normalized. Yet this does not mean we are all on the verge of spending hours and hours in the metaverse. In the four years I have been testing out virtual and augmented headsets, I have yet to try one that feels comfortable. "Like strapping a brick to your forehead," as one friend put it. It is possible to buy upgraded head straps that attempt to redistribute the weight, but even so the sets remain heavy. This would be easier to accept if there was more to do in the metaverse, yet after 30 minutes untethered from reality, I'm more than happy to log off.

iglis	h – TIM – S2-3
3:	1. According to the author, the headsets are:
	~ a. fine.
	b. sleak.
	c. unsatisfactory.
	d. indispensable.
32	. In paragraph 2, which information is FALSE.
	a. The headset is heavy.
	b. The metaverse is outdated compared to traditional games.
	c. The metaverse makes people play for hours.
	d. The metaverse has mini games.
22	In november 2 a lead of the last of the la
33	In paragraph 2, which word is closest in meaning to "bulky"?
	a. filthy.
	b. light.
	c. cumbersome.
	d. extensive.
34	. One could say that the graphics concerning the metaverse as described in the article are
	a. outplayed.
	b. outsourced.
	c. outclassed.
	d. outdated.
35	What was the main source of worry expressed by the whistleblower?
	\a. People would be seduced into the metaverse.
	b. People wouldn't find the time to go into the metaverse.
	c. People would find the graphics cartoonish.
	d. People would benefit the Oculus headset.
26	The world "
30.	The word "assumption" in paragraph 6 is closest in meaning to:
	a. criticism.
	b. supposition.
	c. fear.
	d. hope.
37.	In this article, what does the research prove concerning V.R. games?
	a. They are more dangerous.
	b. They are more addictive.
	c. They are more attractive.
	d. They are faster.
20	
38.	The pandemic, through time, has changed people's
	a. addiction.
	b. hunger.
	c. envy.
	d. behavior.
39.	What became part of the norm when lockdown was introduced?
	a. More playing time.
	France

b. More family time.

c. More internet time.

d. More Metaverse time.

- 40. According to the author, how should the headset be improved?
 - a. by having more activities in the metaverse.
 - b. by making it cheaper.
 - c. by making it lighter.
 - d. by connecting it to the Internet.

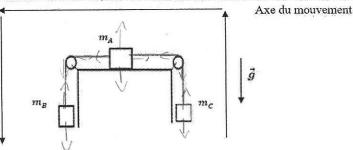
QCM Physique/Electronique - InfoS2

Pensez à bien lire les questions ET les réponses proposées

Pour les questions suivantes, une ou plusieurs bonnes réponses sont possibles.

- Q41. Dans un référentiel galiléen, si la somme des forces est nulle, alors on peut dire que :
 - N a- Le système peut avoir un mouvement rectiligne uniforme
 - b- Le système peut avoir un mouvement rectiligne accéléré
 - c- Le système peut être au repos
 - d- Le système peut avoir un mouvement rectiligne ralenti
- Q42. Dans un référentiel galiléen, d'après la seconde loi de Newton, une force appliquée à un solide est susceptible de modifier dans le temps :
 - a- La direction de sa trajectoire, la norme de son vecteur quantité de mouvement, son vecteur accélération
 - √ b- La direction de sa trajectoire, la norme de son vecteur quantité de mouvement
 - - d- Sa masse, son vecteur accélération
- Q43. Le fait qu'un fil soit inextensible et de masse négligeable impose :
 - \\ a- Qu'on ne considère pas son poids
 - > b- Que la norme de la tension soit la même dans tout le fil
 - > c- Qu'on ne considère pas les frottements
 - d- Que le fil puisse changer de longueur

Un solide de masse m_A peut glisser sans frottement sur un plan horizontal. Il est relié à deux fils inextensibles et de masses négligeables qui passent par les gorges de deux poulies de masses négligeables, au bout desquels sont attachées deux masses m_B et m_C (Voir schéma ci-dessous). Le système, abandonné à lui-même prend un mouvement uniformément accéléré.



Q44. Dans l'exemple de l'image ci-dessus, on peut dire que :

- a- La norme de la tension est la même dans le fil qui relie m_A et m_B et dans le fil qui relie m_A et m_C
- \backslash b- La norme de la tension est la même en tout point du fil qui relie m_A et m_B
- $\$ c- La norme du poids de la masse A a la même valeur que la norme de la réaction du support de la masse A.
- d- On dénombre au total 8 forces en considérant les masses A, B et C comme nos systèmes à étudier.

Q45. Sur le même exemple, en projetant les forces sur l'axe du mouvement, on peut dire que :

- 🔪 a- Le poids de la masse C est négatif
 - b- La tension appliquée au point C est négative
 - c- Le poids de la masse B est négatif
- \setminus d- La tension appliquée au point B est négative

Q46. L'intensité du courant qui entre dans un dipôle passif est supérieure à l'intensité de celui qui en ressort.

