			1.	D 14
1	Questions  The special memory used to store the micro routines of a computer is	Choices	Ans	Doubt
1	The spectral memory used to store the micro routines of a computer is	Control table		
		2. Control store	2	
		3. Control mart		
		4. Control shop		
2	How many transistors does the 8086 have	1.29,000 2.10,000 3.129,000 4.110,000	1	
3	Which of the following is a valid destructor of the class name "Country"	1. void ~Country() 2. int ~Country(Country obj) 3. int ~Country()	4	
4	Which are of the following is not a stan of requirement and required	4. Country()		
4	Which one of the following is not a step of requirement engineering?	Elicitation 2.		
		Design a model	2	
		Analysis		
		4. Documentation		
5	What are the minimum number of 2-to-1 multiplexers required to generate a 2-input AND gate and a 2-input Ex-OR gate?	1. 1 and 2		
		2. 1 and 3	1	
		3. 1 and 1	1	
		4. 2 and 2		
6	Magnitude comparator compares using operation of	1. addition		
		2. subtraction	xnor1	x
		3. multiplication		
		4. division		
7	A 2 bit binary multiplier can be implemented using	1. 2 input ANDs only		
		2. 2 input X-ORs and 4-input AND gates only	2	
		3. XOR gates and shift registers		
		Two (2) input NORs and one XNOR gate		
8	VOLATILE MEMORY IS?	1.COMPACT DISK 2.HARD DISK 3.RANDOM ACCESS MEMORY 4.READ ONLY MEMORY	3	
9	A J-K flip-flop is in a "no change" condition when	1.J = 1, K = 1 2.J = 1, K = 0 3.J = 0, K = 1 4.J = 0, K = 0	4	
10	If two interrupts, one of higher priority and other of lower priority occur simultaneously, then the service provided is for	1. interrupt of lower priority		
		2. interrupt of higher priority		
		3.	2	
		both the interrupts		
		4. none of the mentioned		
11	What is an Accumulator?	1. A Flip flop		
		A counter     A Sequential Logic Circuit     A Combinational Logic Circuit	3	
12	The correspondence between the main memory blocks and those in the cache is given by	1. Hash function 2.		
		Mapping function	2	
		3. Locale function		
		4. Assign function		
13	How many different states does a 3-bit asynchronous counter have?	1.2 2.4 3.8 4.16	3	
14	Popular application of flip-flop are.	1. Shift registers 2. Transfer register 3. Counters 4. All of these	4	
15	What type of register would shift a complete binary number in one bit at a time and shift all the stored bits out one bit at a time?  A certain 5-bit self-complementary code is used to represent the 10 decimal digits 0	1.PIPO 2.PISO 3.SIPO 4.SISO 1.00110 00100 00010 2.00011 00111 00101 3.11001 11101 11011 4.11101 11011	4	
10	through 9. Given that (246) in decimal is represented as 00010 00100 00110 in this code, what is the	1.001 10 00100 00010 2.00011 00111 00101 3.11001 11101 11011 4.11101 11011	4	
17	representation for (375)?  How many flip-flops are required to make a MOD-32 binary counter?	1.3 2.4 3.5 4.6	3	
18	To operate correctly, starting a ring counter requires	1. presetting all the flip-flops 2 clearing one flip-flop and presetting all the others 3. presetting one flip-flop and clearing all the others 4 clearing all the flip-flops	1	
19	Which one is not a self complementary code?	1.8 4 -2 -1 2.4 8 I 2 3.4 4 3 -2	3	
20	An SR flip flop cannot accept the following input entry	4.2 4 2 1		
		Both input zero		
		2. zero at R and one at S	4	
		3.		
		zero at S and one at R 4.		
		Both inputs one		

	I			
21	The advantage of DBMS over file systems is	1. redundancy		
		2.		
		data dependence 3.	1	
		multiple user		
		4. single user		
22	How many stages are there in process improvement?	1. three		
		2. four	4	
		3. five 4. six		
23	Given the language L = {ab, aa, baa}, which of the following strings are in L*?	1.		
	1) abaabaaabaa 2) aaaabaaaa	1, 2 and 3		
	3) bаааааbаааа	2. 2, 3 and 4		
	4) baaaaabaa	2, 3 and 4	3	
		3.		
		1, 2 and 4		
		4.		
2.4	The last tension of tension of the last tension of	1, 3 and 4	-	
24 25	The decimal equivalent of hexadecimal number of 'A580' is Using 10's complement 72532- 3250 is	1.43286 2.42368 3.43288 4.48632	2	
23	CSing 10 8 complement 72532- 5250 is	69282		
		2.		
		69272		
		3.	1	
		69252		
		4.		
		69232		
26	X=1010100 and Y=1000011 using 1's complement Y-X is	1. -10111		
		2.		
		-10011	3	
		3.		
		-10001 4.		
		-11001		
27	ec	1.MUX 2.PLA 3.ROM 4.DeMUX	4	
28	A comparison between ring and Johnson counters indicates that:	1.A ring counter has fewer flip-flops but requires more decoding circuitry 2.A ring counter has an inverted feedback path 3.A Johnson counter has more flip-flops but	4	
		less decoding circuitry 4.A Johnson counter has an inverted feedback path		
29	One application of a digital multiplexer is to facilitate:	1. data generation 2. serial-to-parallel conversion 3. data selector 4. parity checking	1	
30	Flip-flop excitation tables shows that	1. For the given PS and NS what will be the inputs 2. For the given PS and NS what will be the outputs 3. For the given PS and NS what will be the type of flip-flops 4.	4	
		For the given PS and NS what will be the values of NS and PS respectively		
31	How is a J-K flip-flop made to toggle?	1.J = 0, K = 0 2.J = 0, K = 1 3.J = 1, K = 0 4.J = 1, K = 1	4	
32	The combination of Sixteen adjacent squares in four variable K-map represent the function equal to	1.Four literal 2.One literal 3.Unity 4.Zero	3	
33	K-map follow following code for marking adjacent variables	1.84-2-1	2	
34	The regular expression 0*(10*)* denotes the same set as	2.Gray Code 3.2421 4.8421		
34	The regular expression of (10) denotes the same set as	(1*0)*1*		
		2. 0+(0+10)*		
		0 (0 10)		
		[3.	1	
		3. (0 + 1)* 10(0 + 1)*	1	
		[3.	1	
35	The total number of pins for the IC 8255 is	3. (0+1)*10(0+1)* 4. (0+1)* 1.	1	
35	The total number of pins for the IC 8255 is	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2.	1	
35	The total number of pins for the IC 8255 is	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40	2	
35	The total number of pins for the IC 8255 is	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30		
35	The total number of pins for the IC 8255 is	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4.		
35	The total number of pins for the IC 8255 is  The IC 8237 is a	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20		
		3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller		
		3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20		
		3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3.	2	
		3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3. Keyboard controller 4.	2	
36	The IC 8237 is a	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3. Keyboard controller 4. Serial Interface Controller	2	
		3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3. Keyboard controller 4. Serial Interface Controller 1. 40	2	
36	The IC 8237 is a	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3. Keyboard controller 4. Serial Interface Controller 1. 40 2.	2	
36	The IC 8237 is a	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3. Keyboard controller 4. Scrial Interface Controller 1. 40 2. 28 3	2	
36	The IC 8237 is a	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3. Keyboard controller 4. Serial Interface Controller 1. 40 2. 28 3. 3. 30	2	
36	The IC 8237 is a	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3. Keyboard controller 4. Scrial Interface Controller 1. 40 2. 28 3	2	
36	The IC 8237 is a	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3. Keyboard controller 4. Serial Interface Controller 1. 40 2. 28 3. 24 4. 20 1. 20 1.	2	
36	The IC 8237 is a  IC 8237 has ————many pins	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3. Keyboard controller 4. Serial Interface Controller 1. 40 2. 28 3. 24 4. 20 1. 1. 1	2	
36	The IC 8237 is a  IC 8237 has ————many pins	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3. Keyboard controller 4. Serial Interface Controller 1. 40 2. 28 3. 24 4. 20 1. 1. 1	2	
36	The IC 8237 is a  IC 8237 has ————many pins	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3. Keyboard controller 4. Serial Interface Controller 1. 40 2. 28 3. 24 4. 20 1. 1 1 2. 28 3. 3. 34	1	
36	The IC 8237 is a  IC 8237 has ————many pins	3. (0+1)* 10(0+1)* 4. (0+1)* 1. 28 2. 40 3. 30 4. 20 1. DMA Controller 2. Interrupt Controller 3. Keyboard controller 4. Serial Interface Controller 1. 40 2. 28 3. 24 4. 20 1. 1. 1	1	

39	Th. MC 1400 !-	1	1	
39	The MC 1488 is	TTL to RS 232C Level converter		
		2. RS-232 to TTL level converter		
		3.	1	
		Bidirectional Level converter 4.		
		Unidirectional level converter		
40	The IC Number for USART is	1. IC 8251A		
		2.		
		IC8259 3.	1	
		IC5255 4.		
		IC 8254		
41	The IC 8251 A hasmany pins	1. 24		
		2.		
		28 3.	3	
		40		
		4. 30		
42	What is the software that runs a computer, including scheduling tasks, managing storage,	1.		
	and handling communication with peripherals?	driver		
		2		
		application suitex 3.	3	
		operating system		
		4.		
43	is the minimal current leav	bluetooth technology		
43	is the minimal super key	Partial Key		
		2. Candidate Key		
		3.	2	
		Surrogate Key 4.		
		Unique Key		
44	ODBC stands for	Object Database Connectivity.		
		2.		
		Oral Database Connectivity. 3.	4	
		Oracle Database Connectivity.		
		Open Database Connectivity.		
45	How many bits are required to store one BCD digit?	1.1 2.2 3.3 4.4	4	
40	OTH CITY: 1 1	THEO & PHO & PHEO AT HIS		
46 47	STACK is also known as WHICH NUMBER SYSTEM HAS A RASE OF 16	1.LIFO 2.FILO 3.FIFO 4.LILO  1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY	1	
46 47 48	STACK is also known as WHICH NUMBER SYSTEM HAS A BASE OF 16 WHICH NUMBER SYSTEM HAS A BASE OF 2	1.LIFO 2.FILO 3.FIFO 4.LILO 1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY 1.BINARY 2.OCTAL 3.DECIMAL 4.HEXADECIMAL	1 3 1	
47	WHICH NUMBER SYSTEM HAS A BASE OF 16	1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY	3	
47 48	WHICH NUMBER SYSTEM HAS A BASE OF 16 WHICH NUMBER SYSTEM HAS A BASE OF 2 which of these sets of logic gates are designated as universal gates If a hexadecimal number needs to convert to binary, for each hexadecimal digit there will	1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY 1.BINARY 2.OCTAL 3.DECIMAL 4.HEXADECIMAL	3	
47 48 49 50	WHICH NUMBER SYSTEM HAS A BASE OF 16 WHICH NUMBER SYSTEM HAS A BASE OF 2 which of these sets of logic gates are designated as universal gates If a hexadecimal number needs to convert to binary, for each hexadecimal digit there will be how many bits	1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY 1.BINARY 2.OCTAL 3.DECIMAL 4.HEXADECIMAL 1.XOR, XNOR 2.NOR, NAND 3.AND,OR 4.NOT,AND 1.1 2.2 3.4 4.8	3 1 2	
47 48 49	WHICH NUMBER SYSTEM HAS A BASE OF 16 WHICH NUMBER SYSTEM HAS A BASE OF 2 which of these sets of logic gates are designated as universal gates If a hexadecimal number needs to convert to binary, for each hexadecimal digit there will	1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY 1.BINARY 2.OCTAL 3.DECIMAL 4.HEXADECIMAL 1.XOR , XNOR 2.NOR , NAND 3.AND,OR 4.NOT,AND	3 1 2	
47 48 49 50 51 52 53	WHICH NUMBER SYSTEM HAS A BASE OF 16 WHICH NUMBER SYSTEM HAS A BASE OF 2 which of these sets of logic gates are designated as universal gates If a hexadecimal number needs to convert to binary, for each hexadecimal digit there will be how many bits I Kilo bits is equal to in digital system I byte is equal to ————bits In boolean algebra A+A is ———————————————————————————————————	1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY 1.BINARY 2.OCTAL 3.DECIMAL 4.HEXADECIMAL 1.XOR, XNOR 2.NOR, NAND 3.AND,OR 4.NOT,AND 1.1 2.2 3.4 4.8 1.1000 bits 2.1024 bits 3.1012 bits 4.1008 bits 1.8 2.4 3.2 4.1 1.A 2.2A 3.3A 4.4A	3 1 2 3 1 1 1	
47 48 49 50 51 52 53 54	WHICH NUMBER SYSTEM HAS A BASE OF 16 WHICH NUMBER SYSTEM HAS A BASE OF 2 which of these sets of logic gates are designated as universal gates If a hexadecimal number needs to convert to binary, for each hexadecimal digit there will be how many bits I Kilo bits is equal to in digital system I byte is equal to ———bits In boolean algebra A+A is ————Octal number system has a base of	1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY 1.BINARY 2.OCTAL 3.DECIMAL 4.HEXADECIMAL 1.XOR , XNOR 2.NOR , NAND 3.AND,OR 4.NOT,AND 1.1 2.2 3.4 4.8 1.1000 bits 2.1024 bits 3.1012 bits 4.1008 bits 1.8 2.4 3.2 4.1 1.A 2.2A 3.3A 4.4A 1.2 2.4 3.8 4.16	3 1 2 3 1 1 1 1 3	
47 48 49 50 51 52 53	WHICH NUMBER SYSTEM HAS A BASE OF 16 WHICH NUMBER SYSTEM HAS A BASE OF 2 which of these sets of logic gates are designated as universal gates If a hexadecimal number needs to convert to binary, for each hexadecimal digit there will be how many bits I Kilo bits is equal to in digital system I byte is equal to ————bits In boolean algebra A+A is ———————————————————————————————————	1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY 1.BINARY 2.OCTAL 3.DECIMAL 4.HEXADECIMAL 1.XOR, XNOR 2.NOR, NAND 3.AND,OR 4.NOT,AND 1.1 2.2 3.4 4.8 1.1000 bits 2.1024 bits 3.1012 bits 4.1008 bits 1.8 2.4 3.2 4.1 1.A 2.2A 3.3A 4.4A	3 1 2 3 1 1 1 1 3	
47 48 49 50 51 52 53 54	WHICH NUMBER SYSTEM HAS A BASE OF 16 WHICH NUMBER SYSTEM HAS A BASE OF 2 which of these sets of logic gates are designated as universal gates If a hexadecimal number needs to convert to binary, for each hexadecimal digit there will be how many bits I Kilo bits is equal to in digital system I byte is equal to ———bits In boolean algebra A+A is ————Octal number system has a base of	1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY 1.BINARY 2.OCTAL 3.DECIMAL 4.HEXADECIMAL 1.XOR, XNOR 2.NOR, NAND 3.AND,OR 4.NOT,AND 1.1 2.2 3.4 4.8 1.1000 bits 2.1024 bits 3.1012 bits 4.1008 bits 1.8 2.4 3.2 4.1 1.A 2.2A 3.3A 4.4A 1.2 2.4 3.8 4.16 1.many input and one output 2.one input and many output 3.7 input 3 output 4.3 input and 7 output 1.3 input 4 output 2.4 input 3 output 3.0ne input and many outputs 4.7 input and 4	3 1 2 3 1 1 1 1 3	
47 48 49 50 51 52 53 54 55	WHICH NUMBER SYSTEM HAS A BASE OF 16 WHICH NUMBER SYSTEM HAS A BASE OF 2 which of these sets of logic gates are designated as universal gates If a hexadecimal number needs to convert to binary, for each hexadecimal digit there will be how many bits I Kilo bits is equal to in digital system I byte is equal to ——bits In boolean algebra A+A is —— Octal number system has a base of Multiplexer is a device which has  Demultiplexer is a device which has	1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY 1.BINARY 2.OCTAL 3.DECIMAL 4.HEXADECIMAL 1.XOR, XNOR 2.NOR, NAND 3.AND,OR 4.NOT,AND 1.1 2.2 3.4 4.8 1.1000 bits 2.1024 bits 3.1012 bits 4.1008 bits 1.8 2.4 3.2 4.1 1.A 2.2A 3.3A 4.4A 1.2 2.4 3.8 4.16 1.many input and one output 2.one input and many output 3.7 input 3 output 4.3 input and 7 output 1.3 input 4 output 2.4 input 3 output 3.one input and many outputs 4.7 input and 4 output	3 1 2 3 1 1 1 1 3 1	
47 48 49 50 51 52 53 54 55	WHICH NUMBER SYSTEM HAS A BASE OF 16 WHICH NUMBER SYSTEM HAS A BASE OF 2 which of these sets of logic gates are designated as universal gates If a hexadecimal number needs to convert to binary, for each hexadecimal digit there will be how many bits I Kilo bits is equal to in digital system 1 byte is equal tobits In boolean algebra A+A is Octal number system has a base of Multiplexer is a device which has	1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY 1.BINARY 2.OCTAL 3.DECIMAL 4.HEXADECIMAL 1.XOR, XNOR 2.NOR, NAND 3.AND,OR 4.NOT,AND 1.1 2.2 3.4 4.8 1.1000 bits 2.1024 bits 3.1012 bits 4.1008 bits 1.8 2.4 3.2 4.1 1.A 2.2A 3.3A 4.4A 1.2 2.4 3.8 4.16 1.many input and one output 2.one input and many output 3.7 input 3 output 4.3 input and 7 output 1.3 input 4 output 2.4 input 3 output 3.0ne input and many outputs 4.7 input and 4	3 1 2 3 1 1 1 1 3	
47 48 49 50 51 52 53 54 55 56 57 58 59	WHICH NUMBER SYSTEM HAS A BASE OF 16 WHICH NUMBER SYSTEM HAS A BASE OF 2 which of these sets of logic gates are designated as universal gates If a hexadecimal number needs to convert to binary, for each hexadecimal digit there will be how many bits I Kilo bits is equal to in digital system 1 byte is equal to——bits In boolean algebra A+A is—— Octal number system has a base of Multiplexer is a device which has  Demultiplexer is a device which has what is the Boolean expression for 2 input AND Gate What is the Boolean expression for three input OR Gate One's complement of 11001010 is	1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY 1.BINARY 2.OCTAL 3.DECIMAL 4.HEXADECIMAL 1.XOR, XNOR 2.NOR, NAND 3.AND,OR 4.NOT,AND 1.1 2.2 3.4 4.8 1.1000 bits 2.1024 bits 3.1012 bits 4.1008 bits 1.8 2.4 3.2 4.1 1.A 2.2A 3.3A 4.4A 1.2 2.4 3.8 4.16 1.many input and one output 2.one input and many output 3.7 input 3 output 4.3 input and 7 output 1.3 input 4 output 2.4 input 3 output 3.one input and many outputs 4.7 input and 4 output 1.A+B 2.A.B 3.A-B 4.A/B	3 1 2 3 1 1 1 1 3 1 3 2 1 3	
47 48 49 50 51 52 53 54 55 56 57 58 59 60	WHICH NUMBER SYSTEM HAS A BASE OF 16 WHICH NUMBER SYSTEM HAS A BASE OF 2 which of these sets of logic gates are designated as universal gates If a hexadecimal number needs to convert to binary, for each hexadecimal digit there will be how many bits I Kilo bits is equal to in digital system 1 byte is equal tobits In boolean algebra A+A is Octal number system has a base of Multiplexer is a device which has  Demultiplexer is a device which has what is the Boolean expression for 2 input AND Gate What is the Boolean expression for three input OR Gate One's complement of 11001010 is Convert the binary number (1111000011110000) to hexadecimal number	1.DECIMAL 2.OCTAL 3.HEXADECIMAL 4.BINARY 1.BINARY 2.OCTAL 3.DECIMAL 4.HEXADECIMAL 1.XOR , XNOR 2.NOR , NAND 3.AND,OR 4.NOT,AND 1.1 2.2 3.4 4.8 1.1000 bits 2.1024 bits 3.1012 bits 4.1008 bits 1.8 2.4 3.2 4.1 1.A 2.2A 3.3A 4.4A 1.2 2.4 3.8 4.16 1.many input and one output 2.one input and many output 3.7 input 3 output 4.3 input and 7 output 1.3 input 4 output 2.4 input 3 output 3.one input and many outputs 4.7 input and 4 output 1.A+B 2.A.B 3.A-B 4.A/B 1.A+B+C 2.A+B-C 3.A-B-C 4.A.B.C 1.00001111 2.11110000 3.10101010 4.00110101 1.1010 2.F0F0 3.0F0F 4.5050	3 1 2 3 1 1 1 1 3 1 3 2 1 1 4 2	
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72	Which amongst the following refers to Absolute addressing mode	1.		
		move R1, R2		
		2. move LOC1, LOC2	1	
		3. move LOC1, R2		
		4. move LOC2, R1		
73	The mechanism that bring a page into memory only when it is needed is called	1. Segmentation		
		2.		
		Fragmentation 3.	3	
		Demand Paging 4.		
74	Demand paged memory allocation	Page Replacement 1.		
		allows the virtual address space to be independent of the physical memory 2.		
		allows the virtual address space to be a multiple of the physical memory size 3.	1	
		allows deadlock to be detected in paging schemes		
	The state of the s	is present only in Windows NT		
75	Assuming today is , 10 July 2000, what is returned by this statement: SELECT to_char (Last_DAY(sysdate), 'DD-MON-RR') FROM dual;	1. 17-JUL-00		
		2.  10-JUL-00	4	
		3. 31-DEC-00	ľ	
		4. 31-JUL-00		
76	Which one of the following algorithm is not used in asymmetric-key cryptography?	1. RSA algorithm		
		2.		
		diffie-hellman algorithm 3.	3	
		electronic code book algorithm 4.		
77	In Priority Scheduling a priority number (integer) is associated with each process. The	ECC I.		
	CPU is allocated to the process with the highest priority (smallest integer = highest priority). The problem of, Starvation ? low priority processes may never execute, is	Terminating the process.		
	resolved by	Aging 3.	2	
		Mutual Exclusion		
		4. Semaphore		
78	Which of the following language feature is not an access specifier in C++?	1. internal 2. protected		
		3. public 4. private	1	
79	The 16 bit flag of 8086 microprocessor is responsible to indicate	1.		
		the condition of result of ALU operation 2.		
		the condition of memory 3.	1	
		the result of addition 4.		
80	The missensesses can read/write 16 bit date from or to	the result of subtraction  1.		
00	The microprocessor can read/write 16 bit data from or to	memory		
		2. I/O device	1	
		3. processor		
		4. register		
81	The intel 8086 microprocessor is a processor	1. 8 bit		
		2.		
		16 bit 3.	2	
		32 bit 4.		
82	Software engineering includes system engineering.	4bit 1.		
		True 2.	1	
		False 3.4.		
83	In software engineering development, if there are no applicable theories, people often use	1.		
	adhoc approach.	True 2.	1	
		False 3.4.		
84	Symantec Antivirus is a customized product.	1. True		
		2.	2	
		False 3. 4.		
85 86	Which of the below given sorting techniques has highest best-case runtime complexity?  Suppose T is a binary tree with 14 nodes. What is the minimum possible depth of T?	1.bubble sort 2.insertion sort 3.quick sort 4.selection sort	3	
00	Suppose 1 is a minary tree with 14 houes. What is the minimum possible depth of 1?	1. 0		
		2. 3	2	
		3. 4		
		4. 5		
_		I .	1	

