

PauskuraBananali College(Autonomous)

B.ca. 4th Semester Internal Examination -2024

Sub: Bea Paper: CCG
Paper Name: System Programming

F.M.: 10 Time : 1/2 Hours

Answer any five questions:

$$5 \times 2 = 10$$

1. a) What is Register?
- b) Write down the difference between compiler and interpreter.
- c) Write down the difference between system software and application software ?
- d) What do you mean by SP and PC using diagram?
- e) Write down the function of Assembler using diagram?
- f) Write down the function of loader and linker using diagram?
- g) What do you mean by addressing mode using diagram?
- h) What is MOT?

Mary

**PANSKURA BANAMALI COLLEGE
(AUTONOMOUS)**

1st Internal Assessment 2024

**Class: BCA Semester: 4TH Paper: C9(T)
Sub : JAVA**

Time - 30 Min.

1. Answer any five of the following questions $5 \times 2 = 10$

- a) What is array with example?
 - b) What is dynamic method dispatch?
 - c) Why Java use both complier and interpreter?
 - d) What's the difference between constructors and other methods?
 - e) What is garbage collection? What is the process that is responsible for doing that in java?
 - f) Write down the two paradigm OOP's?
 - g) How to resolve Instance variable hiding problem?
 - h) Why we do Inheritance in java?
 - i) Addition two number using Abstract class?

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1st Internal Assessment , 2024

4th Semester

Paper :- BCAGE4T

Full Marks: 10

Time: 30 Minutes.

$5 \times 2 = 10$

Answer any five questions:

1. Draw a graph with 4 vertices of degrees 1, 1, 2, 3 if possible. If not, why?
2. How many vertices do the graph have which has 21 edges, 3 vertices of degree 4 and remaining vertices are of degree 3?
3. Define path and walk.
4. Draw the undirected graph G corresponding to the adjacency matrix

$$A = \begin{bmatrix} 1 & 2 & 0 & 0 \\ 2 & 0 & 1 & 1 \\ 0 & 1 & 2 & 2 \\ 0 & 1 & 2 & 0 \end{bmatrix}.$$

5. Examine if K_5 is planar graph or not.
6. Examine if the complete bipartite graph $K_{3,2}$ is Eulerian or not.
7. Find the number of perfect matchings in K_6 .
8. Define tree. Show that null graph is a tree.

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Internal Assessment - 2024

Class- BCA 4th Semester Paper –CC10 T

Sub- NETWORK

Time – 30 minutes

F.M.- 10

Answer any five (5 X 2)

- a) Write the difference between point to point and multipoint connection?
- b) Classify the Transmission Mediums in Computer Networks?
- c) What are the function of Transport Layer?
- d) What are the function of DataLink Layer ?
- e) Write short note about TCP/IP ?
- f) What are the advantages of Router?
- g) What is Polar and Bipolar Encoding?
- h) What are the disadvantages of Packet and Message switching?
- i) What are the Types of Errors?
- j) What is Flow control and Sliding Window?

B.Sc. 4th Semester Examination 2024

Subject - BCA

Paper Code : BCACC8T

Paper Name : System Programming

Full Marks : 40

Time : 2 Hours

The figures in the margin indicate full marks.

Candidates are required to give their answers in their own words as far as practicable.

Group- A

Answer any five questions : $5 \times 2 = 10$

- 1) What is 'Boot-strap' loader?
- 2) Distinguish between logical address space and physical address space.
- 3) Differentiate between macro and subroutine.
- 4) What is 'Boot-strap' loader?
- 5) What is the difference between object file and executable file?
- 6) What are the use of DS and IP?
- 7) Define Base register and index register.
- 8) Define lazy Binding.

Group- B

- 9) Write down the algorithm of one pass macro processor.

- 10) Give the minimized DFA for the following expression (a/b)* abb
- 11) Write down the basic function of two pass assembler.
- 12) What is binary translation? Why do you use it?
- 13) How could a recursive macro processor be implemented in assembly language?
- 14) Write down the difference between bootstrap loader and relocating loader.

Group - C

Answer any one question :

$1 \times 10 = 10$

- 1) Explain various functions of loader. compare linking loader and linkage editor.
- 2) What do you mean by text Editor?
What are it's features and discuss any two text editors in details.