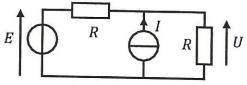
Q47. Soit le circuit ci-contre : Quelle est l'expression de U?

a-
$$U = R.I$$

c-
$$U = \frac{E}{2}$$

$$\int b - U = \frac{E + R.I}{2}$$

$$d-II=F+$$



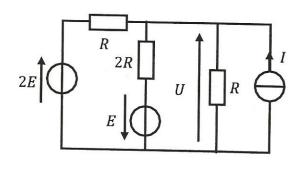
Q48. Quelle est la bonne formule ?

a.
$$U = \frac{5E + 2RI}{3}$$

b.
$$U = \frac{5E + 2RI}{5}$$

c.
$$U = \frac{3E + R.I}{3}$$

d.
$$U = \frac{3E + 2RI}{5}$$



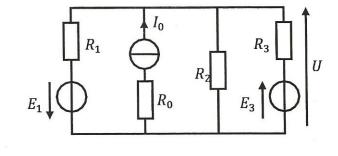
Quelle est la bonne formule ? Q49.

a.
$$U = \frac{I_0 - \frac{E_1}{R_1} - \frac{E_3}{R_3}}{\frac{1}{R_1} + \frac{1}{R_2} + \frac{1}{R_3}}$$

$$\swarrow$$
 b. $U = \frac{I_0 - \frac{E_1}{R_1} + \frac{E_3}{R_3}}{\frac{1}{R_1} + \frac{1}{R_2} + \frac{1}{R_3} + \frac{1}{R_0}}$

c.
$$U = \frac{I_0 - \frac{E_1}{R_1} + \frac{E_3}{R_3}}{\frac{1}{R_1} + \frac{1}{R_2} + \frac{1}{R_3}}$$

$$\sim$$
 d. $U = R_3 \cdot I_0 + E_3$



Q50. Quelle est la bonne formule ?

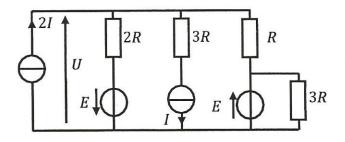
a.
$$U = RI + E$$

$$\int b. \ U = \frac{2RI + E}{3}$$

c.
$$U = \frac{6RI + 3E}{11}$$

c.
$$U = \frac{6RI + 3E}{11}$$

d. $U = \frac{6RI + 3E}{13}$



QCM 3

Architecture des ordinateurs

Lundi 30 janvier 2023

Pour toutes les questions, une ou plusieurs réponses sont possibles.

- 51. $110,01_2 =$
 - $\A. 0,0011001_2 \times 2^5$
 - B. Aucune de ces réponses.
- \wedge C. 0,0000011001₂ × 2⁸
 - D. $1100100000, 0_2 \times 2^7$
- 52. Pour les nombres normalisés au format IEEE-754 :
 - A. E = 1 biais
 - B. E = e biais
 - $\$ C. E = e + biais
 - D. E = 1 + biais
- 53. En simple précision, quelle est la valeur de l'exposant (e) pour un codage à mantisse dénormalisée ?
 - A. 0
 - B. 127
 - C. Aucune de ces réponses.
 - **ND.** -126
- 54. La valeur associée à un nombre dénormalisé est :
 - A. $(-1)^S \times (0,M)_2 \times 2^{E-biais}$
 - B. $(-1)^S \times (1, M)_2 \times 2^{E biais}$
 - C. $(-1)^S \times (1,M)_2 \times 2^{1-biais}$
 - D. $(-1)^S \times (0,M)_2 \times 2^{1-\text{biais}}$
- 55. La valeur associée à un nombre normalisé est :
- $A. (-1)^S \times (1,M)_2 \times 2^{E-\text{biais}}$
 - B. $(-1)^S \times (0,M)_2 \times 2^{E-biais}$
 - C. $(-1)^S \times (1,M)_2 \times 2^{1-\text{biais}}$
 - D. $(-1)^S \times (0,M)_2 \times 2^{1-\text{biais}}$

- 56. Comment reconnaît-on le codage d'un infini?
 - A. E = 000...0 et $M \neq 000...0$
 - B. E = 000...0 et M = 111...1
 - C. E = 111...1 et $M \neq 000...0$
 - \setminus D. E = 111...1 et M = 000...0
- 57. Donnez la représentation IEEE 754, en simple précision, du nombre suivant : 53,25

 - - D. Aucune de ces réponses.
- 58. Donnez la représentation IEEE 754, en simple précision, du nombre suivant : 121,1875
 - A. 0 10000100 111001001100000000000000

 - - D. Aucune de ces réponses.
- 59. Donnez la représentation associée au codage IEEE 754 simple précision suivant :

$0\ 10000100\ 011000000000000000000000$

- A. 41
- B. 42
- C. 43
- D. Aucune de ces réponses.
- 60. Donnez la représentation associée au codage IEEE 754 simple précision suivant :

0 10000011 0110110000000000000000000

- A. 22
- B. 22,5
- C. 22,75
 - D. Aucune de ces réponses.