87	The term m45 should be made up of at least literals.	1.6		
		2. 31 3. 4	2	
88	Abstraction is	4.5  1.Having public members 2.having private member and public function 3.friend	2	
89	A collection of unused memory reserved for dynamic allocation is called	function 4.friend classes  1.Heap 2.Static 3.array 4.stack dynamic	1	
90	The levels of hierarchy in inheritance helps to handle	1.flexibility 2.complexity 3.detailed information 4.security	4	
91	Run time polymorphism is achieved by	1.friend function 2.virtual function 3.operator overloading 4.function overloading	2	
92	Additive rule	1.cyan+ magenta+ Yellow= white 2.Red + Green + Blue = white 3.cyan+ Green+ Yellow= white 4.cyan+ magenta+ Yellow= Black	2	
93	What is a Software ?	1. Software is set of programs		
		2.		
		Software is documentation and configuration of data 3.	3	
		Software is set of programs and Software is documentation and configuration of data 4.		
94	What is the status of the inputs S0, S1, and S2 of the 74151 eight-line multiplexer in order	Software is a set of documents.  1. S0 = 1, S1 = 0, S2 = 1		
74	for the output Y to be a copy of input I5?	2. S0 = 1, S1 = 1, S2 = 0	1	
		3. S0 = 0, S1 = 1, S2 = 0 4. S0 = 0, S1 = 0, S2 = 1		
95	The negative numbers in the binary system can be represented by	1. 10's Complement 2. 2's complement		
		3. Sign magnitude	2	
			2	
		4. I's complement		
96	The binary value for 0.4375 is	1. 0.1111		
		2.   0.0111	2	
		3.		
		0.0011		
		4. 0.1010		
97	In computers, subtraction is generally carried out by	1. 9's complement		
		2. 2's complement		
		3. 10's complement	2	
		4.		
		1's complement		
98	Floating point representation is used to store	1. Boolean values		
		2. real integers	2	
		3. integers 4.		
99	Ethernet in metropolitan area network (MAN) can be used as	whole numbers  1.		
		pure ethernet 2.		
		ethernet over SDH 3.	4	
		ethernet over MPLS		
		4. combination of all of the above mentioned		
100	A point-to-point protocol over ethernet is a network protocol for	1. encapsulating PPP frames inside ethernet frames		
		2. encapsulating ethernet frames inside PPP frames		
		3.	1	
		for security of ethernet frames 4.		
101	A set of possible data values is called	for security of PPP frames  1.		
		attribute 2.		
		degree	4	
		3. domain		
		4. tuple	L	
102	-24 is 2's complement form is	1. 11101000		
		2.		
		2. 01111111	1	
		3.		
		01001000		
103	Zero address instruction format is used for	4. 00111111		
103	2.e.to address instruction format is used for	I. Von-Neuman architecture		
		2.		
		RISC architecture	4	
		3. CISC architecture		
		4. Stack-organized architecture		
	I .	1. Smere organized architecture	1	

104	Which of the following is correct for a gated D flip-flop?	1		
104	which of the following is correct for a garda D imp-nop.	The output toggles if one of the inputs is held HIGH.		
		2. Only one of the inputs can be HIGH at a time.	4	
		3. The output complement follows the input when enabled.		
		4. Q output follows the input D when the enable is HIGH.		
105	Which of the following is/are main parameters that you should use when computing the	Hardware and software costs     Effort costs (the costs of poving software engineers and managers)		
	costs of a software development project?	Effort costs (the costs of paying software engineers and managers)     Travel and training costs	4	
		4. All the parameters required given in the option.		
106	ASCII, EBCDIC, and Unicode are examples of	integrated circuits     binary coding schemes		
		3. two-state systems 4. adapter cards	1	
107	For which of the following flip-flop the output clearly defined for all combinations of two	1. D type flip-flop		
	inputs?	D type hip-hop		
		2.		
		R S type flip-flop	3	
		3. J K flip-flop		
		4.		
		T flip-flop		
108	What is an ALU?	A Combinational Logic Circuit     A Sequential Logic Circuit		
		A Combination of Combinational Circuit and Sequential Circuit	2	
		4. A flip flop		
109	LOCK prefix is used most often	1.during normal execution. 2.during DMA accesses 3.during interrupt servicing. 4. during memory accesses	3	
110	Duality principle is used when SE is	1.square 2.symmetric 3.asymmetricd 4.translated	2	
111	Decimal number 9 in Gray code is	1.1111		
		2. 1101		
		1101		
		3.	2	
		1100		
		4.		
112	Vintual manageria	1110		
1112	Virtual memory is	A type of memory used in super computers     An illusion of extremely large main memory	2	
		An extremely large main memory	2	
113	How many possible outputs would a decoder have with a 6-bit binary input?	An extremely large secondary memory     1.16		
110	many possible outputs would a decoder mare want to be brainly input	2. 64	2	
		3. 128 4. 32	_	
114	What is the condition for setting the Overflow flag in status register?	Last two sum bits are different		
		Last two carrys are same     Last two sum bits are same	3	
		Last two sum bits are same     Last two carrys are different		
115	When an instruction is read from the memory, it is called	1. Memory Read cycle		
		2.		
		Fetch cycle	3	
		3. Instruction cycle		
		4.		
I		T-	1	1
L		Memory write cycle		
116	If a register containing binary data (11001100) is subjected to arithmetic shift left	Memory write cycle 1. (10011000)		
116	If a register containing binary data (11001100) is subjected to arithmetic shift left operation, then the content of the register after 'ashl' shall be	· · ·		
116		1. (10011000) 2.	1	
116		1. (10011000) 2. (11001100)	1	
116		1. (10011000) 2. (11001100) 3.	1	
116		1. (10011000) 2. (11001100) 3. (1101100) 4. (10011001) 1.	1	
	operation, then the content of the register after 'ashl' shall be	1. (10011000) 2. (11001100) 3. (1101100) 4. (10011001) 1. Zero addressing	1	
	operation, then the content of the register after 'ashl' shall be	1. (10011000) 2. (11001100) 3. (1101100) 4. (10011001) 1.		
	operation, then the content of the register after 'ashl' shall be	1. (10011000) 2. (11001100) 3. (1101100) 4. (10011001) 1. Zero addressing 2.	1	
	operation, then the content of the register after 'ashl' shall be	1. (10011000) 2. (11001100) 3. (1101100) 4. (10011001) 1. Zero addressing 2. Two-addressing		
117	operation, then the content of the register after 'ashl' shall be  A Stack-organised Computer uses instruction of	1. (10011000) 2. (11001100) 3. (1101100) 4. (10011001) 1. Zero addressing 2. Two-addressing 3. Indirect addressing 4. Index addressing		
	operation, then the content of the register after 'ashl' shall be  A Stack-organised Computer uses instruction of  Content of the program counter is added to the address part of the instruction in order to	1. (10011000) 2. (11001100) 3. (1101100) 4. (10011001) 1. Zero addressing 2. Two-addressing 3. Indirect addressing 4. Index addressing 1.		
117	operation, then the content of the register after 'ashl' shall be  A Stack-organised Computer uses instruction of	1. (10011000) 2. (11001100) 3. (1101100) 4. (10011001) 1. Zero addressing 2. Two-addressing 3. Indirect addressing 4. Index addressing 1. index addressing		
117	operation, then the content of the register after 'ashl' shall be  A Stack-organised Computer uses instruction of  Content of the program counter is added to the address part of the instruction in order to	1. (10011000) 2. (11001100) 3. (1101100) 4. (10011001) 1. Zero addressing 2. Two-addressing 3. Indirect addressing 4. Index addressing 1. index addressing mode. 2.		
117	operation, then the content of the register after 'ashl' shall be  A Stack-organised Computer uses instruction of  Content of the program counter is added to the address part of the instruction in order to	1. (10011000) 2. (11001100) 3. (1101100) 4. (10011001) 1. Zero addressing 2. Two-addressing 3. Indirect addressing 4. Index addressing 1. index addressing 1. index addressing mode. 2. register mode.	1	
117	operation, then the content of the register after 'ashl' shall be  A Stack-organised Computer uses instruction of  Content of the program counter is added to the address part of the instruction in order to	1. (10011000) 2. (11001100) 3. (1101100) 4. (10011001) 1. Zero addressing 2. Two-addressing 3. Indirect addressing 4. Index addressing 1. index addressing mode. 2.	1	

119	A registrar stores the intermediate arithmetic and logic results in it.	1.		
		Address registrar		
		2. Program counter	4	
		Index registrar		
		4. Accumulator		
120	The processor 80386/80486 and the Pentium processor uses bits address bus:	1.		
		36		
		2. 32	2	
		3.	-	
		16		
121	The number of full and half-adders required to add 16-bit numbers is	4.64		
		8 half-adders, 8 full-adders		
		2. 1 half-adders, 15 full-adders		
		3	2	
		16 half-adders, 0 full-adders		
		4. 4 half-adders, 12 full-adders		
122	Two automata are equal when	1.		
		both are under union		
		2.		
		both are under same language	2	
		3.		
		both are having equal number of states		
		4.		
123	is commonly used in wiveless I AN	both are having same number of final states  1.		
123	is commonly used in wireless LAN.	time division multiplexing		
		orthogonal frequency division multiplexing	2	
		3. space division multiplexing		
		4. long division multiplexing		
124	What is Wired Equivalent Privacy(WEP)?	1. security algorithm for ethernet		
		2. security algorithm for wireless networks	2	
		3. security algorithm for USB	-	
		4. None		
125	WiMAX stands for	1. wireless maximum communication		
		2. worldwide interoperability for microwave access		
		3. worldwide international standard for microwave access	2	
		4. none of the mentioned		
126	Which one of the following modulation scheme is supported by WiMAX?	1.		
		binary phase shift keying modulation 2.		
		quadrature phase shift keying modulation 3.	4	
		quadrature amplitude modulation 4.		
127	WiMAX MAC layer provides an interface between	all of the mentioned  1.		
		higher transport layers and physical layer 2.		
		application layer and network layer 3.	1	
		data link layer and network layer 4.		
128	In cryptography, the order of the letters in a message is rearranged by	none of the mentioned  1.		
120	and the state of the sector in a message is real ranged by	transpositional ciphers		
		z. substitution ciphers 3.	1	
		5. both (a) and (b) 4.		
40.7		none of the mentioned		
129	Cryptanalysis is used	1. to find some insecurity in a cryptographic scheme		
		2. to increase the speed	1	
		3. to encrypt the data	1	
		4. none of the mentioned		
		•		

120	Which one of the following is a sweet amount and to the following is a sweet amount of	1		
130	Which one of the following is a cryptographic protocol used to secure HTTP connection?	stream control transmission protocol (SCTP) 2.		
		z. transport layer security (TSL)	2	
		2. explicit congestion notification (ECN)		
		4. resource reservation protocol		
131	Voice privacy in GSM cellular telephone protocol is provided by	1. A5/2 cipher		
		2. b5/4 cipher	.	
		3. b5/6 cipher	1	
		4. b5/8 cipher		
132	Cryptographic hash function takes an arbitrary block of data and returns	1.		
		fixed size bit string 2.		
		variable size bit string 3.	1	
		both (a) and (b) 4.		
133	IPSec is designed to provide the security at the	None 1.		
		transport layer		
		network layer	2	
		application layer		
		session layer		
134	In tunnel mode IPsec protects the	1. entire IP packet		
		2. IP header	1	
		3. IP payload		
		4. none of the mentioned		
135	Network layer firewall works as a	1. frame filter		
		2.		
		packet filter 3.	2	
		both (a) and (b) 4.		
136	Which one of the following event is not possible in wireless LAN.	none of the mentioned  1.		
		collision detection 2.		
		Acknowledgement of data frames	1	
		multi-mode data transmission		
		4		
127		4. none of the mentioned		
137	Data Members of the base class that are marked private:	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class	4	
137	Data Members of the base class that are marked private:	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class	4	
137	Data Members of the base class that are marked private:  What is true about constant member function of a class?	none of the mentioned  1. are directly accessible in the derived class  2. are visible in the derived class  3. exist in memory when the object of the derived class is created	4	
		none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members	4	
138	What is true about constant member function of a class?	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members		
		none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members which are mutable		
138	What is true about constant member function of a class?	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 1. appears inside the definition of the derived class 2. ppears inside the definition of the derived class constructor 3. appears at the statement where the derived class object is created 4. appears in the member initialization list of the derived class constructor 1. no return type	2	
138	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 1. appears inside the definition of the derived class 2. ppears inside the definition of the derived class object is created 4. appears in the member initialization list of the derived class constructor 1. no return type 2. int 3. void	2	
138	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 5. appears inside the definition of the derived class 2. ppears inside the definition of the derived class constructor 3. appears at the statement where the derived class object is created 4. appears in the member initialization list of the derived class constructor 1. no return type 2. int 3. void 4. float 1. constant	2	
138	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class  What is the return type of the conversion operator function?	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 1. appears inside the definition of the derived class 2. ppears inside the definition of the derived class constructor 3. appears at the statement where the derived class object is created 4. appears in the member initialization list of the derived class constructor 1. no return type 2. int 3. void 4. float 1. constant 2. non static 3. dynamic	2	
138 139 140	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class  What is the return type of the conversion operator function?  All member functions are to it's class by default	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 1. appears inside the definition of the derived class 2. ppears inside the definition of the derived class object is created 4. appears in the member initialization list of the derived class constructor 1. no return type 2. int 3. void 4. float 1. constant 2. non static	2 2	
138 139 140	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class  What is the return type of the conversion operator function?	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 1. appears inside the definition of the derived class 2. ppears inside the definition of the derived class object is created 4. appears in the member initialization list of the derived class constructor 1. no return type 2. int 3. void 4. float 1. constant 2. non static 3. dynamic 4. static 1. new 2. this	2 2	
138 139 140 141	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class  What is the return type of the conversion operator function?  All member functions are to it's class by default  In C+++, dynamic memory allocation is accomplished with the operator	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 5. appears inside the definition of the derived class 6. ppears inside the definition of the derived class constructor 7. appears at the statement where the derived class object is created 8. appears in the member initialization list of the derived class constructor 9. no return type 9. int 1. constant 1. constant 1. constant 2. non static 3. dynamic 4. static 1. new 2. this 3. malloc 4. delete	2 2 1	
138 139 140	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class  What is the return type of the conversion operator function?  All member functions are to it's class by default	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 1. appears inside the definition of the derived class 2. ppears inside the definition of the derived class constructor 3. appears at the statement where the derived class object is created 4. appears in the member initialization list of the derived class constructor 1. no return type 2. int 3. void 4. float 1. constant 2. non static 3. dynamic 4. static 1. new 2. this 3. malloc 4. delete 1. private 2. protected	2 2 1	
138 139 140 141	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class  What is the return type of the conversion operator function?  All member functions are to it's class by default  In C+++, dynamic memory allocation is accomplished with the operator	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 1. appears inside the definition of the derived class 2. pepars inside the definition of the derived class object is created 4. appears in the member initialization list of the derived class constructor 1. no return type 2. int 3. void 4. float 1. constant 2. non static 3. dynamic 4. static 1. new 2. this 3. malloc 4. delete 1. private	2 2 1 4 1	
138 139 140 141	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class  What is the return type of the conversion operator function?  All member functions are to it's class by default  In C+++, dynamic memory allocation is accomplished with the operator	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 5. appears inside the definition of the derived class 6. ppears inside the definition of the derived class constructor 7. appears at the statement where the derived class object is created 8. appears in the member initialization list of the derived class constructor 9. no return type 9. int 1. constant 1. constant 1. constant 2. non static 3. dynamic 4. static 1. new 2. this 3. malloc 4. delete 1. private 2. protected 3. public	2 1 4 1 1	
138 139 140 141 142	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class  What is the return type of the conversion operator function?  All member functions are to it's class by default  In C++, dynamic memory allocation is accomplished with the operator  The members of a class in c++ by default, are	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 1. appears inside the definition of the derived class 2. ppears inside the definition of the derived class object is created 4. appears inside the definition of the derived class object is created 4. appears in the member initialization list of the derived class constructor 1. no return type 2. int 3. void 4. float 1. constant 2. non static 3. dynamic 4. static 1. new 2. this 3. malloc 4. delete 1. private 2. protected 3. public 4. mandatory to specify 1. Copy Constructor 2. Friend Constructor 3. Default Constructor	2 2 1 4 1	
138 139 140 141 142 143	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class  What is the return type of the conversion operator function?  All member functions are to it's class by default  In C++, dynamic memory allocation is accomplished with the operator  The members of a class in c++ by default, are	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 5. appears inside the definition of the derived class 7. appears inside the definition of the derived class constructor 8. appears at the statement where the derived class object is created 9. appears in the member initialization list of the derived class constructor 1. no return type 2. int 3. void 9. float 1. constant 2. non static 3. dynamic 9. static 1. new 2. this 3. malloc 9. delete 1. private 2. protected 3. public 9. mandatory to specify 1. Copy Constructor 2. Friend Constructor 3. Default Constructor 4. Parametrized Constructor 5. Raticular and the derived class object is created 6. Parametrized Constructor 7. K(class X* arg)	2 1 4 1 1	
138 139 140 141 142 143	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class  What is the return type of the conversion operator function?  All member functions are to it's class by default  In C++, dynamic memory allocation is accomplished with the operator  The members of a class in c++ by default, are  Which of the following is not a type of constructor?	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 1. appears inside the definition of the derived class 2. ppears inside the definition of the derived class object is created 4. appears inside the definition of the derived class object is created 4. appears in the member initialization list of the derived class constructor 1. no return type 2. int 3. void 4. float 1. constant 2. non static 3. dynamic 4. static 1. new 2. this 3. malloc 4. delete 1. private 2. protected 3. public 4. mandatory to specify 1. Copy Constructor 2. Friend Constructor 3. Default Constructor 4. Parametrized Constructor 4. Parametrized Constructor 1. X(class X* arg) 2. X(X* arg) 3. X(X* arg)	2 1 4 1 1	
138 139 140 141 142 143	What is true about constant member function of a class?  The call to the parameterized constructor of base class in the derived class  What is the return type of the conversion operator function?  All member functions are to it's class by default  In C++, dynamic memory allocation is accomplished with the operator  The members of a class in c++ by default, are  Which of the following is not a type of constructor?  If X is the name of the class, what is the correct way to declare copy constructor of X?	none of the mentioned  1. are directly accessible in the derived class 2. are visible in the derived class 3. exist in memory when the object of the derived class is created the derived class 4. does exist in memory when the object of the derived class is created 1. cannot access any of its class data members 2. cannot modify values of its class data members 3. cannot modify values of its class data members 4. can modify values of its class data members 1. appears inside the definition of the derived class 2. ppears inside the definition of the derived class constructor 3. appears at the statement where the derived class object is created 4. appears in the member initialization list of the derived class constructor 1. no return type 2. int 3. void 4. float 1. constant 2. non static 3. dynamic 4. static 1. new 2. this 3. malloc 4. delete 1. private 2. protected 3. public 4. mandatory to specify 1. Copy Constructor 2. Friend Constructor 3. Default Constructor 4. Parametrized Constructor 1. X(class X* arg) 2. X(X* arg) 3. X(X* arg) 4. X(X arg)	2 2 1 4 1 1 2 2	
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150	THE DATA TYPE IS ALL ABOUT	1.NAME VALUE ADDRESS 2.BITS BYTES WORD 3.SIZE LIMITS	4	
		RESTRICTIONS 4.TYPE SIZE RANGE	-	
151	Multiple variable declaration of same data type can be avoided by?	1.array 2.identifiers 3.functions 4.Pointer	1	
152	String length is found by the condition	1.str[i]!=NULL 2.str[i]!=sizeof(str) 3.str[i]>='\0' 4.str[i]!='\0'	4	
153	Specify the 2 library functions to dynamically allocate memory?	1.alloc() and memalloc() 2.malloc() and calloc() 3.memalloc() and faralloc() 4. malloc() and memalloc()	2	
154	What keyword covers unhandled possibilities?	1.other 2.default 3.contingency 4.all	2	
155	WHICH OF THE BELOW IS CALLED CLASSLESS ADDRESS?	1. 191.168.1.1/24		
		2. 191.168.1.1/16	2	
		3. 191.168.1.1/8	-	
		4. 191.168.1.1/4		
156	WE RECEIVED "404 – PAGE NOT FOUND" MESSAGE, WHEN WE BROWSE THE WEB PAGE. WHICH PROTOCOL PROVIDES THIS MESSAGE?	1. IGP		
		2. EGP	4	
		3. SNMP	4	
157	aloce of inta-fulchis what will happen?	4. ICMP		
157	class n{ int a=0;}obj; what will happen?	1. nothing 2. initializes the data member with 0	2	
		3. error	3	
150	Identify the invalid statement from the follows:	4. initializes the object with 0		
158	Identify the invalid statement from the following	1. for (; ; ) 2. if (1)	2	
		3. break(0) 4. while(false)	3	
159	A variable P is called pointer if	1.P contains the address of an element in DATA 2.P contain the DATA and the address of DATA 3.P can store only memory addresses 4.P points to the address of first element in DATA	1	
160	SELECT THE HIGHEST PRIORITY OPERATOR	1.&& 2., 3.?: 4.++	4	
161	Which of the following function sets first n characters of a string to a given character?	1.strset() 2.strnset() 3.strinit() 4.strcset()	2	
162	The library function used to find the last occurrence of a character in a string is	1.strnstr() 2.laststr() 3.strrchr() 4.strstr()	3	
163	Which one of the following is a requirement that fits in a developer's module ?	1. Availability 2.		
		Testability	2	
		3.	2	
		Usability 4.		
		Flexibility		
164	Consider the following function double f(double x) {	1.1.723 2.1.732 3.0.732 4.1.733		
	if (abs(x*x - 3) < 0.01) return x; else return f(x/2 + 1.5/x); }		2	
165	Give a value q (to 2 decimals) such that f(q) will return q:  Which header file should be included to use functions like malloc() and calloc()?	1.string.h 2.dos.h 3.memory.h 4.stdlib.h	4	
166	Consider the following C declaration	1.10 bytes 2.18 bytes 3.22 bytes 4.14 bytes	4	
100	struct { short s [5] union {	1.10 Oylo 2.10 Oylo 3.22 Oylo 4.14 Oylo		
	float y; long z; }u;		2	
	} t; Assume that objects of the type short, float and long occupy 2 bytes, 4 bytes and 8 bytes, respectively. The memory requirement for variable t, ignoring alignment considerations, is			
167	tonsucrations, is If a class C is derived from class B, which is derived from class A, all through public inheritance, then a class C member function can access	1. protected and public data only in C and B 2. protected and public data only in C. 3. private data in A and B. 4. protected data in A and B.	4	
168	class n{ int a;}; how much memory the compiler allocates for this class	1.0 2.2 3.depends on compiler 4.4	4	
169	The two statements that can be used to change the flow of control are	1.switch and do-while 2.if and while 3.if and switch 4.break and continue	3	
	If p and q are assigned the values 2 and 3 respectively then the statement P = q++	1 assigns a value 5 to p 2 assigns a value 3 to p 3 gives an error message 4 assigns a value 4 to p	2	
171 172	Creating additional function similar to template function is called  A parameterized constructor with all arguments initialized is same as	1.implicit specialization 2.explicit specialization 3.abstraction 4.template overriding 1.default constructor 2.parameterized constructor 3.overriding 4.overloading	1	
173	A parameterized constructor with an arguments infinanzed is same as  Compile time polymorphism is	1. function overloading 2. template 3. function overriding 4. abstraction	1	
174	Which of the following correctly describes C++ language?	1.Statically typed language 2.Dynamically typed language 3.Both Statically and	4	
175	Routine is not loaded until it is called. All routines are kept on disk in a relocatable load format. The main program is loaded into memory & is executed. This type of loading is	dynamically typed language 4. Type-less language 1. Static loading 2. Dynamic loading 3. Dynamic linking 4. Overlays	3	
176	calledA static data member is given a value	1. Within the class definition 2. Outside the class definition 3. When the program is exeuted 4. Never	2	
177	which of the following is an incorrect definition inside a class?	Executed 4.Never1  1.void * operator new(size_t size) { } 2.void * operator new () { } 3.void operator delete(void * ptr) { } 4.int operator ++() { }	4	
178	The stream insertion operator should be overloaded as	1.friend functions 2.member function 3.non member functions 4.static functions	4	
179	Data Members of the base class that are marked private:	1.does exist in memory when the object of the derived class is created 2.exist in memory when the object of the derived class is created the derived class 3.are visible in the derived class 4.are directly accessible in the derived class 5.are visible in the derived class 4.are directly accessible in the derived class 5.are visible in the derived class 5.are visible in the derived class 5.are visible in the derived class 6.are visible visibl	1	
180	The call to the parameterized constructor of base class in the derived class	1.ppears inside the definition of the derived class constructor 2.appears in the member initialization list of the derived class constructor 3.appears inside the definition of the derived class 4.appears at the statement where the derived class object is created	1	
181	Which of the following statements is NOT valid about operator overloading?	1.Overloaded operator must have at least one operand of its class type. 2.Only existing operators can be overloaded. 3.The overloaded operators follow the syntax rules of the original operator. 4.The arity of the operator can be changed	4	