$3+7$

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B.Sc 4th Semester Examination 2024

Subject - BCA

Paper Code : BCA-CC9T

Paper Name : OOPS with Java

Full Marks : 40

Time : 2 Hours

*The figures in the margin indicate full marks.**Candidates are required to give their answers in their own words as far as practicable.*

Group- A

Answer any five questions :

 $5 \times 2 = 10$

- 1) Differentiate between ‘>>’ and ‘>>>’ operator?
- 2) What are Java separators? Give an example.
- 3) What are string functions in Java?
- 4) What is synchronization? why do we need it?
- 5) What is package?
- 6) Java is platform independent. Justify.
- 7) What are the rule for abstract class?
- 8) Differentiate between vector and array.

Group -B

Answer any four questions :

 $4 \times 5 = 20$

- 9) Explain the life cycle of the thread
- 10) Why an abstract method cannot be defined as static?
Justify with example.

- 11) What is the difference between overriding and overloading a method ?
- 12) Write about java virtual machine.
- 13) How can we create a package explain in detail?
- 14) Write a java program to reverse a number e.g. 928
Output : 829

Group -C

Answer any one question :

$1 \times 10 = 10$

- 15) What are the key feature of java? Explain the concept of bytecode.
- 16) a) How do we create a Java applet ? Discuss its life cycle showing passing parameters to Applets.

928 / 10
 $\Rightarrow 9^2 \cdot 8 \cdot 10^{-100}$
 $\text{Rev} = 0 + 9^2 \cdot 8 \cdot 10^{-100}$
 $\text{Rev} = 9^2 \cdot 8 \cdot 10^{-100}$
 $\text{Rev} = 8 \cdot 10^{-100}$

perm = $\text{num} \% 10$; perm
 $\text{rev} = \text{perm} + \text{rev} * 10$; rev
 $\text{perm} = \text{num} \% 10$; rev
 $\text{perm} = \text{num} / 10$; num

Nagul

```

while (number != 0) {
    int digit = number % 10;
    ReverseNum = ReverseNum * 10 + digit;
    if (Number / 10 == 0)
        Print(ReverseNum);
}

```

M-3,BCA BC-105

B.Sc. 4th Semester Examination 2024

Subject - BCA

Paper Code : BCACC10T

Paper Name : Data communication & network

Full Marks : 40

Time : 2 hours

*The figures in the margin indicate full marks.**Candidates are required to give their answers in their own words as far as practicable.*

Group- A

Answer any *five* questions : $5 \times 2 = 10$

- 1) Distinguish between switch and bridge used in computer networks.
- 2) Define baud Rate.
- 3) Write a short note on ARPANET.
- 4) What is piggybacking?
- 5) What is mean by'1000Base-T?
- 6) What is hamming distance? Give suitable example.
- 7) Define half-duplex and full-duplex communication.
- 8) Write the role of DNS server.

Group- B

Answer any four question :

 $4 \times 5 = 20$

- 9) Explain services of Transport layer and network layer of TCP/IP model.

(Turn Over)

- 10) Write a short notes on TDM and WDM.
- 11) Explain circuit switching and packet switching.
- 12) A bit stream 10011101 is transmitted using the standard CRC method. The generator polynomial is x^3+1 . Show the actual bit string transmitted.
- 13) Explain the use of UTP, STP, Co-axial and fibre optic cable in networking.
- 14) Explain how email is transferred on internet in detail.

Group- C

Answer any one question :

$1 \times 10 = 10$

- 15) The bandwidth of a channel is 2 MHz and its signal to noiseratio is 63. Calculate the appropriate bit rate and signal level.
- 16) Explain the concept of sliding window ARQ. Write short note on transmission impairments.

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B.Sc. 4th Semester Examination 2024

Subject. - BCA

Paper Code : BCASE2T

Paper Name : Computer Graphics & Multimedia

Full Marks : 25

Time : 01 hrs.

W.M.J

The figures in the margin indicate full marks.

Candidates are required to give their answers in their own words as far as practicable.

Group- A

Answer any five questions :

$5 \times 2 = 10$

- 1) What is pixel?
- 2) What is multimedia?
- 3) What is RGB?
- 4) What is shearing?
- 5) Compare between animation and video?
- 6) Define clipping
- 7) What is Rasterizations?
- 8) What is Bezier curve?

Group- B

Answer any three questions :

$3 \times 5 = 15$

- 9) Compare between analog and digital audio.
- 10) What is transformation? Explain the basic 2-D transformation with example.

(Turn Over)

- 11) Write short note on :
 - i) Application software for multimedia.
 - ii) Type of graphics
- 12) Explain Raster & Random scan display system
- 13) For 10×10 frame buffer, interpret the Bresenham algorithm to find which pixels are turned on for the line segment (1,2) and (7,6).