182	Which of the following statements are true in c++?	1.Class members are public by default. 2.Structures can not have functions as members. 3.Classes can not have data as public members. 4.Structures can have	1	
183	Which of these is incorrect ?	functions  1.		
100	The state of the s	Software engineering belongs to Computer science		
		Software engineering is a part of more general form of System Engineering	3	
		Computer science belongs to Software engineering		
		Software engineering is concerned with the practicalities of developing and delivering useful software		
184	The Incremental Model is a result of combination of elements of which two models?	1.		
		Build & FIX Model & Waterfall Model 2. Linear Model & RAD Model		
		3.	3	
		Linear Model & Prototyping Model 4.		
185	Which one of the following models is not suitable for accommodating any change?	Waterfall Model & RAD Model  1.		
		Build & Fix Model 2.		
		Prototyping Model 3.	4	
		RAD model 4.		
186	Which model can be selected if user is involved in all the phases of SDLC?	Waterfall Model		
		Waterfall Model 2.		
		Prototyping Model 3.	3	
		RAD Model 4.		
		Prototyping Model and RAD model		
187	Which is one of the most important stakeholder from the following?	1. Entry level personnel		
		2. Middle level stakeholder	4	
		3. Managers	,	
		4. Users of the software		
188	Which of these does not belong to the basic principles of good product design?	1. Adequacy		
		2. Feasibility		
		3. Portability	4	
		4. Economy		
189	The project planner examines the statement of scope and extracts all important software functions which is known as	1. Association		
	functions which is known as	Association 2.    Decomposition		
		3. Planning process	3	
		4. ALL		
190	66.6% risk is considered as	1.		
		very low 2.		
		low 3.	4	
		moderate 4.		
191	Risk management is one of the most important jobs for a	high 1.		
	,	Client 2.		
		Investor 3.	4	
		Production team 4.		
102	While fall fall is a second of the second of	Project manager		
192	Which of the following term is best defined by the statement: "The underlying technology on which the system is built is superseded by new technology."?	1. Technology change		
		2. Product competition	1	
		3. Requirements change		
		4. None		
193	What assess the risk and your plans for risk mitigation and revise these when you learn more about the risk?	1. Risk monitoring		
		2. Risk planning	1	
		3. Risk analysis	*	
		4. Risk identification		
194	Which of the following risks are derived from the organizational environment where the software is being developed?	1. People risks		
	accorption	2. Technology risks		
		3. Estimation risks	4	
		4. Organizational risks		
		Organizational floxo		

195	Which of the following risks are derived from the software or hardware technologies that are used to develop the system?	1. Managerial risks		
		2. Technology risks	2	
		3. Estimation risks	2	
		4. Organizational risks		
196	Which of the following term is best defined by the statement: "Derive traceability information to maximize information hiding in the design."?	1. Underestimated development time		
	information to maximize information inding in the design.	2.		
		Organizational restructuring 3.	3	
		Requirements changes 4.		
197	What is the maximum number of reduce moves that can be taken by a bottom-up parser	None 1. n/2		
	for a	2. n-1 3. 2n-1	2	
		4. 2^n		
198	Which one of the following is a top-down parser?	1. An LR(k) parser. 2. An LALR(k) parser		
		Operator precedence parser.     Recursive descent parser.	4	
199	Which of the following derivations does a top-down parser use while parsing an input	1. Leftmost derivation		
	string? The input is assumed to be scanned in left to right order.	Leftmost derivation traced out in reverse     Rightmost derivation	1	
200	ALIAID(I)	Rightmost derivation traced out in reverse     The LR(1) parser for G has S-R conflicts.		
200	An LALR(1) parser for a grammar G can have shift-reduce (S-R) conflicts if and only if	2. The LR(0) parser for G has S-R conflicts.	1	
		The LALR(1) parser for G has reduce-reduce conflicts     The SLR(1) parser for G has S-R conflicts.		
201	Multiplication of a positive integer by a power of two can be replaced by left shift, which	Useless Code     Strength Reduction		
	executes faster on most machines. This is an example of	3. Induction Variable	2	
202	When we concatenate two languages L1 and L2 recognized by machine M1 and M2 we	4. Loop unwinding 1. M1 OR M2		
	obtain a machine with final state same as that of	2. M1 AND M2 3. M2	2	
		4. M1		
203	The number of states in a machine M recognizing L1UL2 will be where n is the number of states in M1 and m is the number of states in M2.	1. m-n		
		2.		
		m+n	2	
		3. m+n+1		
204	If there is a complete DFA M1 recognizing a language L1 and has m states out of which	4. n-m 1.		
	two are final states then the machine M recognizing L1 complement will have final states.	m+2		
		2. m		
		3.	1	
		m-2		
		4. 2		
205	If M1 machine recognizing L with n states, then M2 recognizing L* constructed Using Thompson construction will have states.	1. n+2		
	·	2.		
		n+1	2	
		3.		
		n		
206	which of the following intermediate language can be used in intermediate code generation?	4. n-1 1. Quadraples		
	gg	2. Postfix notation and Three address code 3. Triples	1, 3, 2	
		Infix notation and two address code		
207	A finite automata that will accept only string X of length n will have many states	1. n		
		2. n/2 3. n+1	3	
200	If a language is denoted by a regular average.	4. infinite		
208	If a language is denoted by a regular expression $L = (x)^{\star}(x yx)$ ,	1. yx		
	then which of the following is not a legal string within L ?	2. xyx	4	
		3. x		
		4. x y x y x		
209	Number of final state require to accept Φ(phi) in minimal finite automata.	1.		
		4 2. 3		
		3.	4	
		1 4.		
210		0		
210	is used to check whether the language is not regular.	1. Pumping Lemma		
		2. RE		
		3. MN Theorem	1	
		4.		
		Pigeon hole principle		

	lwas as an a second pro	I.	1	
211	Which of the following statements is/are FALSE? (1) For every non-deterministic Turing machine, there exists an equivalent deterministic	1. 1 and 4 only		
	Turing machine. (2) Turing recognizable languages are closed under union and complementation.	2. 1 and 3 only		
	(3) Turing decidable languages are closed under intersection and complementation	3.	3	
	(4) Turing recognizable languages are closed under union and intersection.	2 only 4.		
		3 only		
212	Which of the following statement is true?	1.NFA is more powerful than DFA		
		2 DEA is more necessification NEA		
		2.DFA is more powerful than NFA	3	
		3		
		NFA and DFA have equal power		
213	A language is represented by a regular expression (a)*(a+ba). Which of the following	4.None		
	string does not belong to the regular set represented by the above expression.	aaa 2.		
		aba	3	
		3. ababa		
		4. aa		
214	The lexical analysis for a modern language such as Java needs the power of which one of	1.		
	the following machine models in a necessary and sufficient sense?	Deterministic pushdown automata 2.		
		Finite state automata	2	
		3. Non-deterministic pushdown automata	-	
		4.		
215	A minimum state DFA accepting the language L={w/w belongs {0,1}*} number of 0s and 1s	Turing machine 1.		
	in w are divisible by 3 and 5, respectively} has	15 states 2		
		7 states	1	
		3. 9 states		
		4.		
216	Which of the following regular expression denotes a language comprising of all possible	8 states		
	strings over $\Sigma = \{a,b\}$ of length n where n is a multiple of 3?	(a+b+aa+bb+aba+bba)* 2.		
		(aaa+bbb)*	3	
		3. ((a+b) (a+b) (a+b))*		
		4. (aaa+ab+a)+(bbb+bb+a)		
217	What is the minimum number of states needed to a DFA over $\Sigma$ = (a, b) which accept those	1.		
	words from $\Sigma$ such that the number of a is even and the number of b is divisible by three.	2 states 2.		
		4 states	3	
		3. 6 states		
		4. 5 states		
218	Which of the following strategies means that the impact of the risk will be reduced?	1.		
		Avoidance strategies		
		Minimization strategies	2	
		3. Contingency plans	_	
		4. ALL		
219	Which of the following term is best defined by the statement: "There will be a change of	1.		
	organizational management with different priorities."?	Staff turnover		
		Technology change	3	
		3. Management change		
		4. Product competition		
220	Which of the following are decidable?	1.		
	I. Whether the intersection of two regular languages is infinite II. Whether a given context-free language is regular	I and II 2.		
	III. Whether two push-down automata accept the same language	I and IV	2	
	IV. Whether a given grammar is context-free	3. II and III		
		4. I and III		
221	Which of the following problems is undecidable?	1.		
		Membership problem for CFGs 2.		
		Ambiguity problem for CFGs.	2	
		5. Finiteness problem for FSAs		
		4. Equivalence problem for FSAs.		
222	Which of the following problems is undecidable?	1.		
		Deciding if a given context-free grammar is ambiguous. 2.		
		Deciding if a given string is generated by a given context-free grammar	1	
		3. Deciding if the language generated by a given context-free grammar is empty		
		Deciding if the language generated by a given context-free grammar is finite.		
223	S -> aSa bSb a b; The language generated by the above grammar over the alphabet {a,b} is	1.		
	the set of	All palindromes 2.		
		All odd length palindromes.	2	
		3. Strings that begin and end with the same symbol		
		4. All even length palindromes		
	1	L e. engar parmaronnes		

22.4	Which discontant involves and discontinuity of the control of the	1 True level discotors of material		
224	Which directory implementation is used in most Operating System?	Two level directory structure     Acyclic directory structure     Single level directory structure     Tree directory structure	4	
225	Which one of the following languages over the alphabet {0,1} is described by the regular	1.		
	expression: (0+1)*0(0+1)*0(0+1)*?	The set of all strings containing the substring 00.		
		The set of all strings containing at most two 0's.  3.	3	
		The set of all strings containing at least two 0's. 4.		
226	Which of the following scheduling algorithm comes under preemptive scheduling?	The set of all strings that begin and end with either 0 or 1.  1. FCFS		
220	which of the following seneduling algorithm comes under preemptive seneduling.	2. Round Robin 3. Multilevel Queue Scheduling	2	
		4. Largest Job First		
227	External Fragmentation of the file system	can be avoided by paging     cocurs only if the file system is used improperly	4	
		3. can be removed by compaction 4.can be avoided by Segmentation	-	
228	For purposes of behavior modeling a state is any	1. consumer or producer of data.		
		2.		
		data object hierarchy. 3.	3	
		observable mode of behavior.	3	
		4.		
229	Which of the following is a dynamic model that shows how the system interacts with its	well defined process.		
229	environment as it is used?	system context model		
		2. interaction model	2	
		5. environmental model		
		4. both system context and interaction		
230	Which of the following is golden rule for interface design?	1. Place the user in control		
		2. Reduce the user's memory load	4	
		3. Make the interface consistent	4	
		4. ALL		
231	In a compiler, keywords of a language are recognized during	1. parsing of the program		
		2. the code generation		
		3. the lexical analysis of the program	3	
		4. dataflow analysis		
232	Match all items in Group 1 with correct options from those given in Group 2.	1.		
	Group 1 Group 2 P. Regular expression 1. Syntax analysis	P-4. Q-1, R-2, S-3 2.		
	Q. Pushdown automata 2. Code generation R. Dataflow analysis 3. Lexical analysis	P-3, Q-1, R-4, S-2 3.	2	
	S. Register allocation 4. Code optimization	P-3, Q-4, R-1, S-2 4.		
233	Consider the following code segment.	P-2, Q-1, R-4, S-3 1.		
	x = u - t; y = x * v;			
	y = y + w; y = t - z;	6 2. 8 3. 9	4	
	y = x * y; The minimum number of total variables required to convert the above code segment to	9		
234	static single assignment form is  Consider the intermediate code given below:	10		
234	Consider the intermediate code given below: 1. i = 1 2. j = 1	1. 5 and 7 2.		
	3. t1 = 5 * i	6 and 7		
	4. t2 = t1 + j 5. t3 = 4 * t2	3. 5 and 2		
	6. t4 = t3 7. a[t4] = -1	4. 7 and 8	2	
	8. j = j + 1 9. if j <= 5 goto(3)			
	10. i = i + 1 11. if i < 5 goto(2)			
	The number of nodes and edges in the control-flow-graph constructed for the above code, respectively, are			
235	Which of the following is the worst type of module coupling?	1. Control Coupling		
		2. Stamp Coupling		
		3. External Coupling	3	
		4. Content Coupling		
236	Which of the following is the best type of module cohesion?	1.		
		Functional Cohesion 2.		
		Temporal Cohesion 3.	3	
		Functional Cohesion 4.		
		Sequential Cohesion		

			ı	
237	Some code optimizations are carried out on the intermediate code because	1. they enhance the portability of the compiler to other target processors		
		program analysis is more accurate on intermediate code than on machine code	1	
		3. the information from dataflow analysis cannot otherwise be used for optimization	1	
		4. the information from the front end cannot otherwise be used for optimization		
238	Which one of the following is FALSE?	1.		
		A basic block is a sequence of instructions where control enters the sequence at the beginning and exits at the end.		
		2. Available expression analysis can be used for common subexpression elimination.	4	
		3. Live variable analysis can be used for dead code elimination.		
		4. $x = 4 * 5 \Rightarrow x = 20$ is an example of common subexpression elimination.		
239	One of the purposes of using intermediate code in compilers is to	1. make parsing and semantic analysis simpler		
		2. improve error recovery and error reporting		
		3.	3	
		increase the chances of reusing the machine-independent code optimizer in other compilers.  4.		
2.10		improve the register allocation.		
240	A ring counter is same as. A shift register can be used for.	1.up-down counter 2.parallel adder 3.shift register 4.ALU 1.Digital delay line 2.Serial to parallel conversion 3.All of these 4.Parallel to serial	3	
242	A synchronous sequential circuit is made up of.	conversion  1.combinational gates 2.flip-flops 3.both flip-flops and latches 4.both combinational	4	
243		gates and flip-flops  1.	4	
243	Count function in SQL returns the number of	1. values 2.		
		distinct values 3.	1	
		groups 4.		
		columns		
244	In what type of coupling, the complete data structure is passed from one module to another?	1.Control Coupling		
		2.Stamp Coupling	2	
		3.External Coupling	2	
		4.Content Coupling		
245	If all tasks must be executed in the same time-span, what type of cohesion is being	1.		
	exhibited?	Functional Cohesion 2.		
		Temporal Cohesion 3.	2	
		Functional Cohesion 4. Sequential Cohesion		
246	Which of the following pattern is the basis of interaction management in many web-based	1.		
	systems?	architecture 2.		
		repository pattern 3.	3	
		model-view-controller 4.		
247	Data Stan Sandal in DED	different operating system		
247	Data Store Symbol in DFD represents a	1. Physical file		
		2. Data Structure	2	
		3. Logical file	[	
L		4. ALL	L	L
248	How many diagrams are here in Unified Modelling Language?	1. six		
		2.		
		seven 3.	4	
		eight 4.		
249	Which of the following is not considered as a risk in project management?	nine 1.		
	P. Joe management	Specification delays 2.		
		Product competition 3.	4	
		Testing		
		4. Staff turnover		
250	Interaction Diagram is a combined term for	1. Sequence Diagram + Collaboration Diagram		
		2. Activity Diagram + State Chart Diagram	1	
		3. Deployment Diagram + Collaboration Diagram	1	
		4.		
		None		

271	William Calmeter to an a CO to the Control of the C	1		
251	Which of the following is not a SQA plan for a project?	1. evaluations to be performed		
		2. amount of technical work	2	
		3. audits and reviews to be performed		
		4. documents to be produced by the SQA group		
252	Which of the following process is concerned with analyzing the costs and benefits of proposed changes?	1. Change management		
		2. Version management	1	
		3. System building	1	
		4. Release management		
253	Which of the following term is best defined by the statement "The creation of a new codeline from a version in an existing codeline"?	1. Branching		
	CONCINCTION A VERSION III AN CAISUNG COUCHING :	Braiding 2. Merging		
		Metging 3. Codeline	1	
		Codeline 4. Mainline		
254	Which of the following is a project scheduling method that can be applied to software	1.		
	development?	PERT 2.		
		CPM 3.	4	
		CMM 4.		
255	Which granularity level of testing checks the behavior of module cooperation?	both PERT and CPM 1.		
233	THE BY ARMAINS REVELOT RESUME CHECKS THE DEHAVIOR OF MOUNIC COOPERSHORE.	Unit Testing 2.		
		Integration Testing	2	
		3. Acceptance Testing		
		4. Regression Testing		
256	Which of the following is a black box testing strategy?	1. All Statements Coverage		
		2. Control Structure Coverage	3	
		3. Cause-Effect Graphs	3	
		4. ALL		
257	One of the fault base testing techniques is	1. unit testing.		
		2. beta testing.		
		beat resting. 3. Stress testing.	4	
		Suess testing. 4. mutation testing.		
258	Changes made to an information system to add the desired but not necessarily the	1.		
	required features is called	Preventative maintenance. 2.		
		Adaptive maintenance. 3.	4	
		Corrective maintenance. 4.		
259	If every requirement stated in the Software Requirement Specification (SRS) has only one	Perfective maintenance.  1.		
	interpretation, SRS is said to be	correct.		
		unambiguous.	2	
		consistent.		
260		verifiable.		
260	The importance of software design can be summarized in a single word	1. accuracy		
		2. complexity		
		3.	3	
		efficiency		
		4.		
		quality		
261	Polymorphism reduces the effort required to extend an object system by	Coupling objects together more tightly		
		2.		
		enabling a number of different operations to share the same name.		
		3.	4	
		making objects more dependent on one another		
		4.		
		removing the barriers imposed by encapsulation.		

0.00				
262	A fault simulation testing technique is	1. Mutation testing		
		2. Stress testing		
		3. Black box testing	1	
		4.		
263	SRS is also known as specification of	White box testing  1.		
	•	White box testing 2.		
		Stress testing	4	
		Integrated testing		
		4. Black box testing		
264	A COCOMO model is	Common Cost Estimation Model.		
		2.		
		Constructive Cost Estimation Model. 3.	2	
		Complete Cost Estimation Model. 4.		
265	In the spiral model 'risk analysis' is performed	Comprehensive Cost Estimation Model.		
203	in the spiral model. Tisk analysis is performed	In the first loop		
		2. in the first and second loop	3	
		3. In every loop	-	
		4. before using spiral model		
266	Thresholding function in contrast stretching creates	1.binary image 2.high quality image 3.low quality image 4.enhanced image	1	
267	For a well understood data processing application it is best to use	1. The waterfall model		
		2. prototyping model		
		3. the evolutionary model	1	
		4.		
268	Modifying the software to match changes in the ever changing environment is called	the spiral model  1.		
		adaptive maintenance 2.		
		corrective maintenance	1	
		perfective maintenance 4		
		preventive maintenance		
	Which statement is true.	Standard form must consists of minterms 2.All standard form are canonical forms		
269	Which statement is true:	3. Canonical form can consist of a term with a literal missing 4. All canonical form are	1	
		$3.\mbox{Canonical}$ form can consist of a term with a literal missing $4.\mbox{All}$ canonical form are standard form	1	
270	A binary code that progresses such that only one bit changes between two successive codes is:	3.Canonical form can consist of a term with a literal missing 4.All canonical form are standard form  1.Gray code 2.excess-3 code 3.8421 code 4.nine's-complement code	1	
	A binary code that progresses such that only one bit changes between two successive codes	$3.\mbox{Canonical}$ form can consist of a term with a literal missing $4.\mbox{All}$ canonical form are standard form	1	
270	A binary code that progresses such that only one bit changes between two successive codes is:  Identify the proper data direction and modes of operation of the 8255 ports if the control word written into it is 9BH.  Which of the following command words need to be programmed to operate a single PIC in	3.Canonical form can consist of a term with a literal missing 4.All canonical form are standard form  1.Gray code 2.excess-3 code 3.8421 code 4.nine's-complement code	1	
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Section   Sect					
No. 9, Co. 16	278	Consider the following two sets of LR(1) items of an LR(1) grammar.	1. Lonly		
No. of the following continuous related to marging of the new vers in the corresponding of the continuous and the continuous and the following continuous related to marging of the continuous and the co		X -> .cX, c/d	2.		
No. 4, 5   Section of the control of the transition of the corresponding to the control of the					
Which of the following externants related on morphing of the new sols in the corresponding   1,2,3,6			1 and 4 only	4	
1. Case the mercy time be look under different.		Which of the following statements related to merging of the two sets in the corresponding	1,2,3,4	•	
2. Caused the regular will result in St. Centific.  4. Caused the regular date page in a cell littled in two different sixts.  5. Caused the regular date page in a cell littled in two different sixts.  6. Caused the regular case and the sixts of the following dates means or FRACE:  7. Which of the following dates are are cell regular to the sixts of the following dates are as a few following or the sixts of the following dates are as a few following dates are the second of the following dates are becaused in the following dates are the second of the following dates are becaused in the following dates are the second of the following dates are the following dates are the second of the following dates are the following dates ar					
A. Canader be increased since a point on critillized to two different steet.		2. Can be merged but will result in S-R conflict.			
L. The created practice player-than for some programming languages.  L. A. Aprogramming languages with intervention can be implemented with stack stronge allocation.  L. A. Aprogramming control of the implemented with stack stronge allocation.  P. C. Cack improving transformation can be evaluated in The framework and the implemented of the implemented of the implemented of the implemented of the implementation of t					
whose completities are is extend (10,0). If A programming interpretation of the production of the prod	279		E.		
with earlier tenerge efficiency in an observation of the formework.  When a filter distincting flower there are handle (as septimated in the formework in the content of th		whose complexities are less than O(n3).	2.		
U. No. Lattriburis definition can be evaluated in The framework   Unique processing of the processin				2	
U. C. does impriving transformations can be performed at both source language and international code in the language and international whose production in the next one of the next of the language and international code in the language and international code in the code of the decision in a future speak one with a particle in the production in the code of the decision in the code of the decision in the next one of the production may be used for reduction in the next one of the production may be used for reduction in the next one of the production may be used for reduction in the next one of the production may be used for reduction in the next one of the production may be used for reduction in the next one of the production may be used for reduction in the next one of the production may be used for reduction in the next one of the production may be used for reduction in the next one of the production may be used for reduction in the next one of the production may be used for reduction in the next one of the production may be used for reduction on the next one of the production may be used for reduction where the right hand side of the production may be used for reduction on the next one of the production may be used for reduction on the next one of the production may be used for reduction on the next one of the production may be used for reduction on the next one of the production of		III. No L-attributed definition can be evaluated in The framework			
Which of the following describes a hundle (as applicable to LR parsing) appropriately:		IV. Code improving transformations can be performed at both source			
Bit in the potential makes the seast shift or relace appealment will excess the season of the season of the production will be used for reduction in the new stage flow used in reduction in the season of the sea	200		1		
2   1   1   2   2   2   2   2   2   2	200	which of the following describes a namule (as applicable to Ex-parsing) appropriately.	It is the position in a sentential form where the next shift or reduce operation will		
The grammar A = AA   (A)   c is not suitable for predictive-parsing because the grammar in the contential from where the sext this route operation will be used for reduction in the near step along with a position of the contential from where the sext this route operation will be used for reduction in the near step along with a food of the production may be found and of the production may be for the contential from where the right into date of the production may be found and and an arrangement of states in SLR(1), LR(1) and LALR(1) parsers for the grammar and and an arrendoming relationship holds good at a language parameter rules studied the requirements of an operatur grammar?    A   P   Q   R   C   C   C   C   C   C   C   C   C					
in the constraint from where the set with or reduce opportunit will count in the notestical form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential form where the right hand side of the production may be found in the sentential found in the sente			It is non-terminal whose production will be used for reduction in the next step		
A to the production p that will be used for reduction in the sect step along with a line production plan will be used for reduction may be reducted in the production may be reducted by the production of the production may be reducted by the production of the production may be reducted by the production of the production may be reducted by the production of the production may be reducted by the production of the production of the production may be reducted by the production of				4	
Programmar A					
Section   Sect					
Consider the grammar   Consider the Consideration   Considerat			found		
Consider the grammar   Complete Contract   Cont	281	The grammar $A \to AA \mid (A) \mid \epsilon$ is not suitable for predictive-parsing because the grammar is			
Consider the grammar   and not personner   and not personner   and not personner   and not respectively. The following relationship holds good   and not respectively. The following grammar relationship holds good   and not respectively. The following grammar relationship holds good   and not respectively. The following grammar relationship holds good   and not respectively. The following grammar relationship holds good   and not relations			2.		
Consider the grammar   Interpretation of the parameter of tastes in SLR(1), LR(1) and LALR(1) parsers for the grammar bent, at 2 and a3 respectively. The following relationship holds good   Interpretation of the following grammar rules violate the requirements of an operator grammar?   Interpretation of the following grammar rules violate the requirements of an operator grammar?   Interpretation of the following grammar rules violate the requirements of an operator grammar?   Interpretation of the following grammar rules violate the requirements of an operator grammar?   Interpretation of the following grammar rules violate the requirements of an operator grammar?   Interpretation of the following grammar rules violate the requirements of an operator grammar?   Interpretation of the following grammar rules violate the requirements of an operator grammar?   Interpretation of the following grammar rules violate the requirements of an operator grammar?   Interpretation of the following grammar rules violate the requirements of an operator grammar?   Interpretation of the parameter of the following grammar rules violate the requirements of the state of the following grammar rules violate the requirements of the state of the following grammar rules violate the requirements of the grammar with the following grammar rules violate the requirements of the grammar with the following grammar rules violate the requirements of the grammar shows the following grammar rules violated and the parameter of the parameter for the expression; 2 states the state of the parameter of the expression; 2 states the states the parameter of the parameter for the expression; 2 states the parameter of the parameter of the parameter for the expression; 2 states the parameter of the expression; 2 states the parameter of the			3.	2	
Section   Sect			right-recursive		
S = (S)   a			an operator-grammar		
Let the number of states in SLR(I), LR(I) and LALR(I) parsers for the grammar be at, at 2 and 3 respectively. The following relationship holds good    State			**		
Section   Sect		Let the number of states in SLR(1), LR(1) and LALR(1) parsers for the grammar be n1,	2.		
A   12   12   12   13   13   13   12   12		n2 and n3 respectively. The following relationship holds good		2	
288   Which of the following grammar rules violate the requirements of an operator grammar?   1.   and 3 only   1.   P - Q R   3.   P - C   4.   2.   and 3 only   4.   2.   and 4 only   2.   and 3 only   4.   2.   and 4 only   2.   and 3 only   4.   2.   and 4 only   2.   and 3 only   4.   2.   and 4 only   2.   and 3 only   4.   2.   and 4 only   2.   and 3 only   4.   2.   and 4 only   2.   and 3 only   4.   2.   and 4 only   2.   and 3 only   4.   2.   and 4 only   2.   and 5 only   4.   a					
P. Q. R. are monterminals, and r. s. t are terminals.   1 and 3 only   2   1 only   2   1 only   2   1 only   2   2   1 only   2   2   1 only   2   2   1 only   2   2   2   1 only   2   2   2   2   2   2   2   2   2			n1>n2>n3		
2.P.—Q s R 3.P.—c Q s R 4.P.—Q t R r 4.P.—Q			1. 1 and 3 only		
3.					
4. (2.3 and 4 only   1.2.3 and 4		3. P $\rightarrow \varepsilon$	3.	1	
284 Cansider the grammar with the following translation rules and E as the start symbol.    E = P   14   E   24   14   E   24   18   18   22     T   E   24   14   E   24   18   24   24     T   E   24   24   24   24   24   24   25     T   E   24   24   25   25   25   26   25     T   25   25   25   25   25   25   25		$4. P \rightarrow Q t R r$			
E → El # IT (Explace = El value * Trable ) TT (Explace = Trable ) T	20.4	Consider the common state of the following to contain the containing of the containi			
The TLA & F. T. T. Albe & F. T. T. Albe & F. T. Albe &		E → E1 # T { E.value = E1.value * T.value }	200		
FT Table = Faulte   Faulte = mainvalue   Faulte =				2	
Compute E.value for the root of the parse tree for the expression: 2 # 3 & 5 # 6 & 4.  In a bottom-up evaluation of a syntax directed definition, inherited attributes can  In a bottom-up evaluation of a syntax directed definition, inherited attributes can  In a bottom-up evaluation of a syntax directed definition, inherited attributes can  In a bottom-up evaluation of a syntax directed definition, inherited attributes can always be evaluated only if the definition has synthesized attributes can be evaluated only if the definition has synthesized attributes can enver be evaluated only if the definition has synthesized attributes can enver be evaluated only if the definition has synthesized attributes can enver be evaluated only if the definition has synthesized attributes can enver be evaluated only if the definition has synthesized attributes can enver be evaluated only if the definition has synthesized attributes can enver be evaluated only if the definition has synthesized attributes can enver be evaluated only if the definition is L-attributed can enver be evaluated only if the definition is L-attributed can enver be evaluated only if the definition has synthesized attributes can enver be evaluated only if the definition is L-attributed can enver be evaluated only if the definition is L-attributed can enver be evaluated only if the definition is L-attributed can enver be evaluated only if the definition is L-attributed can enver be evaluated only if the definition has synthesized attributes can enver be evaluated only if the definition is L-attributed can be evaluated only if the definition is L-attributed can be evaluated only if the definition is L-attributed can be evaluated only if the definition is L-attributed can be evaluated only if the definition is L-attributed can be evaluated only if the definition is L-attributed can be evaluated only if the definition is L-attributed can be evaluated only if the definition is L-attributed can be evaluated only if the definition is L-attributed can be evaluated		F{ T.value = F.value }	3.	3	
In a bottom-up evaluation of a syntax directed definition, inherited attributes can always be evaluated 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2			4.		
always be evaluated 2 be evaluated only if the definition is L-attributed 3 be evaluated only if the definition has synthesized attributes 4 never be evaluated 1.00320H - 00323H 2.00324H - 00327H 3.00223H - 00226H 4.00140H - 00143H 4 never be evaluated 1.00320H - 00323H 2.00324H - 00327H 3.00223H - 00226H 4.00140H - 00143H 3 Nich Instruction word is used to specify the number of stop bits, data bits, parity bit and the band rate clock factor for the 825IA USART  Which Instruction word is used to specify the number of stop bits, data bits, parity bit and the band rate clock factor for the 825IA USART  I have many operating modes are available in 8253A.  I 1 2 2 3.6 4.3  What does microprocessor speed depends on  I Clock 2 Address bus width 3.Data bus width 4 Size of register  1 Lt(1) 2 C C - c C   d The grammar is  SLR(1) but not LALR(1)  I the interrupt cycle ends when the instruction is executed  I JRET 2 CALL 3.PUSH 4.POP  3 A2-bit address bus allows access to a memory of capacity  I Gas analogous to the detailed drawings of the access points and external utilities for a house?  204  I. The 40-20-40 rule suggests that the least amount of development effort can be spent on  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. Estimation and planning 2.  Analysis and design 4 I. The 40-20-40 rule suggests that the least amount of development effort can be spent on	285	In a bottom, un evaluation of a syntax directed definition, inherited attributes can			
See a compared to the proper of C8H, the CPU will retrive the vector stored in the address	203	in a bottom-up evaluation of a syntax uncered definition, innerficed attributes can			
See a compared to the proper of C8H, the CPU will retrive the vector stored in the address			2. be evaluated only if the definition is L-attributed	2	
4 never be evaluated  1 If the PIC outputs the type number of C8H, the CPU will retrive the vector stored in the andress  287 Which Instruction word is used to specify the number of stop bits, data bits, parity bit and the band rate clock factor for the 8251A USART  288 How many operating modes are available in 8253A.  299 What does microprocessor speed depends on  1			3.	_	
If the PIC outputs the type number of C8H, the CPU will retrive the vector stored in the address			4.		
address ———————————————————————————————————	286	If the PIC outputs the type number of C8H, the CPU will retrive the vector stored in the			
the baud rate clock factor for the 8251A USART    Mow many operating modes are available in 8253A.   1.1 2.2 3.6 4.3   3   3		address			X
1.1	287		1.Mode 2.Command followed by Mode 3.Command 4.Mode followed by command	4	
1.     1.	288	How many operating modes are available in 8253A.			
$\begin{array}{c} S \rightarrow C \ C \\ C \rightarrow c \ C \   \ d \\ The grammar is \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ $	289	* * *	· ·	2	
The grammar is  SLR(1) but not SLR(1) 4. LAR(1) but not SLR(1) 4. LR(1) but not LALR(1)  291 The interrupt cycle ends when the instruction is executed  1.RET 2.CALL 3.PUSH 4.POP  3 A 32-bit address bus allows access to a memory of capacity  1.1 GB 2.16 MB 3.64 MB 4.4 GB  4 Which design model is analogous to the detailed drawings of the access points and external utilities for a house?  293 Which design model is analogous to the detailed drawings of the access points and external utilities for a house?  2 Component-level design 3. Data design 4. Interface design  1. The 40-20-40 rule suggests that the least amount of development effort can be spent on Analysis and design 3. Coding 4. Coding 4.		$S \rightarrow C C$	LL(1)		
3. LALR(1) but not SLR(1) 4. LR(1) but not SLR(1) 4. LR(1) but not LALR(1)  291 The interrupt cycle ends when the instruction is executed  292 A 32-bit address bus allows access to a memory of capacity  293 Which design model is analogous to the detailed drawings of the access points and external utilities for a house?  294 United the component of the detailed drawings of the access points and external design 2. Component-level design 3. Data design 4. Interface design 1. The 40-20-40 rule suggests that the least amount of development effort can be spent on  1. Estimation and planning 2. Analysis and design 3. Coding 4. Coding 4. Stimation and planning 2. Analysis and design 3. Coding 4. Analysis and design 3. Coding 4. Stimation and planning 2. Analysis and design 3. Coding 4. Stimation and planning 3. Coding 4. Stimation and planning 4. Analysis and design 3. Coding 4. Stimation and planning 5. Analysis and design 3. Coding 4. Stimation and planning 4. Analysis and design 3. Coding 4. Stimation and planning 5. Analysis and design 3. Coding 4. Stimation and planning 5. Analysis and design 3. Coding 4. Stimation and planning 5. Analysis and design 3. Coding 4. Stimation and planning 5. Analysis and design 3. Coding 4. Stimation and planning 5. Analysis and design 3. Coding 4. Stimation and planning 5. Analysis and design 3. Coding 4. Stimation and planning 5. Analysis and design 3. Coding 4. Stimation and planning 5. Analysis and design				1	
A   LR(1) but not LALR(1)			3.	1	
The interrupt cycle ends when the instruction is executed  1.IRET 2.CALL 3.PUSH 4.POP  3.292 A 32-bit address bus allows access to a memory of capacity  293 Which design model is analogous to the detailed drawings of the access points and external utilities for a house?  1. GB 2.16 MB 3.64 MB 4.4 GB  1. Architectural design 2. Component-level design 3. Data design 4. Interface design  1. The 40-20-40 rule suggests that the least amount of development effort can be spent on  1. Estimation and planning 2. Analysis and design 3. Coding 4. Coding 4. Signal design 3. Coding 4. Analysis and design 3. Coding 4. Analysis and design 3. Coding 4. Co			4.		
A 32-bit address bus allows access to a memory of capacity  Which design model is analogous to the detailed drawings of the access points and external utilities for a house?  1.1 GB 2.16 MB 3.64 MB 4.4 GB  1. Architectural design 2. Component-level design 3. Data design 4. Interface design  1. The 40-20-40 rule suggests that the least amount of development effort can be spent on Analysis and design 3. Coding 4. Coding 4. Analysis and design 3. Coding 4. Analysis and design 4. Analysis and design 4. Coding	201	The interrunt cycle ends when the instruction is arounted		3	
Which design model is analogous to the detailed drawings of the access points and external utilities for a house?    Architectural design				-	
2. Component-level design 3. Data design 4. Interface design 1. The 40-20-40 rule suggests that the least amount of development effort can be spent on 1. Estimation and planning 2. Analysis and design 3. Coding 4. 3 4  1. The 40-20-40 rule suggests that the least amount of development effort can be spent on 4. 3. 4. 4. 5. 5. 5. 5. 5. 5. 5. 5. 5. 5. 5. 5. 5.	293	Which design model is analogous to the detailed drawings of the access points and external	1.		
3. 3. 4 2 2 2 3 2 3 2 3 2 3 3 2 3 3 3 3 3 3 3		unities for a nouse?	2.		
Data design 4. Interface design 1. The 40-20-40 rule suggests that the least amount of development effort can be spent on 1. Estimation and planning 2. Analysis and design 3. Coding 4. 3				4	
Interface design  1. The 40-20-40 rule suggests that the least amount of development effort can be spent on Analysis and design 3. Coding 4.			Data design		
1. The 40-20-40 rule suggests that the least amount of development effort can be spent on 1. Estimation and planning 2. Analysis and design 3. Coding 4.			the state of the s		
3. Coding 4. 3	294	1. The 40-20-40 rule suggests that the least amount of development effort can be spent on			
Coding 4.			3.	3	
				5	