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B.Sc. 4th Semester Examination 2024

Subject - BCA

Paper Code : BCAGE4T

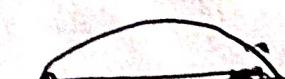
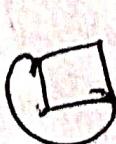
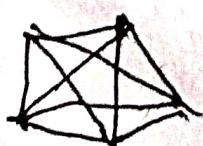
Paper Name : Graph theory

Full Marks : 60

Time : 3 Hours

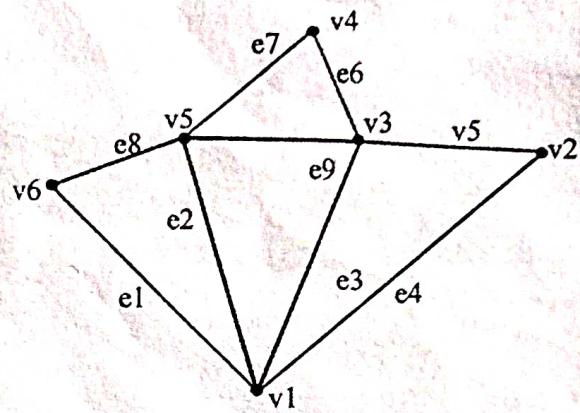
*The figures in the margin indicate full marks.**Candidates are required to give their answers in their own words as far as practicable.***Group- A**Answer any *ten* questions : $10 \times 2 = 20$

- 1) Define Bipartite graph and complete Bipartite graph.
- 2) Give an example of a graph which is
 - i) Eulerian but not Hamiltonian
 - ii) Hamiltonian but not Eulerian
- 3) Describe cut set and cut vertex in a connected graph.
- 4) A tree has two vertices of degree 2, one vertex of degree 3 and three vertices of degree 4. How many vertices are there of degree 1?
- 5) Define Hamiltonian graph. Give an example of this which is not an Eulerian graph.
- 6) Define chromatic number of a graph. Find the chromatic number of a cycle of odd length.
- 7) Examine K_2 is planar graph or not.

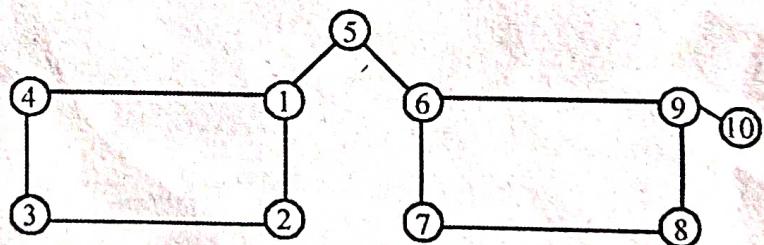


(Turn Over)

- 8) Prove that the no of vertices of odd degree in a graph is always even.
- 9) For the following graph, find the shortest path between from v_1 to v_4 .



- 10) Give two properties of circuit matrix.
- 11) Prove that every tree has either one or two centers.
- 12) G is a non-directed graph with 12 edges. If G has 6 vertices each of degree 3 and the rest have degree less than 3. Find the minimum number of vertices G can have.
- 13) Print a Walk, trail, path and cycle on the graph below.



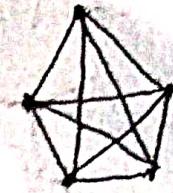
- 14) Prove that the no of vertices of odd degree in a graph is always even.
- 15) Define subgraph with example.

Group- B

Answer any four questions :

4×5=20

- 16) Define Hamiltonian circuits and paths with examples. Find



out the number of edgedisjoint Hamiltonian circuits possible in a complete graph with five vertices.

- 17) State Travelling-Salesman Problem and how TSP solution is related with Hamiltonian Circuits?
- 18) Show that a simple graph with n vertices and k components can have at most $\frac{(n-k)(n-k+1)}{2}$ edges.
- 19) 19 students in a nursery school play a game each day, where they hold hands to form a circle. For how many days can they do this, with no students holding hands with the same playmates more than once? Substantiate your answer with graph theoretic concepts.
- 20) Prove that a graph T will be a tree iff there exists one and only one path between any two vertices of T .
- 21) State and prove handshaking theorem. Define indegree and outdegree of a digraph.