295	Consider the translation scheme shown below	1		
295	Consider the translation scheme shown below $S \to T R$	11.   9 + 5 + 2		
	$R \rightarrow + T \text{ {print ('+'); }} R \mid \epsilon$ $T \rightarrow \text{num {print (num.val); }}$	2. 95+2+		
	Here num is a token that represents an integer and num.val represents the corresponding	3.	2	
	integer value. For an input string '9 + 5 + 2', this translation scheme will print	9 5 2 + + 4.		
		4. ++952		
296	In 8086 microprocessor one of the following statements is not true	1. Coprocessor is interfaced in MAX mode 2. Coprocessor is interfaced in MIN mode	2	
297	Which one of the following is True at any valid state in shift-reduce parsing?	3.I/O can be interfaced in MAX / MIN mode 4.Supports pipelining		
	The death of the following is 11 to the any value of some reduce parsong.	Viable prefixes appear only at the bottom of the stack and not inside		
		2. Viable prefixes appear only at the top of the stack and not inside		
		3.	3	
		The stack contains only a set of viable prefixes 4.		
		The stack never contains viable prefixes		
298	Match the following: List-I List-II	1. a		
	A. Lexical analysis 1. Graph coloring	2.		
	B. Parsing 2. DFA minimization C. Register allocation 3. Post-order traversal	b 3.		
	D. Expression evaluation 4. Production tree	c 4.	2	
	Codes: ABCD	d.		
	(a) 2 3 1 4 (b) 2 1 4 3			
	(c) 2 4 1 3			
299	(d) 2 3 4 1 Among simple LR (SLR), canonical LR, and look-ahead LR (LALR), which of the	1.		
233	following pairs identify the method that is very easy to implement and the method that is	SLR, LALR		
	the most powerful, in that order?	2. CLR , LALR		
		3.	3	
		SLR , CLR 4.		
		SLR		
300	adds to the costs of Software Development because it usually means that work that has been completed has to be redone	1. Picture quality		
	work that has been completed has to be redone	2.		
		Production 3.	4	
		Software speed		
		4. Change		
301	1. Graphical representation of the project, showing each task and activity as horizontal	1.Gantt Chart 2.		
	bar whose length is proportion to time taken for a completion of that activity is called	Structure Chart 3.		
		Pert Chart	1	
		4. Time Line		
302	1. Software deteriorates rather than wears out because	1.		
		Software suffers from exposure to hostile environments 2.		
		Defects are more likely to arise after software has been used often	3	
		Multiple change requests introduce errors in component interactions		
		4. Software spare parts become harder to order		
303	1. The prototyping model of software development is	1.		
		A reasonable approach when requirements are well defined		
		A Useful approach when a customer cannot define requirements clearly	2	
		3. The best approach to use projects with larger development teams	-	
		4.		
304	A professional software engineer must:	A risky model that rarely produces a meaningful product		
304	A professional software engineer must:	be loyal to the organization		
		2. build trust from customers		
		3.	4	
		socialize with customers 4.		
26.7		be loyal to the organization and build trust from customers		
305 306	The status that cannot be operated by direct instructions is  Consider the CFG with {S,A,B} as the non-terminal alphabet, {a,b} as the terminal	1.Z 2.Cy 3.P 4.AC	4	
300	alphabet, S as the start symbol and the following set of production rules	aaaabb		
	S> aB S> bA B> b A> a	2. aabbbb		
	B> bS A> aS	3.	3	
	B> aBB A> bAA Which of the following strings is generated by the grammar?	aabbab 4.		
		abbbba		
307	The first processor to include Virtual memory in the Intel microprocessor familywas	1.Pentium 2.80486 3.80286 4.80386	3	
308	Generic process models are:	1. waterfall, componet-based, iterative		
		2.		
		waterfall, structural, component-based 3.	4	
		sequential, waterfall, iterative		
		component-based, object-oriented, iterative		
309	It is ok to have a single ideal approach to develop a software.	1.		
		True 2.	2	
		False 3. 4.		
		у. т.	1	

210	(C) 1 (O)	Ī,		
310	The language L= $\{0i21i \mid i \ge 0\}$ over the alphabet $\{0,1,2\}$ is:	1. not recursive		
		2.		
		is recursive and is a deterministic CFL 3.	2	
		is a regular language 4.		
		is not a deterministic CFL but a CFL		
311	In mysql_fetch_array(),if two or more columns of the result have the same field names, what action is taken?	1. the first column will take precedence		
		2.		
		the column is skipped 3.	3	
		the last column will take precedence 4.		
		an error is thrown.		
312	Which of the following attribute is needed for file upload via form?	1. enctype='multipart/form-data'		
		2.		
		enctype='singlepart/data' 3.	1	
		enctype='file' 4.		
		enctype='form-data/file'		
313	What library do you need in order to process images?	1. GD library		
		2. ZIP library		
		3.	1	
		Win32 API library 4.		
21.1		BOGUS library		
314	You need to check the size of a file in PHP function. \$size = X(filename); Which function will suitably replace 'X'?	1. filesize		
		2.		
		size 3.	1	
		sizeofFile 4.		
		getSize		
315	Which of the following function is used to terminate the script execution in PHP?	1. break()		
		2.		
		quit() 3.	3	
		die() 4.		
		exit()		
316	Which method is used to search for a substring?	1. stringVariable.substring(subString)		
		2.		
		stringVariable.find(subString) 3.	3	
		stringVariable.indexOf(subString) 4.		
		stringVariable.indexOf(charAt(0))		
317	Which is the correct way to write a JavaScript array?	1. var txt = new Array(1:"tim",2:"kim",3:"jim")		
		2.		
		var txt = new Array:1=("tim")2=("kim")3=("jim") 3.	3	
		var txt = new Array("tim","kim","jim") 4.		
		var txt = new Array="tim","kim","jim"		
318	The method of an Array object adds and/or removes elements from an array.	1. Slice		
		2. Reverse		
		3.	4	
		Shift 4.		
210		Splice		
319	Consider the following code: var a = []; a.unshift(1); a.unshift(22); a.shift(); a.unshift(3, [4,5]); a.shift(); a.shift(); a.shift(); The final output for the shift() is	1.1 2.[4,5] 3.[3,4,5] 4.Exception	1	
320	What does /[^(]* regular expression indicate ?	1.Match one or more characters that are not open paranthesis 2.Match zero or more	_	
		characters that are open paranthesis 3.Match zero or more characters that are not open	2	
		paranthesis 4.Match one or more characters that are open paranthesis		
321	What gets printed? Sstr = 'a\\b\n'; echo Sstr;	1.ab(newline) 2.a\b(newline) 3.a\b\n 4.a\b(newline)	3	
321 322	What gets printed? Sstr = 'a\\b\n'; echo \$str; What is the strpos() function used for?	1.ab(newline) 2.a\b(newline) 3.a\b(newline) 1.Find the last occurrence of the string within a string 2.Find the first occurrence of		
		1.ab(newline) 2.a\b(newline) 3.a\b\n 4.a\b(newline)	3	
		1.ab(newline) 2.a\b(newline) 3.a\b\n 4.a\b(newline)     1.Find the last occurrence of the string within a string 2.Find the first occurrence of the string within a string 3.Find both last and first occurrence 4.Search for all occurrence within a string		
322	What is the strpos() function used for?	1.ab(newline) 2.ab(newline) 3.ab\n 4.a\b(newline) 1.Find the last occurrence of the string within a string 2.Find the first occurrence of the string within a string 3.Find both last and first occurrence 4.Search for all occurrence within a string		
322	What is the strpos() function used for?  The simplest image processing technique is  First derivative approximation says that values of constant intensities must be  If inspected in a browser, what will be the total width of the div in the following code	1.ab(newline) 2.a\b(newline) 3.a\b\n 4.a\b(newline)     1.Find the last occurrence of the string within a string 2.Find the first occurrence of the string within a string 3.Find both last and first occurrence 4.Search for all occurrence within a string     1.coordinates transformation 2.intensity transformation 3.spatial transformation 4.domain transformation	2 1 2	
322 323 324	What is the strpos() function used for?  The simplest image processing technique is  First derivative approximation says that values of constant intensities must be	1.ab(newline) 2.a\b(newline) 3.a\b\n 4.a\b(newline) 1.Find the last occurrence of the string within a string 2.Find the first occurrence of the string within a string 3.Find both last and first occurrence 4.Search for all occurrence within a string 1.coordinates transformation 2.intensity transformation 3.spatial transformation 4.domain transformation 1.1 2.0 3.positive 4.negative	2	
322 323 324 325	What is the strpos() function used for?  The simplest image processing technique is  First derivative approximation says that values of constant intensities must be  If inspected in a browser, what will be the total width of the div in the following code snippet? #container { width: 600px; border: 2px solid #CCCCCc; padding: 30px 20px;	1.ab(newline) 2.a\b(newline) 3.a\b\n 4.a\b(newline) 1.Find the last occurrence of the string within a string 2.Find the first occurrence of the string within a string 3.Find both last and first occurrence 4.Search for all occurrence within a string 1.coordinates transformation 2.intensity transformation 3.spatial transformation 4.domain transformation 1.1 2.0 3.positive 4.negative	2 1 2	
322 323 324 325	What is the strpos() function used for?  The simplest image processing technique is  First derivative approximation says that values of constant intensities must be  If inspected in a browser, what will be the total width of the div in the following code snippet? #container { width: 600px; border: 2px solid #CCCCCC; padding: 30px 20px; margin: 20px 10px 40px 10px;}	1.ab(newline) 2.a\b(newline) 3.a\b\n 4.a\b(newline) 1.Find the last occurrence of the string within a string 2.Find the first occurrence of the string within a string 3.Find both last and first occurrence 4.Search for all occurrence within a string 1.coordinates transformation 2.intensity transformation 3.spatial transformation 4.domain transformation 1.1 2.0 3.positive 4.negative 1.664px 2.660px 3.644px 4.600px  1.TEXT 2.NAME 3.SIZE 4.MAXLENGTH 1.required, pattern, min and max 2.auto, fixed, number 3.number, text, currency 4.	2 1 2 1	
322 323 324	What is the strpos() function used for?  The simplest image processing technique is  First derivative approximation says that values of constant intensities must be  If inspected in a browser, what will be the total width of the div in the following code snippet? #container { width: 600px; border: 2px solid #CCCCCC; padding: 30px 20px; margin: 20px 10px 40px 10px;}  Which of the following is not a valid attribute of the INPUT tag?	1.ab(newline) 2.a\b(newline) 3.a\b\n 4.a\b(newline) 1.Find the last occurrence of the string within a string 2.Find the first occurrence of the string within a string 3.Find both last and first occurrence 4.Search for all occurrence within a string 1.coordinates transformation 2.intensity transformation 3.spatial transformation 4.domain transformation 1.1 2.0 3.positive 4.negative 1.664px 2.660px 3.644px 4.600px 1.TEXT 2.NAME 3.SIZE 4.MAXLENGTH	2 1 2 1	
322 323 324 325 326 327 328 329	What is the strpos() function used for?  The simplest image processing technique is  First derivative approximation says that values of constant intensities must be  If inspected in a browser, what will be the total width of the div in the following code snippet? #container { width: 600px; border: 2px solid #CCCCCC; padding: 30px 20px; margin: 20px 10px 40px 10px;}  Which of the following is not a valid attribute of the INPUT tag?  Which of these sets of HTML5 attributes can be used for form validation?  Which item is an example of a physical network address?  What is the following style an example of? img[alt~"Pie"]	1.ab(newline) 2.a\b(newline) 3.a\b\n 4.a\b(newline) 1.Find the last occurrence of the string within a string 2.Find the first occurrence of the string within a string 3.Find both last and first occurrence 4.Search for all occurrence within a string 1.coordinates transformation 2.intensity transformation 3.spatial transformation 4.domain transformation 1.1 2.0 3.positive 4.negative 1.664px 2.660px 3.644px 4.600px  1.TEXT 2.NAME 3.SIZE 4.MAXLENGTH 1.required, pattern, min and max 2.auto, fixed, number 3.number, text, currency 4. input, radio,checkbox 1.IP address 2.MAC address 3.Workstation name 4.www.proprofs.com 1.Attribute Match 2.Exact Value Match 3.Contains Value Match 4.Subcode Match	2 1 2 1 4	
322 323 324 325 326 327 328	What is the strpos() function used for?  The simplest image processing technique is  First derivative approximation says that values of constant intensities must be  If inspected in a browser, what will be the total width of the div in the following code snippet? #container { width: 600px; border: 2px solid #CCCCCC; padding: 30px 20px; margin: 20px 10px 40px 10px;}  Which of the following is not a valid attribute of the INPUT tag?  Which of these sets of HTML5 attributes can be used for form validation?  Which item is an example of a physical network address?	1.ab(newline) 2.a\b(newline) 3.a\b\n 4.a\b(newline) 1.Find the last occurrence of the string within a string 2.Find the first occurrence of the string within a string 3.Find both last and first occurrence 4.Search for all occurrence within a string 1.coordinates transformation 2.intensity transformation 3.spatial transformation 4.domain transformation 1.1 2.0 3.positive 4.negative 1.664px 2.660px 3.644px 4.600px  1.TEXT 2.NAME 3.SIZE 4.MAXLENGTH 1.required, pattern, min and max 2.auto, fixed, number 3.number, text, currency 4. input, radio,checkbox 1.IP address 2.MAC address 3.Workstation name 4.www.proprofs.com 1.Attribute Match 2.Exact Value Match 3.Contains Value Match 4.Subcode Match 1.p {font-weight:bold;} 2.p style="text-size:bold" 3.p {text-size:bold} 4.p style="	2 1 2 1 4 1	
322 323 324 325 326 327 328 329	What is the strpos() function used for?  The simplest image processing technique is  First derivative approximation says that values of constant intensities must be  If inspected in a browser, what will be the total width of the div in the following code snippet? #container { width: 600px; border: 2px solid #CCCCCC; padding: 30px 20px; margin: 20px 10px 40px 10px;}  Which of the following is not a valid attribute of the INPUT tag?  Which of these sets of HTML5 attributes can be used for form validation?  Which item is an example of a physical network address?  What is the following style an example of? img[alt~"Pie"]	1.ab(newline) 2.a\b(newline) 3.a\b\n 4.a\b(newline) 1.Find the last occurrence of the string within a string 2.Find the first occurrence of the string within a string 3.Find both last and first occurrence 4.Search for all occurrence within a string 1.coordinates transformation 2.intensity transformation 3.spatial transformation 4.domain transformation 1.1 2.0 3.positive 4.negative 1.664px 2.660px 3.644px 4.600px  1.TEXT 2.NAME 3.SIZE 4.MAXLENGTH 1.required, pattern, min and max 2.auto, fixed, number 3.number, text, currency 4. input, radio,checkbox 1.IP address 2.MAC address 3.Workstation name 4.www.proprofs.com 1.Attribute Match 2.Exact Value Match 3.Contains Value Match 4.Subcode Match	2 1 2 1 4 1 2 3	

222	The language (am by Cm   m   m m > 1) is	1		
332	The language $\{am\ bn\ Cm+n\mid m,\ n\geq 1\}$ is	Regular language		
		2. context free but not regular	2	
		3. context sensitive but not context free	2	
		4.		
333	The language accepted by a Pushdown Automation in which the stack is limited to 10	type-0 but not context sensitive  1.		
	items is best described as	Regular 2.		
		context free	1	
		3. Recursive		
		4. Deterministic context free		
334	Currently there is no single standard file type that can be used to play audio using the	1.Use JavaScript to determine the web browser in use 2.Use Adobe Flash to play the		
335	audio element consistently on all browsers. Which is the solution that the audio element provides to resolve this conflict?  Which of the following statements is true?	audio 3.Include multiple audio file formats in the src attribute 4.No Solution  1.An INPUT field of type password provides excellent security 2.An INPUT field of	1	Х
553	when of the solitoning statements is true.	type password provides a masked field but no real security 3.A maximum length can not be set for a password field 4.A password INPUT field can only be included in a FORM that uses the get METHOD	4	
336	How do we prevent margins, borders and padding from overlapping?	Setting zero paddings and margins 2.By displaying our list as block elements 3.     Using table cells 4.By displaying our list as inline elements	2	
337	Which of the following ways below is correct to write a CSS?	1.p {color:red;text-align:center}; 2.p {color:red;text-align:center} 3.p {color:red;text-align:center}; 4.p (color:red;text-align:center;)	3	
338	Which of the following explains cookies nature?	1.Non Volatile 2.Volatile 3.Intransient 4.Transient	4	
339	Consider the following code snippet: var $a = [1,2,3,4,5]$ ; a.slice(0,3); What is the possible output for the above code snippet?	1.Returns [1,2,3] 2.Returns [4,5] 3.Returns [1,2,3,4] 4.Returns [1,2,3,4,5]	1	
340	Which property is used to obtain browser vendor and version information?  What is the result of the following ends enjoyed? window location — document location	1.modal 2.version 3.browser 4.navigator	2	
341 342	What is the result of the following code snippet? window.location === document.location The length property belongs to which of the following objects?	1.False 2.True 3.0 4.1 1.Window 2.Element 3.History 4.Document	2	
343	is a built - in JavaScript function which can be used to execute another function	1.Timeout() 2.TimeInterval() 3.setTimeout() 4.All of the above	3	
344	after a given time interval.  How do substring() and substr() differ?	1.One is not a method of the String object. 2.substr() takes three arguments,		
		substring() only two. 3.Only one accepts a desired string length as an argument. 4. Besides the spelling, nothing.	3	
345	What is the most essential purpose of paranthesis in regular expressions?	1.Define pattern matching techniques 2.Define subpatterns within the complete pattern 3.Define portion of strings in the regular expression 4.All of the mentioned	2	
346	Which of the following languages are context-free?	1.L1 and L2 only 2.		
	$ L1 = \{ambnanbm \mid m, n \ge 1\} $ $ L2 = \{ambnambn \mid m, n \ge 1\} $	L1 and L3 only 3.		
	$L3 = \{ambn \mid m, n \ge 1\}$ $L3 = \{ambn \mid m = 2n + 1\}$	L3 only	2	
		4. L1 only		
347	Which of the following is not possible using PHP?	1.Deleting files from the server 2.Redirect a visitor to another page 3.Set the value of the window statusbar 4.Obtain the IP address of a Visitor	4	
348	Which one of the following is the very first task executed by a session enabled page?	1.Delete the previous session 2.Start a new session 3.Check whether a valid session	3	
349	What would be the output of the below code fragment? var a = ["s","a","v","e"];	exists 4.Handle the session 1.Undefined 2 save 3 vase 4.S	3	
34)	document.write(a.join(""));	1. Ordermed 2.save 3.vase 4.s	2	
350 351	Theproperty specifies the stack order of an element	1.d-index 2.s-index 3.x-index 4.z-index	4	
351	Which of the following property allows you to specify an element's position with respect to the browser window?	1.relative 2.fixed 3.static 4.absolute	1	
352	Internet Explorer uses property to create transparent images.	1moz-opacity:x 2.filter: alpha(opacity=x) 3.filter: beta(opacity=x) 4IE-opac:y 1."New Text"? 2.para1.value="New Text"; 3.para1.firstChild.nodeValue= "New	2	
353	If para1 is the DOM object for a paragraph, what is the correct syntax to change the text within the paragraph?	Text"; 4.paral.nodeValue="New Text"; 5.paral.nistCniid.nodeValue="New Text";	2	
354	The syntax of Eval is	1.[objectName.]eval(numeriC) 2.[objectName.]eval(string) 3.[EvalName.]eval (string) 4.[EvalName.]eval(numeriC)	2	
355	Join is equal to	1.		
		Cartesian Product 2.		
		Combination of Union and Cartesian product	3	
		Combination of selection and Cartesian product		
L		Combination of intersection and Cartesian product	L	
356	Which of the following statement is false?	1. For $R = R1^*$ , $L(R)$ is empty if and only if $L(R1)$ is empty 2. For $R = (R1)$ , $L(R)$ is empty if and only if $L(R1)$ is empty		
		3. For $R = R1R2$ , $L(R)$ is empty if and only if either $L(R1)$ or $L(R2)$ is empty.	1	
		4. If $R = R1 + R2$ , $L(R)$ is empty if and only if both $L(R1)$ and $L(R2)$ are empty.		
357	The system having memory elements are called.	sequential circuits     complex circuits     combinational circuits	1	
		4. logic circuits		
358	The ESC instruction of 8086 may have two formats. In one of the formats, no memory operand is used. Under this format, the number of external op-codes (for the copprocessor) which can be specified is	1.64 2.128 3.256 4.512	2	
359	DB, DW and DD directives are used to place data in particular location or to simplyallocate space without preassigning anything to space. The DW and DD directories areused to generate	1.f ull address of labels 2.offsets of full address of labels and variables 3.full address of variables 4.offsets	2	
360	In a microprocessor, the service routine for a certain interrupt starts from a fixed location of memory which cannot be externally set, but the interrupt can be delayed or rejected. Such aninterrupt is	1.maskable and non-vectored 2.non-maskable and vectored 3.maskable and vectored 4.non-maskable and non-vectored	3	
361	Theis neither an input nor an output; it is an internal bit programmed via the PC4 (Port A) or PC2(Port B)bits	1.IFB 2.INTR 3.INTE 4.NMI	3	
362	Functions that combines to produce f(x,y)	1.illumination and frequency 2.intensity and reflectance 3.illumination and radiance 4.illumination and reflectance	4	
363	bit in ICW1 indicates whether the 8259A is cascade mode or not	1.LTIM=0 2.LTIM=1 3.SNGL=1 4.SNGL=0	4	
364	Number of the times the instruction sequence below will loop before coming out of loop is, MOV AL, 00h A1: INC AL JNZ A1	1.255 2.01 3.00 4.256	4	
365	MOV ALL OUR ATENCE ALL JAZEAT  The worst case running time to search for an element in a balanced binary search tree with n*2^n elements is	1.theta(n log n) 2.theta(n*2^n) 3.theta(n) 4.theta(log n)	3	
366	8086 microprocessor is interfaced to 8253 a programmable interval timer. The maximum	1.216 2.28 3.210 4.220	1	
	number by which the clock frequency on one of the timers is divided by		1	

367	signal prevent the microprocessor from reading the same data more than one	1.pipelining 2.handshaking 3.controlling 4.signaling	2	
368	Which buffer is a parallel to serial converter that receives a parallel byte for conversion	1.Transmit buffer 2.Receive buffer 3.Data bus buffer 4.Modem control	1	
369	into a serial signal and further transmission onto the communication channel.  How to create a Date object in JavaScript?	1.dateObjectName = new Date([parameters]) 2.dateObjectName.new Date		
309	now to create a Date object in Javascript:	([parameters]) 3.dateObjectName := new Date([parameters]) 4.dateObjectName Date	1	
370	What is the code to start displaying the time when document loads?	([parameters])  1.onload = displayTime; 2.window. = displayTime; 3.window.onload = displayTime;		
3/0	what is the code to start displaying the time when document loads?	1.onload = dispiay i ime; 2.window. = dispiay i ime; 3.window.onload = dispiay i ime; 4.window.onload = start;	3	
371	Identify the accurate control word for operate counter 0, Read/Write LSB only, Mode 2,	1.00010111B 2.0001X111B 3.00010101B 4.00110111B	2	
372	BCD countdown.  To determine the architectural style or combination of styles that best fits the proposed	1		
-	system, requirements engineering is used to uncover	algorithmic complexity		
		2. characteristics and constraints	2	
		3. control and data	-	
		4.		
373	In a BCD-to-seven-segment converter, why must a code converter be utilized?	design patterns  1. to convert the 4-bit BCD into Gray code		
373	in a DeD-to-seven-segment converter, why must a code converter be utilized.	2. to convert the 4-bit BCD into 7-bit code	2	
		3. to convert the 4-bit BCD into 10-bit code 4. No conversion is necessary	_	
374	The instruction is used to specify the number of stop bits, data bits,parity bit, and	1.bit set/reset 2.Mode 3.Command 4.Code	2	
375	baud rate clock factor for the 8251 UART  Using the \$250A, the INT input of the \$986 can be expended to accomplish up to	1.60 2.64 3.16 4.32	-	
3/3	Using the 8259A, the INT input of the 8086 can be expanded to accomodeate up to prioritized interrupt inputs	1.00 2.04 3.10 4.32	2	
376	Which element is used to draw graphics images on a web page?	1.script 2.audio 3.embed 4.canvas	4	
377	One of the main advantage of using src attribute is	1.It becomes self-cached 2.It makes the HTML file modular 3.It restricts manipulation in the HTML file 4.It simplifies the HTML files	4	
378	How do you get information from a form that is submitted using the "get" method?	1.Request.QueryString; 2.\$_GET[]; 3.Request.Form; 4.\$_POST[];	2	
379	What does explode function in php do	1. Used to convert a string to an array 2. Used to split a given string into the number of	,	
		chunks specified 3.Used to split a string by a string 4.Used to split string into two equal halves	1	
380	Which command we use to set an image on background?	1.image-background:url('R4R_Logo.jpg') 2.background-image:url('R4R_Logo.jpg')	2	
381	Let L be a set accepted by a nondeterministic finite automaton. The number of states in	3.bg-image:url('R4R_Logo.jpg') 4.background-image:href('R4R_Logo.jpg')  1.		
	non-deterministic finite automaton is  Q . The maximum number of states in equivalent	Q		
	finite automaton that accepts L is	2. 2 Q	4	
		3. 2 raise to power  Q *1	*	
		4.		
382	If AL= 7FH and instruction ADD AL,1 is given, specify the contents of the six status flag	2 raise to power  Q  1.CF=0,PF=0,AF=1,ZF=0,SF=1,OF=1		
362	II AL- /FII and histraction ADD AL,1 is given, specify the contents of the six status hag	. 2.CF=0,PF=1,AF=0,ZF=0,SF=1,OF=1	4	
		3.CF=0,PF=1,AF=1,ZF=0,SF=1,OF=1 4.CF=0,PF=0,AF=1,ZF=0,SF=1,OF=0	.	
383	The starting address for counter 0 of 8253 is 0038H, then port address for control word	1.44H 2.49H 3.42H 4.46H	3	
384	register is The counters of 8253 can be operated in modes of operation.	1.4 2.3 3.6 4.5	3	
385	The other name for MODE 0 in 8253 timer is	1.software triggered strobe 2.Programmable one shot 3.Interrupt on terminal count 4.	,	
20:		Square wave rate generator	3	
	CULTURE CARRESTER CONTACT OF THE CON			
386 387	Given the frequency f=1.5MHZ for 8253 timer the value of time period T is  The number of counters available in internal block diagram of 8253 is	1.10ms 2.0.66us 3.1ms 4.100ms 1.2.2.1.3.3.4.4	2	
386 387 388	Given the frequency f=1.5MHZ for 8253 timer the value of time period T is The number of counters available in internal block diagram of 8253 is The internal block diagram of 80286 contains functional parts.	1.10ms 2.0.66us 3.1ms 4.100ms 1.2 2.1 3.3 4.4 1.6 2.4 3.2 4.8	2 3 2	
387	The number of counters available in internal block diagram of 8253 is  The internal block diagram of 80286 contains functional parts.  The 16-bit stack segment value is 5D27H and the offset is 2C30H. calculated physical	1.2 2.1 3.3 4.4	3	
387 388	The number of counters available in internal block diagram of 8253 is  The internal block diagram of 80286 contains functional parts.  The 16-bit stack segment value is 5D27H and the offset is 2C30H. calculated physical address is	1.2 2.1 3.3 4.4 1.6 2.4 3.2 4.8 1.5FFEOH 2.5FAE0H 3.5FEA0H 4.12500H	3 2 3	
387 388 389 390	The number of counters available in internal block diagram of 8253 is The internal block diagram of 80286 contains functional parts. The 16-bit stack segment value is 5D27H and the offset is 2C30H. calculated physical address is Given the Extra segment ES = 52B9H and the offset BX=D470H. Calculated physical address is	1.2 2.1 3.3 4.4 1.6 2.4 3.2 4.8 1.5FFEOH 2.5FAE0H 3.5FEA0H 4.12500H 1.60000H 2.70000H 3.11000H 4.11050H	3 2	
387 388 389	The number of counters available in internal block diagram of 8253 is  The internal block diagram of 80286 contains functional parts.  The 16-bit stack segment value is 5D27H and the offset is 2C30H. calculated physical address is  Given the Extra segment ES = 52B9H and the offset BX=D470H. Calculated physical	1.2 2.1 3.3 4.4 1.6 2.4 3.2 4.8 1.5FFEOH 2.5FAE0H 3.5FEA0H 4.12500H 1.60000H 2.70000H 3.11000H 4.11050H 1.Immediate addressing mode 2.Direct addressing mode 3.Based addressing mode 4.	3 2 3	
387 388 389 390	The number of counters available in internal block diagram of 8253 is  The internal block diagram of 80286 contains functional parts.  The 16-bit stack segment value is 5D27H and the offset is 2C30H. calculated physical address is  Given the Extra segment ES = 52B9H and the offset BX=D470H. Calculated physical address is  Identify the addressing mode for the instruction MOV AH,47H  The 16-bit data segment value is 1000H and the offset is 2000H. calculated physical	1.2 2.1 3.3 4.4 1.6 2.4 3.2 4.8 1.5FFEOH 2.5FAE0H 3.5FEA0H 4.12500H 1.60000H 2.70000H 3.11000H 4.11050H	3 2 3 4 2	
387 388 389 390 391 392	The number of counters available in internal block diagram of 8253 is The internal block diagram of 80286 contains functional parts. The 16-bit stack segment value is 5D27H and the offset is 2C30H. calculated physical address is Given the Extra segment ES = 52B9H and the offset BX=D470H. Calculated physical address is Identify the addressing mode for the instruction MOV AH,47H  The 16-bit data segment value is 1000H and the offset is 2000H. calculated physical address is	1.2 2.1 3.3 4.4 1.6 2.4 3.2 4.8 1.5FFEOH 2.5FAE0H 3.5FEA0H 4.12500H 1.60000H 2.70000H 3.11000H 4.11050H 1.Immediate addressing mode 2.Direct addressing mode 3.Based addressing mode 4. Indirect addressing mode 1.10000H 2.11000H 3.12000H 4.12500H	3 2 3 4 2 3	
387 388 389 390 391	The number of counters available in internal block diagram of 8253 is  The internal block diagram of 80286 contains functional parts.  The 16-bit stack segment value is 5D27H and the offset is 2C30H. calculated physical address is  Given the Extra segment ES = 52B9H and the offset BX=D470H. Calculated physical address is  Identify the addressing mode for the instruction MOV AH,47H  The 16-bit data segment value is 1000H and the offset is 2000H. calculated physical	1.2 2.1 3.3 4.4 1.6 2.4 3.2 4.8 1.5FFEOH 2.5FAE0H 3.5FEA0H 4.12500H 1.60000H 2.70000H 3.11000H 4.11050H 1.Immediate addressing mode 2.Direct addressing mode 3.Based addressing mode 4. Indirect addressing mode	3 2 3 4 2	
387 388 389 390 391 392 393	The number of counters available in internal block diagram of 8253 is  The internal block diagram of 80286 contains functional parts.  The 16-bit stack segment value is 5D27H and the offset is 2C30H. calculated physical address is  Given the Extra segment ES = 52B9H and the offset BX=D470H. Calculated physical address is  Identify the addressing mode for the instruction MOV AH,47H  The 16-bit data segment value is 1000H and the offset is 2000H. calculated physical address is  Given the Code segment CS = 1000H and the offset BX=0050H. Calculated physical address is  Given the Code segment CS = 1000H and the offset BX=0050H. Calculated physical address is  If AL=C0H, Determine the content of the register AL after SAL AL,1 instruction is	1.2 2.1 3.3 4.4 1.6 2.4 3.2 4.8 1.5FFEOH 2.5FAE0H 3.5FEA0H 4.12500H 1.60000H 2.70000H 3.11000H 4.11050H 1.Immediate addressing mode 2.Direct addressing mode 3.Based addressing mode 4. Indirect addressing mode 1.10000H 2.11000H 3.12000H 4.12500H	3 2 3 4 2 3	
387 388 389 390 391 392 393	The number of counters available in internal block diagram of 8253 is  The internal block diagram of 80286 contains functional parts.  The 16-bit stack segment value is 5D27H and the offset is 2C30H, calculated physical address is  Given the Extra segment ES = 52B9H and the offset BX=D470H. Calculated physical address is  Identify the addressing mode for the instruction MOV AH,47H  The 16-bit data segment value is 1000H and the offset is 2000H, calculated physical address is  Given the Code segment CS = 1000H and the offset BX=0050H. Calculated physical address is	1.2 2.1 3.3 4.4 1.6 2.4 3.2 4.8 1.5FFEOH 2.5FAE0H 3.5FEA0H 4.12500H 1.60000H 2.70000H 3.11000H 4.11050H 1.Immediate addressing mode 2.Direct addressing mode 3.Based addressing mode 4. Indirect addressing mode 1.10000H 2.11000H 3.12000H 4.12500H 1.10000H 2.10050H 3.11050H 4.11000H	3 2 3 4 2 3 2	
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387 388 389 390 391 392 393 394 395 396 397	The number of counters available in internal block diagram of 8253 is The internal block diagram of 80286 contains functional parts. The 16-bit stack segment value is 5D27H and the offset is 2C30H. calculated physical address is Given the Extra segment ES = 52B9H and the offset BX=D470H. Calculated physical address is Identify the addressing mode for the instruction MOV AH,47H  The 16-bit data segment value is 1000H and the offset is 2000H. calculated physical address is Given the Code segment CS = 1000H and the offset BX=0050H. Calculated physical address is If AL=C0H, Determine the content of the register AL after SAL AL,1 instruction is executed. Assume the base address of CS is 3000H and IP is 2000H. Calculate the memory address. Identify different segments in a program what is the need of segmenting the memory in 8086 How many select lines would be required for an 8-line-to-1-line multiplexer?	1.2 2.1 3.3 4.4 1.6 2.4 3.2 4.8 1.5FFEOH 2.5FAE0H 3.5FEA0H 4.12500H 1.60000H 2.70000H 3.11000H 4.11050H 1.Immediate addressing mode 2.Direct addressing mode 3.Based addressing mode 4. Indirect addressing mode 1.10000H 2.11000H 3.12000H 4.12500H 1.10000H 2.10050H 3.11050H 4.11000H 1.E0H 2.80H 3.0CH 4.0EH 1.32000H 2.3000H 3.30000H 4.2000H 1.only code segment 2.data and code segment 3.only data segment 4.data, code, stack and extra segments 1.Increase the memory accessibility 2.Increase the memory addressibility 3.easy to retrieve data 4.faster access 1.2 2.4 3.3 4.8	3 2 3 4 2 2 3 2 2 1 4 2 2	
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See Name difference between cuspon and interrupts?  See Interior more than the constructor in a class is  Find that or not the relation in minimum more interior and constructor in a class is  Find that or not the relation in minimum more interior and constructor in a class is  Find that or not the relation in minimum more interior and constructor in a class is  Find that or not the relation and minimum more interior and constructor in a class is  Find that or not the relation and minimum more interior and constructor in a class is  Find that or not the relation and minimum more interior and constructor in a class is  Find that or not the relation and minimum more interior interior and minimum more interior inte	403	One can safely state that the output lines for a demultiplexer are under the direct control of the:	input data select lines     the internal OR gate     the internal AND gates     Input data line	1	
Part and of out a second to insuffic them	404	What is the main difference between traps and interrupts?			
Better or not the schedular to called			2.		
Section   Part			The kind of code that's used to handle them 3.	1	
Second   Long possible   Lon			Whether or not the scheduler is called 4.		
Complete protections	405	Ht			
Far file system is	405	traving more than one constructor in a class is	2. compile time polymorphism	3	
Second			3. constructor overriding 4. error		
Section of Section (Continue)   Section (Continue	406	FAT file system is			
FROIT   FALSE				1	
Note to the following is a complete fraction?   2	407				
Second Company   Seco		readily available.	2.	2	
Process   Proc			3. 4.		
1	408	Which of the following is a complete function?		4	
FY is a subset of X, then				4	
Coverloading the function operator	409	IF Y is a subset of X then	1.		
3   1   1   1   1   1   1   1   1   1			2.		
A			3.	2	
			4.		
Special billion and style for document returns the value	410	Overloading the function operator			
14   15   Nich orde type for deconnect returns the value	410	Overloading the function operator	objects that act syntactically like functions. 3.requires a class with an overloaded	3	
14.   Second   Seco	411	The node type for document returns the value		4	
1	_	, ,		3	
How do we access the value of "d' later?" So = array ("a", 3 ~ b", 1	413		1.2 2.3 3.4 4.5	2	
Definite blocking   Perint   Definite blocking   Perint	-			-	
Definite blocking   2   3   3   3   3   3   3   3   3   3	_	••••		4	
Starvation   Sta					
Low priority 4. None of these  Buffering is useful because  1. It makes it seem like there's more memory in the computer 1. It makes it seem like there's more memory in the computer 1. It makes it seem like there's more memory opies required 1. It makes it seem like there's more memory opies required 1. It makes it seem like there's more memory opies required 1. It makes it seem like there's more memory opies required 1. It makes it seem like there's more memory opies required 1. It is due to the number of memory opies required 1. It allows all device drivers to use the same code 1. It allows all device drivers to use the same code 1. It is allows and thee CPU to operate asynchronously 1. It is straight-line paths, is present.  1. It is allows devices and thee CPU to operate asynchronously 1. It is allows devices and thee CPU to operate asynchronously 1. It is allows devices and thee CPU to operate asynchronously 1. It is allows devices and thee CPU to operate asynchronously 1. It is allows devices and thee CPU to operate asynchronously 1. It is allows devices and thee CPU to operate asynchronously 1. It is defined to device asynchronously 1. It is defined to device asynchronously 1. It is defined to device asynchronously 1. It is defined to design asynchronous sequential circuit because. 1. It is difficult to design asynchronous sequential circuit because. 2. It is difficult to design asynchronous sequential circuit because. 2. It is difficult to design asynchronous sequential circuit sear called. 2. It is difficult to design asynchronous sequential circuit sear called. 3. It is difficult to design asynchronous sequential circuit sear called. 4. It is difficult to design asynchronous sequential circuit sear called. 5. It is useful by involves stability problem 1. It is useful by			Starvation	2	
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2.   It reduces the number of memory copies required   3.   It reduces the number of memory copies required   3.   It reduces the number of memory copies required   4.   It allows all device drivers to use the same code   4.   It allows devices and thee CPU to operate asynchronously   3.   It allows can be compared asynchronously   3.   It allows can be compared asynchronously   3.   3.   3.   3.   3.   3.   3.   3	417	Buffering is useful because	1. It makes it seem like there's more memory in the computer		
A			2.		
4. It allows devices and thee CPU to operate asynchronously  4. It allows devices and thee CPU to operate asynchronously  4. It allows devices and thee CPU to operate asynchronously  5. It allows devices and thee CPU to operate asynchronously  6. It allows devices and thee CPU to operate asynchronously  7. It allows devices and thee CPU to operate asynchronously  8. It allows devices and thee CPU to operate asynchronously  8. It allows devices and thee CPU to operate asynchronously  8. It allows devices and thee CPU to operate asynchronously  8. It allows devices and thee CPU to operate asynchronously  8. It allows devices and thee CPU to operate asynchronously  8. It allows devices and thee CPU to operate asynchronously  8. It allows devices and thee CPU to operate asynchronously  8. It allows devices and thee CPU to operate asynchronously  8. It allows devices and thee CPU to operate asynchronously  9. It allows devices and thee CPU to operate asynchronously  1. It is device the completed of the completed operation of the care operation of the completed op			It reduces the number of memory copies required	4	
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When the overall flow in a segment of a data flow diagram is largely sequential and follows straight-line paths, is present.    low coupling			A		
straight-line paths, is present.  low coupling  2 2 2 2 3 3 4 4 4 4 4 4 4 4 4 4 4 4 4					
Part	418				
Second Process   Second Principle   Second Princi			low coupling		
Second Process   Second Principle   Second Princi			2.		
transaction flow  4.  transform flow  1. They both behave the same. 2. Print can take multiple parameters where as echo cannot 3. Echo can take multiple parameters where as echo cannot 3. Echo can take multiple parameters where as print cannot 4. Print is a function where as echo is not.  420 How many flip-flops are required to construct a mod10 counter?  1. 10. 2. 8. 3. 5. 4.4  1. External clock is to be provided 2.1t is using Flip flops 3.1t is more complex 4. Generally they involve stability problem  421 It is difficult to design asynhronous sequential circuits because.  1. Listenal clock is to be provided 2.1t is using Flip flops 3.1t is more complex 4. Generally they involve stability problem  422 Memory elements in clocked sequential circuits are called.  1. Listenal clock is to be provided 2.1t is using Flip flops 3.1t is more complex 4. Generally they involve stability problem  4 Listing sizeoff) 2 count() 3. Writing a user defined function and using array_search() 4. using sizeoff() and count()  424 How do I create PHP arrays in a HTML?  1. Simput name= MyArray[] > 2. Simput = "MyArray"] > 3. Simput name="MyArray"   3. Simput name="MyArray"]   3. Simput name="myArray"   3. Simput n				3	
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How can we count the number of elements in an array?   1.Using sizeof() 2.count() 3.Writing a user defined function and using array_search()   4.   4.   4.   4.   4.   4.   4.   4			Generally they involve stability problem		
4.using sizeoff) and count()  424 How do I create PHP arrays in a HTML?  1.< input name= MyArray[]/> 2.< input ="MyArray[]" /> 3.< input name="MyArray] />  425 What is the default size of a file set in upload_max_filesize?  1.1 MB 2.2 MB 3.2.5 MB 4.3 MB  2 1  426 What happens if no file path is given in include() function?  1.PHP continues to execute the script. 2.Results in a fatal error 3.Include_path is made use of 4.It haults the script.  427 What is the default execution time set in set_time_limit()?  1.20 secs 2.30 secs 3.40 secs 4.50 secs  2 1  428 When the pre-order and post-order traversal of a Binary Tree generates the same output,  1.Three nodes 2.Two nodes 3.One node 4.Any number of nodes	_			4	
		·	4.using sizeof() and count()	4	
425     What is the default size of a file set in upload_max_filesize?     1.1 MB 2.2 MB 3.2.5 MB 4.3 MB     2       426     What happens if no file path is given in include() function?     1.PHP continues to execute the script. 2.Results in a fatal error 3.Include_path is made use of 4.It haults the script.     3       427     What is the default execution time set in set_time_limit()?     1.20 secs 2.30 secs 3.40 secs 4.50 secs     2       428     When the pre-order and post-order traversal of a Binary Tree generates the same output,     1.Three nodes 2.Two nodes 3.One node 4.Any number of nodes	424	How do I create PHP arrays in a HTML ?		3	
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428 When the pre-order and post-order traversal of a Binary Tree generates the same output, 1. Three nodes 2. Two nodes 3. One node 4. Any number of nodes	426	What happens if no file path is given in include() function?		3	
	_			2	
	428		1.1 Hec nodes 2.1 wo nodes 3. One node 4. Any number of nodes	3	