Group - C

Answer any two questions :

$2 \times 10 = 20$

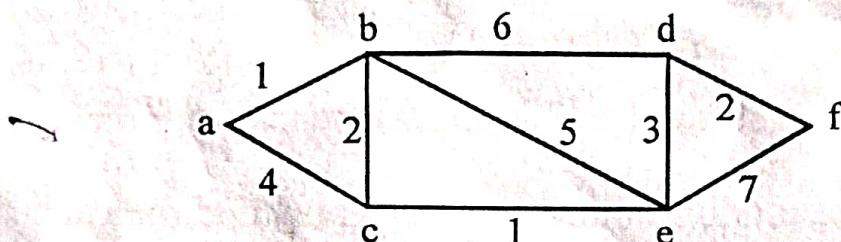
- 22) Draw the graph represented by the following adjacency matrix.

$$X(G) = \begin{bmatrix} 0 & 1 & 0 & 1 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 & 1 \\ 0 & 1 & 1 & 1 & 0 \end{bmatrix}$$

Differentiate between BFS and DFS.

Define planar graph and circuit matrix.

- 23) i) Apply Dijkstra's algorithm to the graph given below and find the shortest path from a to f . 7



- ii) Prove that every tree with two or more vertices is 2-chromatic. 3

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Maiti

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300/-
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168/-*

2nd Internal Assessment 2024

**Class: BCA Semester: 4TH Paper: C9(T)
Sub: JAVA**

Time - 60 Min. F.M. 20

1. Answer any five of the following questions $5 \times 2 = 10$

- a) What is difference between interface and class?
- b) Why Java use both complier and interpreter?
- c) What's the difference between constructors and other methods?
- d) Why java is called truly OOP's languages?
- e) Write a short not of JDK?
- f) Difference between Applet and Application Program.
- g) Why we use Interface instead of Class?
- h) What is method overriding?

2. Answer any two of the following questions $2 \times 5 = 10$

- a) What is package? Explain with example.[1+4]
- b) What do you mean by exception? Explain an arithmetic Exception.[1+4]
- c) Why multiple inheritance is not support in JAVA? give an proper example.[5]
- d) What is applet ? Demonstrate the applet life cycle.[1+4]

*Applet life cycle
[thread] life cycle*

Panskura Banamali College (Autonomous)

BCA.(H) 4th Semester Internal Examination -2024

Sub: BCA Paper: CC8T

Paper Name: System Programming

F.M.: 20 Time :1 Hours

1. Answer any four questions [Out of five questions]:

- a. What do you mean by MACRO with ALA? (5)
- b. What do you mean by MNT and MDT with example? (5)
- c. Briefly describe about MACRO pass1 assembler? (5)
- d. Write down the working principle of MACRO pass2 assembler? (5)
- e. Why we used MACRO in system programming? What is conditional MACRO? (2+3)

PANSKURA BANAMALI COLLEGE (AUTONOMOUS)

2nd Internal Assessment , 2024

4th Semester

Paper :- BCAGE4T

Full Marks: 20

Time: 1 hr.

1) Answer any two questions:

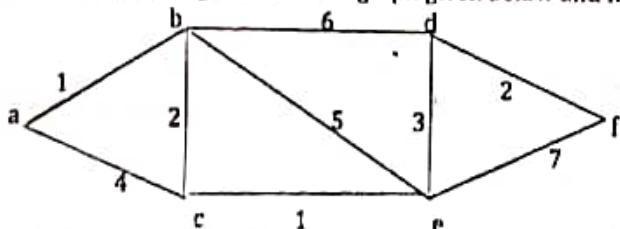
2×5 = 10

- a) State and prove handshaking theorem. Define indegree and outdegree of a digraph. 3+2
- b) Prove that a graph T will be a tree iff there exists one and only one path between any two vertices of T . 5
- c) Define a binary tree. Find the number of pendant vertices in a binary tree with n vertices. 1+4
- d) Define cut set and cut vertex in a connected graph. Prove that the edge connectivity is less than or equal to $\left[\frac{2e}{n}\right]$, where $\left[\frac{2e}{n}\right]$ represents the integral part of $\frac{2e}{n}$. 2+3

2) Answer any one questions:

1×10 = 10

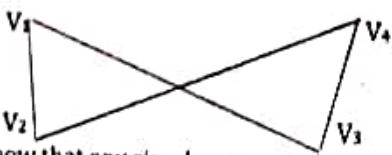
- a) i) Apply Dijkstra's algorithm to the graph given below and find the shortest path from a to f .



- ii) Prove that every nontrivial tree has at least two vertices of degree 1.

7+3

- b) i) Consider the graph shown in figure. Find the number of walks of length 3 from v_2 to v_4 and also check the connectedness of the graph.



- ii) Show that any simple connected planar graph satisfies the inequality $e \leq 3n - 6$ where n and e are the number of vertices and edges of the graph respectively.

5+1

4