	I	T.	1	
429	Drop SQL clause	Drops only the values from the table		
		2. drops structure of the table along with values		
		3.	2	
		None of the options 4.		
420	The Country of the last the country of	changes the structure of the table  1.		
430	The function used to remove the leading spaces is	ltrim		
		2. lpad	_	
		3.	1	
		rpad 4.		
431	function in PHP returns a list of response headers sent (or ready to send)	rtrim 1.header() 2.headers_list() 3.header_sent() 4.header_send()	2	
432	is a high speed cache used to hold recently referenced page table entries as a	1. ineader() 2.neaders_inst() 3.neader_senit() 4.neader_senit()  1.		
	part of paged virtual memory	Translation Look-aside buffer		
		Inverse page table	1	
		3. Segmented page table		
		4. Hierarchical page table		
433	Synchronous counters eliminate the delay problems encountered with asynchronous	1.input clock pulses are applied simultaneously to each stage 2.input clock pulses are		
	(ripple) counters because the.	applied only to the first and last stages 3.input clock pulses are applied only to the last stage 4.input clock pulses are not used to activate any of the counter stages	4	
434	SR Flip flop can be converted to T-type flip-flop if ?	1. is connected to Q		
		2.R is connected to Q		
			4	
		3.Both S and R are shortend		
		4.S and R are connected to Q and Q' respectively		
435	In any undirected graph, the sum of the degrees of all nodes is:	1.is twice number of edges 2.is always ODD 3.need not be even 4.must be even	1	
436	The number of clock pulses needed to shift one byte of data from input to the output of a	1.10 2.12 3.16 4.32	3	
437	4-bit shift register is.  What is asynchronous counter.	1.none of them 2.A master clock triggers all the flip-flops at a time 3.all the flip-flop		
	·	are combined to common clock 4.each flip-flop has it own clock	4	
438	Given the language L = {ab, aa, baa}, which of the following strings are in L*?  1) abaabaaabaa	1. 1, 2 and 3		
	2) aaaabaaaa 3) baaaaabaaaab	2. 1, 2 and 4		
	4) baaaaabaa	3.	2	
		1, 3 and 4 4.		
120	The Handward had a ship of delicity of the CDH in the	2, 3 and 4		
439	The Hardware mechanism that enables a device to notify the CPU is called	1. Polling		
		2. Interrupt		
		3. Systems Call	2	
		4.		
440	In the running state	None of these		
110	in the running state	only the process which has control of the processor is found		
		2. all the processes waiting for I/O to be completed are found	1	
		3. all the processes waiting for the processor are found	1	
		4.		
441	In the context of object-oriented software engineering a component contains	everything in these options are found  1.		
		attributes and operations 2.		
		instances of each class		
		3.	4	
		roles for each actor (device or user)		
		4.		
		a set of collaborating classes		
442	What is meant by parallel-loading the register?	1. Shifting the data in all flip-flops simultaneously 2. Loading data in two of the flip-flops 3. Loading data in all flip-flops at the same time 4. Momentarily disabling the	3	
4.12	What do not like the model of the first of the control of the cont	synchronous SET and RESET inputs		
443	What is the condition for resetting(s=0) the S flag in status register?	1.MSB of the result is One 2.MSB of the result is zero 3.LSB of the result is one 4. LSB of the result is zero	2	
444	Let w be any string of length n is $\{0,1\}^*$ . Let L be the set of all substrings of w. What is the	1.		
	minimum number of states in a non-deterministic finite automaton that accepts L?	n+1 2.		
		n 3.	1	
		n-1		
		4. 2n+1		
445	Which one of the following is FALSE?	1. There is unique minimal DEA for every regular language.		
		There is unique minimal DFA for every regular language 2.		
		Every NFA can be converted to an equivalent PDA 3.	4	
		Complement of every context-free language is recursive		
L		4. Every nondeterministic PDA can be converted to an equivalent deterministic PDA		

446	Classes and components that exhibit functional, layer, or communicational cohesion are relatively easy to implement, test, and maintain.	1. true		
	Tenurely easy to imprement, ess, and immunit	2.	1	
		false 3. 4.		
447	Which of the following statements is false?	1. Every NFA can be converted to an equivalent DFA		
		2. Every non-deterministic Turing machine can be converted to an equivalent	4	
		deterministic Turing machine 3. Every regular language is also a context-free language	4	
		4.		
440	In PHP, which of the following function is used to insert content of one php file into	Every subset of a recursively enumerable set is recursive		
448	another php file before server executes it	1.include[] 2.#include() 3.include() 4.#include{}	3	
449	The kernel keeps track of the state of each task by using a data structure called	1. Process control block		
		2. Process Status Word	1	
		3. Memory control block	1	
		4.		
450		None of these		
450	The major source of data for other systems are:	Electronic Switching System		
		2. Transaction Processing Systems	2	
		Decision Support System     Management Information System		
451	Consider an undirected random graph of eight vertices. The probability that there is an	1.		
	edge between a pair of vertices is ½. What is the expected number of unordered cycles of length three?	1/8 2.		
		1	3	
		3. 7		
		4. 8		
452	What type of declaration is this:	1.		
	unsigned num;	num is unsigned integer		
		num is unsigned float	4	
		3. num is unsigned character	4	
		4.		
452	With fide fills and the state of the state o	Invalid declaration		
453	Which of the following statements best describes the operation of a synchronous up-/down- counter?	1.In general, the counter can be reversed at any point in its counting sequence. 2.The counter can be reversed, but must be reset before counting in the other direction. 3.		
		The counter can count in either direction, but must continue in that direction once	1	
		started. 4.The count sequence cannot be reversed, once it has begun, without first resetting the counter to zero.		
454	Which segments of a seven-segment display would be active to display the decimal digit 2?	1.a, c, d, f, and g 2.a, b, c, d, and g 3.a, b, d, e, and g 4.a, b, c, d, e, and f	3	
455	In the absolute the addressing mode	The operand is inside the instruction		
		2. The address of the operand is inside the instruction	1	
		3. The register containing the address of the operand is specified inside the instruction		
		4. The location of the operand is implicit		
456	Which of the following addressing modes are suitable for program	1.		
	relocation at run time?  1. Absolute addressing	1 and 4 2.		
	2. Based addressing	1 and 2	4	
	3. Relative addressing 4. Indirect addressing	3. 2 and 3		
		4. 1,2 and 4		
457	What is the minimum number of NAND gates required to implement A + AB` + AB`C?	1.0 2.1 3.2 4.3	1	
458	Which of the following is TRUE?	Every subset of a regular set is regular.		
		Every finite subset of a non-regular set is regular.  Every finite subset of a non-regular set is regular.		
		3.	1	
		Every finite subset of a non-regular set is regular. 4.		
		Infinite union of finite sets is regular.		
459	Which of the following is not a form of memory ?	1. Instruction cache		
		2. Instruction register	3	
		3. Instruction opcode 4		
		4. Translation-a-side buffer	L	
460	Which JavaScript function is most useful for finding errors?	1.Confirm 2.Prompt 3.Debug 4.Alert	3	
461	JavaScript RegExp Object has modifier 'i' to	Perform case-sensitive matching 2.Perform case-insensitive matching 3.Perform both case-sensitive & case-insensitive matching 4.None of the these	2	
462	You can find the element you want to manipulate by way?	1.getElementById() 2.getElementsByTagName() 3.getElementsByClassName() 4.All of the these	4	
463	does the job of allocating a process to the processor.	1. Long term scheduler		
		2.   Short term scheduler (CPU Scheduler)		
		3.	4	
		Medium term scheduler 4.		
		Dispatcher		

161	m I ded I de			
464	The length of the shortest string NOT in the language (over $\Sigma = \{a, b\}$ ) of the following regular expression is	1. 2		
	a*b*(ba)*a*	2.		
		3.	2	
		4.		
465	Consider the regular language $L = (111 + 11111)^*$ . The minimum number of states in any	1.		
403	DFA accepting this languages is:	3		
		2. 5	4	
		3. 8	4	
		4.		
466	The smallest finite automation which accepts the language $\{x \mid length \ of \ x \ is \ divisible \ by \ 3\}$	1.		
	has:	2 states 2.		
		3 states 3.	3	
		4 states		
		4. 5 states		
467	The DMA controller has registers	1. 4		
		2. 2		
		3.	3	
		3 4.		
468	The rate at which a computer clock deviates from a perfect reference clock is called as	1.		
700	a compact cock deviates from a perfect reference clock is called as	Clock rate		
		2. Clock speed	3	
		3. clock drift rate	5	
		4. Transmission Bandwidth		
469	Consider a join (relation algebra) between relations r(R)and s(S) using the nested loop	1.		
	method. There are 3 buffers each of size equal to disk block size, out of which one buffer is reserved for intermediate results. Assuming size(r(R))	Relation r(R) is in the outer loop.		
		2. Relation s(S) is in the outer loop.	1	
		3.	•	
		Join selection factor between r(R) and s(S) is more than 0.5 4.		
470	Consider a DFA over $\Sigma = \{a, b\}$ accepting all strings which have number of a's divisible by	Join selection factor between r(R) and s(S) is less than 0.5.		
.,,	6 and number of b's divisible by 8. What is the minimum number of states that the DFA will have?	8 2.		
	wiii nave:	14	4	
		3. 15		
		4. 48		
471	How many minimum states are required in a DFA to find whether a given binary string	1.		
	has odd number of 0's or not, there can be any number of 1's.	1 2.		
		2 3.	2	
		3		
		4. 4		
472	A Stack-organized Computer uses instruction of	1. Indirect addressing		
		2		
		Two-addressing	3	
		3. Zero addressing		
		4. Index addressing		
473	A graphical display of the fundamental products in a truth-table is known as	1.		
		Mapping		
		2. Graphing	4	
		3. T-map		
		4.		
474	What is the maximum number of reduce moves that can be taken by a bottom-up parser	Karnaugh-Map 1.		
	for a grammar with no epsilon- and unit-production (i.e., of type A -> \(\epsilon\) and A -> a) to parse a string with n tokens?	n/2 2.		
	parse a string with it tokens.	n-1	2	
		3.		
		2n-1		
		2n-1 4. 2°n		
475	Consider the following two sets of LR(1) items of an LR(1) grammar.	4. 2^n 1.		
475	X -> c.X, c/d X -> .cX, c/d	4. 2^n		
475	X > c.X, c/d X > c.X, c/d X > .d, c/d	4. 2^n 1. 1 only		
475	X > c.X, c/d X > cX, c/d X > d, c/d X > cX, \$ X > cX, \$ X > cX, \$	4. 2'n 1. 1 only 2. 2 only 3. 3 and 4 only	4	
475	$\begin{array}{l} X > c. X, c/d \\ X > c. X, c/d \\ X > d, c/d \\ X > c. X, \$ \\ X > c. X, \$ \\ X > c. X, \$ \\ X > d, \$ \end{array}$ Which of the following statements related to merging of the two sets in the corresponding	4. 2 <sup>n</sup> 1. 1 only 2. 2 only 3.	4	
475	X > c.X, c/d X > c.X, c/d X > d, c/d X > d, c/d X > c.X, S X > c.X, S X > d, S Which of the following statements related to merging of the two sets in the corresponding LALR parser is/are FALSE? 1. Cannot be merged since look aheads are different.	4. 2'n  1. 1 only 2. 2 only 3. 3 and 4 only 4.	4	
475	X -> c.X, c/d X -> c.X, c/d X -> d, c/d X -> d, c/d X -> c.X, \$ A	4. 2'n  1. 1 only 2. 2 only 3. 3 and 4 only 4.	4	

476	Consider a 6-stage instruction pipeline, where all stages are perfectly balanced. Assume that there is no cycle-time overhead of pipelining. When an application is executing on this 6-stage pipeline, the speedup achieved with respect to non-pipelined execution if 25% of the instructions incur 2 pipeline stall cycles is	1. 1 2. 2 3.	3	
		4 4.5		
477	Which of these contains an executable statement?	1.// var a = 0; // var b = 0; 2./* var a = 0; // var b = 0; */ 3./* var a = 0; */ var b = 0; 4. // var a = 0; /* var b = 0; */	3	
478	scheduler selects the jobs from the pool of jobs and loads into the ready queue.	1. Long term		
		2. Short trem		
		3. Medium term	1	
		4. None of these		
479	Automaton accepting the regular expression of any number of a 's is:	1.		
		a* 2. a 3.		
		3. a*b*	1	
		4. abc		
480	The minimum number of page frames that must be allocated to a running process in a	1. the instruction set architecture		
	virtual memory environment is determined by	the instruction set arcimecture 2. page size		
		page size 3. physical memory size	1	
		4. number of processes in memory		
481	Finite automata recognizesgrammars	1.		
		type-1 2.		
		type-3	2	
		3. type-0 4.		
482	The main difference between JK and RS flip-flop is that?	type-2 1.		
402	The main difference between by and to impring is that.	JK flip-flop does not need a clock pulse		
		there is feedback in JK flip-flop	3	
		3. JK flip-flop accepts both inputs as 1		
		4. JK flip-flop is acronym of junction cathode multivibrator		
483	Radix of binary number system is?	1. 0		
		2.		
		3. 2	3	
		4. A&B		
484	Which of the following is minimum error code?	1.Octal code		
		2.Grey code		
		z.Grey code	2	
		3.Binary code	_	
		4.		
405	When used with an IC what does the town !!OUAD!! indicate?	Excess 3 code		
485	When used with an IC, what does the term "QUAD" indicate?	1. 4 circuits 2.		
		2. circuits 3.	1	
		8 circuits		
486	register keeps tracks of the instructions stored in program stored in memory.	6 circuits		
400	register keeps tracks of the instructions stored in program stored in memory.	1. AR (Address Register) 2.		
		XR (Index Register)	3	
		PC (Program Counter)		
497	The language is I = (On left)   n o w 3 (   n l w) is	AC (Accumulator)		
487	The language is L={0p1q0r   p,q,r 3 0 , p 1 r} is	Context-sensitive but not context-free     Recursive but not Context-free		
		3. Regular	4	
400		4. Context-free		
488	Write Through technique is used in which memory for updating the data	1. Virtual memory		
		2. Main memory	4	
		3. Auxiliary memory 4.		
		4. Cache memory		

10.7		L		
489	Which of the following is not hardware:	1. Magnetic tape		
		2. Printer	4	
		3. VDU terminal	4	
		4.		
490	Multiple choice examination answer sheets can be evaluated automatically by	Assembler 1.		
		Optical Mark Reader		
		Optical Character Reader		
		Magnetic tape reader	1	
		4. Magnetic ink character reader.		
491	Which of the following would cause quickest access	1.		
		direct access from a magnetic tape		
		2.		
		direct access from a hard disk		
			2	
		direct access from a floppy disk		
		4. direct access from a cassette tape		
492	The process of retaining data for future use is called	1.		
		reading 2.		
		writing	3	
		3. storing		
		4. coding		
493	Magnetic tapes are good storage media for	1. backup and low volume data		
		backup and low volume data		
		2.		
		backup and high volume data	_	
		3	2	
		storing original but low volume data		
		4. storing original but high volume data		
494	What characteristic of RAM memory makes it not suitable for permanent storage?	1. too slow		
		2.		
		unreliable 3.	3	
		it is volatile 4.		
495	The average time required to reach a storage location in memory and obtain its contents is	too bulky 1.		
493	called the	seek time		
		2. turnaround time	3	
		3. access time	3	
		4. transfer time		
496	Which of the following is lowest in memory hierarchy?	1.		
		Cache memory 2.		
		Secondary memory 3.	3	
		Registers		
		4. RAM		
497	One operation that is not given by magnitude comparator	1. equal		
		2. less	2	
		3. greater		
		4. addition		
498	An unambiguous grammar has	Exactly one leftmost derivation for a string w		
		At most one leftmost and one rightmost derivation for a string w	1	
		3. At most one rightmost derivation for a string w	1	
		4. Exactly one leftmost and rightmost derivation for a string w		
499	A stack organized computer has	1.Three-address Instruction		
		2. Two-address Instruction		
		2. 1 wo-address filstruction		
			4	
		3.One-address Instruction		
		4. Zero address Instruction		
		4. Zero-address Instruction	1	

500	Which directory implementation is used in most of the Operating Systems?			
300	which directory imprementation is used in most of the Operating Systems:	Single level directory structure		
		Z. Two level directory structure	3	
		Tree directory structure		
		4. Acyclic directory structure		
501	The memory unit that communicates directly with the CPU is called the	1. main memory		
		2. Secondary memory		
			1	
		3. shared memory		
		4. auxiliary memory		
502	In which addressing mode the operand is given explicitly in the instruction	1. Absolute		
		2. Immediate		
		3. Indirect	2	
		4.		
503	Resource locking	Direct 1.		
		Allows multiple tasks to simultaneously use resource 2.		
		Forces only one task to use any resource at any time 3.	2	
		Can easily cause a dead lock condition 4.		
504	The load instruction is mostly used to designate a transfer from memory to a processor	Is not used for disk drives  1.		
304	register known as	Accumulator		
		2. Instruction Register	1	
		3. Program counter		
		4. Memory address Register		
505	A group of bits that tell the computer to perform a specific operation is known as	1. Instruction code		
		2. Micro-operation	1	
		3. Accumulator	1	
		4. Register		
506	Memory unit accessed by content is called	1.		
		Read only memory 2.		
		Programmable Memory 3.	4	
		Virtual Memory 4.		
507	PSW is saved in stack when there is a	Associative Memory 1.		
		interrupt recognized 2.		
		execution of RST instruction 3.	1	
		Execution of CALL instruction 4.		
508	In a connected graph, a bridge is an edge whose removal disconnects a graph. Which one	All of these  1.		
	of the following statements is true?	1. A tree has no bridges 2.		
		A bridge cannot be part of a simple cycle	4	
		3. Every edge of a clique with size 3 is a bridge (A clique is any compete sub graph of a	4	
		graph) 4.		
	Software coupling is a sign of poor architectural design and can always be avoided in every	A graph with bridges cannot have a cycle  1.		
	system.	True 2.	2	
		False 3. 4.		
510	Generally Dynamic RAM is used as main memory in a computer system as it	1. Consumes less power		
		Communications power		
		2. has higher speed		
		has higher speed 3.	2	
		has higher speed 3. has lower cell density 4.	2	
511	Cache memory acts between	has higher speed 3. has lower cell density 4. needs refreshing circuitry 1.	2	
511	Cache memory acts between	has higher speed 3. has lower cell density 4. needs refreshing circuitry 1. CPU and RAM 2.	2	
511	Cache memory acts between	has higher speed 3. has lower cell density 4. needs refreshing circuitry 1. CPU and RAM	1	
511	Cache memory acts between	has higher speed 3. has lower cell density 4. needs refreshing circuitry 1. CPU and RAM 2. RAM and ROM		
		has higher speed 3. has lower cell density 4. needs refreshing circuitry 1. CPU and RAM 2. RAM and ROM 3. CPU and Hard Disk 4. None of these		
511	Cache memory acts between  Which of the following is not the attribute of FCB?	has higher speed 3. has lower cell density 4. needs refreshing circuitry 1. CPU and RAM 2. RAM and ROM 3. CPU and Hard Disk 4. None of these 1. File permissions		
		has higher speed 3. has lower cell density 4. needs refreshing circuitry 1. CPU and RAM 2. RAM and ROM 3. CPU and Hard Disk 4. None of these 1. File permissions 2. Program Counter		
		has higher speed 3. has lower cell density 4. needs refreshing circuitry 1. CPU and RAM 2. RAM and ROM 3. CPU and Hard Disk 4. None of these 1. File permissions 2.	1	

513	ALE stands for	1.		
		address latch enable 2.		
		address level enable 3.	1	
		address leak enable 4.		
514	Which model depicts the profile of the end users of a computer system?	address leak extension  1.		
		design model 2.		
		implementation model		
		3.	3	
		user model		
		4. client model		
515	Given an arbitrary non-deterministic finite automaton (NFA). with N states, the maximum number of states in an equivalent minimized DFA is at least.	1. N^2		
	number of states in an equivaent imminized D1 A is at least.	2.		
		2N	3	
		3. 2^N		
		4. N!		
516	In 8086, Example for Non maskable interrupts are	I. TRAP		
		2. RST6.5		
		3. INTR	1	
		4. RST6.6		
517	Address line for TRAP is?	1. 0023H		
		2. 0024H		
		3. 0033H	2	
		4. 0099H		
518	Access time is faster for	1. ROM		
		2. SRAM		
		3. DRAM	2	
		4. ERAM		
519	Which of these framework activities is not normally associated with the user interface design processes?	1. cost estimation		
	usaga processes.	2.		
		interface construction		
		3.	3	
		interface validation		
		4.		
520	Which method bypasses the CPU for certain types of data transfer?	user and task analysis  1.		
		Software interrupts 2.		
		Interrupt-driven I/O 3.	4	
		Polled I/O 4.		
521	A 20-bit address bus can locate	Direct memory access (DMA)  1.		
		1,048,576 locations 2.		
		2,097,152 locations 3.	1	
		4,194,304 locations 4.		
522	In a DMA write operation the data is transferred	8,388,608 locations 1.		
		from I/O to memory 2.		
		from memory to I/O 3.	1	
		from memory to I/O 4.		
523	Direction flag is used with	from I/O to I/O  1.		
		String instructions 2.		
		Stack instructions. 3.	1	
		Arithmetic instructions 4.		
		Branch instructions		

524	EPROM is generally erased by using			
324	ETROM is generally crased by using	Ultraviolet rays		
		2. infrared rays	1	
		3. 12 V electrical pulse	•	
		4. 24 V electrical pulse		
525	Which is used to store critical pieces of data during subroutines and interrupts	1.		
		Stack 2.		
		Queue 3.	1	
		Accumulator		
		4. Data register		
526	Usability questionnaires are most meaningful to the interface designers when completed by	1.		
		customers 2.		
		experienced programmers	2	
		3.		
		product users 4		
		project managers		
527	An optimizing compiler	I. Is optimized to occupy less space     Optimized the code	_	
		Is optimized to take less time for execution     Secured Code	2	
528	The external system bus architecture is created using from architecture	4. Secured Code 1.		
		Pascal 2.		
		Dennis Ritchie	4	
		3. Charles Babbage		
		4. Von Neumann		
529	Most software continues to be custom built because	1.		
		Component reuse is common in the software world. 2.		
		Reusable components are too expensive to use.	1	
		3.		
		Software is easier to build without using someone else's components 4.		
520		Off-the-shelf software components are unavailable in many application domains.		
530	A binary tree in which if all its levels except possibly the last, have the maximum number of nodes and all the nodes at the last level appear as far left as possible, is known as	1. full binary tree		
		2. AVL tree		
		3.	1	
		threaded tree 4.		
531	Class testing of object-oriented software is equivalent to unit testing for traditional	complete binary tree  1.		
331	software.	true		
		2. false	1	X
		3. 4.		
532	Performance testing is only important for real-time or embedded systems.	1. true		
		2. false	2	X
		3. 4.		
533	Which statement does not require semicolon?	1. goto xyz		
		2.		
		int x = 20 3.	3	
		#define MAX 100 4.		
		do { } while(count<=100)		
534	Stress testing examines the pressures placed on the user during system use in extreme environments	1. true		
		2. false	2	x
		talse 3. 4.		
535	Program flow graphs are identical to program flowcharts.	1.		
		true 2.	2	
		false 3. 4.		
536	When testing object-oriented software it is important to test each class operation	1.		
	separately as part of the unit testing process.	true 2.	2	x
		false 3. 4.		
537	If L and L' are recursively enumerable, then L is	1.		
		regular 2.		
		context-free	4	
		3. context-sensitive		
		4. recursive		
	<u> </u>	100ut51v0	1	1

538	Let L1 be a recursive language, and let L2 be a recursively enumerable but not a recursive	1.		
	language. Which one of the following is TRUE? L1'> Complement of L1	L1' is recursive and L2' is recursively enumerable 2.		
	L2'> Complement of L2	L1' is recursive and L2' is not recursively enumerable 3.	2	
		L1' and L2' are recursively enumerable 4.		
539	Which of the following is true?	L1' is recursively enumerable and L2' is recursive		
337	which of the following is true:	The complement of a recursive language is recursive.		
		The complement of a recursively enumerable language is recursively enumerable	1	
		<ol> <li>The complement of a recursive language is either recursive or recursively enumerable</li> </ol>		
		4. The complement of a context-free language is context-free		
540	Boolean algebra is also called	1. switching algebra		
		2.		
		arithmetic algebra	1	
		3. linear algebra		
		4.		
		algebra		
541	A quadruple is a record structure with fields.	1.3 2.4	2	
		3. 1 4. 2		
542	In the types of Three-Address statements, copy statements of the form x := y means	The value of x is assigned to y or the value of y is assigned t o x.     The value of x is assigned to y and the value of y is assigned t o x.		
		3. The value of y is assigned to x. 4. The value of x is assigned to y.	3	
543	The set of all strings over the alphabet {a,b} (including epsilon} is denoted by	1.		
		(a+b)^+		
		2. a^+b^+	4	
		3. a*b*		
		4. (a+b)*		
544	Which one of the following languages over alphabet {0,1} is described by the regular expression:	1. The set of all strings containing at least two 0's		
	$\frac{(0+1)*0(0+1)*0(0+1)*?}{(0+1)*2}$	The set of all strings that begin and end with either 0 or 1.		
		3.	1	
		The set of all strings containing at most two 0's.		
		4. The set of all strings containing the substring 00.		
545	The focus of validation testing is to uncover places that a user will be able to observe failure of the software to conform to its requirements.	1. true		
	-	2. false	1	x
546	How many DE to crit with two state even the imput alphabet (a.b.)	3. 4.		
340	How many DFAs exit with two state over the input alphabet (a,b)	16		
		2.		
		26	4	
		3. 32		
		4. 64		
547	Which one of the following regular expressions over {0,1} denotes the set of all strings not containing 100 as a substring?	1. 0*(11*0)*		
		2. 0*1*01		
		3. 0*(10+1)*	1234	x
		A		
		0*1010*		
548	Software validation is achieved through a series of tests performed by the user once the software is deployed in his or her work environment.	1. true		
		2. false	2	
549	Consider a schedule S1 given below;	3. 4. 1.		
547	R1(A); W1(A); R2(B); R2(A); R1(B); W2(A+B); W1(B); where R1 and W1 are read and write operations of transaction T1 and R2 and W2 are read and write operations of	S1 is a serializable schedule		
	which of the following is correct regarding schedule S1?	2. A deadlock will occur if 2PL is used 3.	4	
	which of the following is correct regarding schedule 31:	S1 is a conflict serializable schedule		
		4. S1 is a view serializable schedule		
550	Which of the following operation is used if we are interested in only certain columns of a table?	1. PROJECTION		
		2. SELECTION		
		3. UNION	1	
		JOIN		
		× 0.11	2	
551 552	Divide and conquire mechanism is used in To Delete an item from a Queue identify the correct set of statements	1.selection sort 2.merge sort 3.quick and merge sorts 4.indexed sequential search 1.Q[REAR] = item; REAR ++ 2.item = Q[FRONT]; FRONT++ 3.item = Q[REAR];	3	

553	If there are n relations how many number of join conditions has to be applied to retrieve	1.		
	the data from all the n relations?	N+1 2.		
		N 3.	3	
		N-1		
		4. A Number in the range 0 toN.		
554	In access lists and groups which one of the following is correct for the 'RWX' notation of the order 'group, owner, public'	1. 111110001		
	the order group, which, public	2.		
		110111001 3.	2	
		001111110 4.		
	With the transfer of the trans	001110111		
555	Which of the following statement is false?	I. If there is a PDA by acceptance state that accept L, then there is also a PDA by empty stack that accept L		
		2. If there is a NPDA that accept L, then there is also a DPDA that accept L.		x
		3. If there is a PDA by empty stack, then there is also a CFG G that accept L. 4. If there is a CFG G that accepts L, then there is also a PDA that accept L.		
556	Mode of communication in which transmission takes place in both directions, but only in one direction at a time is called	1.simplex 2.four wired 3.full duplex 4.half-duplex	4	
557	Which of the following statements is true?	Quadraples have some disadvantages over triples notation for an optimizing		
	ŭ	compiler 2.For optimizing compiler, moving a statement that defines a temporary value requires us to change all references to that statements. It is an overhead for triples notation 3.For optimizing compiler, triples notation has important benefit where statements are often moved around as it incurs no movements or change 4.All the statements are false	2	
558	The addressing mode used in an instruction of the form ADD R1, R2 is	1. Absolute		
		2. Indirect	3	
		3. Index		
		4. Register		
559	A binary tree T has 20 leaves. The number of nodes in T having two children is	1.		
		34 2.		
		99	4	
		3. 7		
		4. 19		
560	Which of the following asymptotic notation is the worst among all?	1.		
		n + 9378 2.		
		2^ n-1 3.	2	
		2^ n - 1 4.		
		2n ? 1		
561	When there is complete DFA with Five states out of which two are final states if F is modified such that it recognizes complement of the original language then there will be at least final states.	1. 3		
	itastinai states.	2. 2		
			5	
		3. 5		
562	How many address bits are needed to select all memory locations in the 16K × 1 RAM?	4. 7 1.		
		8		
		10	3	
		3. 14		
		4. 16		
563	Bit stuffing refers to	1.inserting a '0' in user data stream to differentiate it with a flag 2.inserting a '0' in	1	
		flag data stream to avoid ambiguity 3.appending a nibble to the flag sequence 4. appending a nibble to the user data stream	1	
564	Which one of these is characteristic of RAID 5?	1. Distributed parity		
		2.		
		No Parity	1	
		3. All parity in a single disk		
		4. Double Parity		
565	The set of fundamental assumptions about what products the organization should produce,	1. organizational culture.		
	how and where it should produce them, and for whom they should be produced is	behavioral model.     rational model.	1	
		4. agency theory.		
566	The set of fundamental assumptions about what products the organization should produce, how and where it should produce them, and for whom they should be produced is	organizational culture.     behavioral model.		
	, and the second of products is	3. rational model.	1	
567	A network that contains multiple hubs is most likely configured in which topology?	4. agency theory.  1.Mesh 2.Tree 3.Bus 4.Star	2	
568	Which one of the following models is not suitable for accommodating any change?	1. Build & Fix Model		
		2. RAD Model 3. Waterfall Model	3	
		4. Prototyping Model		

569				
309	Content of the program counter is added to the address part of the instruction in order to obtain the effective address is called	1. relative address mode.		
		2. index addressing mode.	1	
		3. register mode		
		4. implied mode		
570	The three key levels at which responsibility can be defined is at the,,	Team, Organization, contractor		
		2. Project, Strategic, Activity 3. Project, Activity, WBS	4	
		4. Project, Organization, Team		
571	Usecase analysis focuses upon	1. Actors 2. Objects		
		3. Data	1	
572	The data-in register of I/O port is	4. Entities		
372	The data-in register of 170 porcis	read by host to get input		
		2. read by controller to get input		
		3. written by host to send output	1	
		4.		
573	Which one of the following is a valid project Key Performance Indicator (KPI)?	written by host to start a command  1. Master schedule.		
0.0	when one or the following is a value project ricy vertor mance material (122.7).	2. Staff appraisals.	4	
		Management buy in.     Milestone achievement.		
574	If M1 machine recognizing L with n states, then M2 recognizing L* constructed Using Thompson construction will have ——states.	1. n+2		
		2.		
		n+1	2	
		3.		
		n		
==:		4. n-1		
575 576	Which one of the following uses 8B/6T encoding scheme A packet switching network	1.100 Base-T1 2.100 Base-T4 3.100 Base TX 4.100 Base-FX  1.can reduce the cost of using an information utility 2.allows communications	2	
370	The preact stratelling includes	channel to be shared among more than one user 3.can reduce the cost of using an information utility and allows communications channel to be shared among more	3	
533	The main and the line was to the line with the line was to the	than one user 4.is free		
577	The main purpose of a data link content monitor is to	1.detect problems in protocols 2.determine the type of switch used in a data link 3. determine the flow of data 4.determine the type of switching used in data link	1	
578	Which of the following is a wrong example of network layer	1.X.25 level 2-ISO 2.Source routing and Domains Naming Usenet 3.X.25 packet	1	
579	Logical addressing is used in layer	land protocols (PLP-ISO) 4.Internet protocol (I/P) ARPA NET  1.Network 2.Transport 3.Physical 4.Session	1	
580	functions as a request-response protocol in the client-server computing model.	1.HTTP 2.IP 3.TCP 4.UDP	1	
581	In context of OSI or TCP/IP computer network models, which of the following is false?	1. Major difference between LAN and WAN is that the later uses switching element 2. Network layer is connection oriented 3.A repeater is used just to forward bits from one network to another one 4.A gateway is used to connect incompatible networks	2	
582	All devices/host connect to a central switch in topology.	1.Star 2.Ring 3.Bus 4.Tree	1	
583	Calculate the person months for a project that was completed in two months with two people working on it.	1. 2 2. 4		
	propie working on it.	3. 1	2	
584	When FA M is given which recognizes language L and reverse of L is found by using M	1.		
	then there can beFinal states	Two		
		2. Three	3	
		3. Only one		
		4. Any number		
585	Who owns the Project Management Plan (PMP)?	1. The project team.		
		The chief executive.     The project manager.	3	
I			3	
596	The number of states in a machine M recognizing L1111 2 10 b.	4. The project support office.	3	
586	The number of states in a machine M recognizing L1UL2 will be where n is the number of states in M1 and m is the number of states in M2.		3	
586		4. The project support office.  1. m-n  2.	3	
586		4. The project support office.  1. m-n  2. m+n	2	
586		4. The project support office.  1. m-n  2.		
586		4. The project support office.  1. m-n  2. m+n  3. m+n+1		
586	where n is the number of states in M1 and m is the number of states in M2 .  A Program Counter contains a number 825 and address part of the instruction contains	4. The project support office.  1. m-n  2. m+n  3. m+n+1  4. n-m  1.		
	where n is the number of states in M1 and $\bar{m}$ is the number of states in M2 .	4. The project support office.  1. m-n  2. m+n  3. m+n+1  4. n-m		
	where n is the number of states in M1 and m is the number of states in M2.  A Program Counter contains a number 825 and address part of the instruction contains the number 24. The effective address in the relative address mode, when an instruction is	4. The project support office.  1. m-n  2. m+n  3. m+n+1  4. n-m  1. 849	2	
	where n is the number of states in M1 and m is the number of states in M2.  A Program Counter contains a number 825 and address part of the instruction contains the number 24. The effective address in the relative address mode, when an instruction is	4. The project support office.  1. m-n  2. m+n  3. m+n+1  4. n-m  1. 849  2. 850		
	where n is the number of states in M1 and m is the number of states in M2.  A Program Counter contains a number 825 and address part of the instruction contains the number 24. The effective address in the relative address mode, when an instruction is	4. The project support office.  1. m-n  2. m+n  3. m+n+1  4. n-m  1. 849	2	
	where n is the number of states in M1 and m is the number of states in M2.  A Program Counter contains a number 825 and address part of the instruction contains the number 24. The effective address in the relative address mode, when an instruction is	4. The project support office.  1. m-n  2. m+n  3. m+n+1  4. n-m  1. 849  2. 850  3. 801  4.	2	
	where n is the number of states in M1 and m is the number of states in M2.  A Program Counter contains a number 825 and address part of the instruction contains the number 24. The effective address in the relative address mode, when an instruction is	4. The project support office.  1. m-n  2. m+n  3. m+n+1  4. n-m  1. 849  2. 850  3. 801	2	
587	where n is the number of states in M1 and m is the number of states in M2.  A Program Counter contains a number 825 and address part of the instruction contains the number 24. The effective address in the relative address mode, when an instruction is read from the memory is	4. The project support office.  1. m-n  2. m+n  3. m+n+1  4. n-m  1. 849  2. 850  3. 801  4. 802  1. 112	2	
587	where n is the number of states in M1 and m is the number of states in M2.  A Program Counter contains a number 825 and address part of the instruction contains the number 24. The effective address in the relative address mode, when an instruction is read from the memory is	4. The project support office.  1. m-n  2. m+n  3. m+n+1  4. n-m  1. 849  2. 850  3. 801 4. 802	2	
587	where n is the number of states in M1 and m is the number of states in M2.  A Program Counter contains a number 825 and address part of the instruction contains the number 24. The effective address in the relative address mode, when an instruction is read from the memory is	4. The project support office.  1. m-n  2. m+n  3. m+n+1  4. n-m  1. 849  2. 850  3. 801  4. 802  1. 12  2.	2	
587	where n is the number of states in M1 and m is the number of states in M2.  A Program Counter contains a number 825 and address part of the instruction contains the number 24. The effective address in the relative address mode, when an instruction is read from the memory is	4. The project support office.  1. m-n  2. m+n  3. m+n+1  4. n-m  1. 849  2. 850  3. 801  4. 802  1. 12  2. 14	2	
587	where n is the number of states in M1 and m is the number of states in M2.  A Program Counter contains a number 825 and address part of the instruction contains the number 24. The effective address in the relative address mode, when an instruction is read from the memory is	4. The project support office.  1. m-n  2. m+n  3. m+n+1  4. n-m  1. 849  2. 850  3. 801  4. 802  1. 12  2. 114	2	

500	When the six and t	1.1	1	
589	When there is more than one final state in the reduced FA, then its regular expression will contain operator surely	1. dot 2. binary +	4	
		3. star	4	
590	When an instruction is used from the memory it is called	4. unary +		
390	When an instruction is read from the memory, it is called	Memory Read cycle		
		2.		
		Fetch cycle 3.	3	
		Instruction cycle		
		4. Memory write cycle		
591	A data structure where elements can be added or removed at either end but not in the	1.linked lists 2.Stacks 3.Queues 4.Deque		
	middle		4	
592	The Epsilon-Closure of any state q will contain the state irrespective of q.	1. p		
		2. Epsilon 3. q	3	
		4. Final State		
593	The minimum length for strings in the regular expression ( $10* + 001*$ )* is	1. Infinite		
		2. One 3. Zero	3	
		4. Two		
594	A variable P is called pointer if	1.P contains the address of an element in DATA 2.P contain the DATA and the		
		address of DATA 3.P can store only memory addresses 4.P points to the address of first element in DATA	1	
595	Which of the following regular expression denotes a language comprising of all possible	1. (aaa+ab+a)+(bbb+bb+a)		
	strings over {a,b} of length n where n is a multiple of 3?	2.		
		((a+b) (a+b) (a+b))*		
		3.	2	
		(aaa+bbb)*		
		4.		
		(a+b+aa+bb+aba+bba)*		
596	Let $G(x)$ be the generator polynomial used for CRC checking. What is the condition that	1.		
	should be satisfied by G(x) to detect odd number of bits in error?	G(x) contains more than two terms 2.		
		G(x) does not divide 1+x^k, for any k not exceeding the frame length	3	
		3. 1+x is a factor of G(x)		
		4.		
		G(x) has an odd number of terms.		
597	What is the data structures used to perform recursion?	1.list 2.queue 3.stack 4.Tree	3	
598	The restriction while using the binary search is ?	1.List should be small in number 2.List should be large in number 3.List should be sorted 4.No restriction	3	
599	Which Data structure is best suited for the UNDO operation in Windows	1.Both Stack and Queues 2.Queues 3.Stack 4.Arrays	3	
600	Which of the following logic expression is incorrect?	1.		
		$1 \oplus 0 = 1$		
		2.		
		$1 \oplus 1 \oplus 0 = 1$	2	
		3.		
		$1 \oplus 1 \oplus 1 = 1$		
		$\begin{array}{l} 4. \\ 1 \odot 1 = 0 \end{array}$		
601	Effective software project management focuses on four P's which are	1. people, product, process, project		
	1 0	2. people, product, performance, process	1	
		3. people, performance, payoff, product 4. people, process, payoff, product		
602	The difference between linear array and a record is	1.A record form a hierarchical structure but a linear array does not 2.All of above 3.		
		An array is suitable for homogeneous data but the data items in a record may have	3	
		different data type 4.In a record, there may not be a natural ordering in opposed to linear array		
603	Consider the regular language $L = (111 + 11111)^*$ . The minimum number of states in any	1.		
	DFA accepting the language is	3		
		2		
		2. 5	4	
			*	
		3. 8		
60.1	The most fire armagonian for $\psi$   a h = 100	4.9	1	
604	The postfix expression for * + a b - c d is?  What is the recommended distribution of effort for a software project?	1.ab + cd - * 2.ab + cd * - 3.ab + - cd * 4.ab cd + - * 1.50-20-30	1	
003	venacis are recommended distribution of effort for a software project?	1. 50-20-30 2. 50-30-20	4	
		3. 30-40-30	4	
606	Which of the following about the design teacher the district of the state of the st	4. 40-20-40	3	
606	Which of the following algorithm design technique is used in the quick sort algorithm?  State the acronym of POMA in software project management	Greedy method 2.Backtracking 3.Divide and conquer 4.Dynamic programming     Project Organization Monitoring Adopting	3	
007	State the actorym of 1 Owix in software project management	Project Organization Monitoring Adopting     Planning Origanizing Monitoring Adjusting	2	
		project oriented maintenance and administration	_	
600	Van have to court a list I consisting of a courted list followed by the first followed b	4. Project Orientation Mapping Adjusting		
608	You have to sort a list L consisting of a sorted list followed by a few "random" elements.  Which of the following sorting methods would be especially suitable for such a task?	1.Bubble sort 2.Selection sort 3.Quick sort 4.Insertion sort	4	
609	Which one of the following connects high-speed high-bandwidth device to memory	1.		
	subsystem and CPU.	expansion bus		
		2.		
		PCI bus	1	
		3. SCSI bus		
		4.		
		none of the mentioned		

610	Which one of the following statements best defines the purpose of a Product Breakdown	1. To identify the health and safety strategies and procedures to be used on the		
	Structure (PBS)?	project  2. To establish the extent of work required prior to project commissioning and the		
		handover 3. To define how the products are produced by identifying derivations and	4	
		dependencies		
		To define the hierarchy of deliverables that are required to be produced on the project		
611	Simplified form of the boolean expression $(X + Y + XY) (X + Z)$ is	1. X + Y + Z		
		2.		
		XY + YZ	3	
		3. X + YZ	3	
		4. XZ + Y		
612	Specify the 2 library functions to dynamically allocate memory?	1. malloc() and calloc() 2. malloc() and memalloc()		
		3. alloc() and memalloc()	1	
613	During a software development project two similar requirements defects were detected.	memalloc() and faralloc()      There is no relationship between the phase in which a defect is discovered and its		
	One was detected in the requirements phase, and the other during the implementation	repair cost  2. The most expensive defect to correct is the one detected during the implementation		
	phase. Which of the following statements is mostly likely to be true?	phase.	2	
		<ol><li>The most expensive defect to correct is the one detected during the requirements phase.</li></ol>		
		4. The cost of fixing either defect will usually be similar.		
614	An unambiguous grammar has	Exactly one leftmost derivation for a string w		
		At most one leftmost and one rightmost derivation for a string w     At most one rightmost derivation for a string w	1	
615	In general tree to binary tree conversion, the two links of the binary tree node points to	Exactly one leftmost and rightmost derivation for a string w     two leaf nodes in the general tree 2.its right child and sibling in the genral tree 3.its		
		left child and sibling in the general tree 4.its left and right child in the general tree	4	
616	A property which is not true for classes is that they	Can closely model objects in the real world.     bring together all aspects of an entity in one place.	2	
		permit data to be hidden from other classes.	2	
617	In C++, dynamic memory allocation is achieved with the operator	4. are removed from memory when not in use.  1. malloc()		
		2. delete 3. new	3	
		4. this		
618	Which of the following statements about queues is incorrect?	1.Queues are first-in, first-out (FIFO) data structures 2.Queues can be implemented using arrays 3.Queues can be implemented using linked lists 4.New nodes can only	4	
		be added at the front of the queue	ľ	
619	Which of the following statements is/are FALSE?	Turing recognizable languages are closed under union and complementation.		
		2. Turing decidable languages are closed under intersection and complementation	3	
		3. Turing recognizable languages are closed under union and intersection.		
		For every non-deterministic Turing machine, there exists an equivalent deterministic Turing machine.		
620	If you have an empty queue and you insert characters 'r', 'a', 't' (in this order only), what is the order of the characters when you dequeue all the elements?	1. 'r', 'a', 't' 2. 't', 'a', 'r' 3. 'r', 't', 'a' 4. 't', 'r', 'a'	1	
621	Which two RAID types use parity for data protection?	1.		
		RAID 1 2.		
		RAID 4 3.	4	
		RAID 1+0		
		4.  RAID 5		
622	Which of the following conversion is not possible (algorithmically)?	1. nondeterministic PDA to deterministic PDA		
		2. nondeterministic FSA to deterministic FSA		
		regular grammar to context-free grammar	1	
		4. nondeterministic TM to deterministic TM		
623	The minimum number of arithmetic operations required to evaluate the polynomial P(X)	1.6 2.7 3.8 4.9	2	
624	=X^5+4X^3+6^X+5 for a given value of X using only one temporary variable.  Write the regular expression to denote the language L over ? ={ a,b} such that all the	1. a*b*	-	
024	string do not contain the substring " ab".	2. b*a*	24	x
		3. (ab)* 4. (ba)*		
625	How many nodes in a tree have no ancestors.	1.2 2.n 3.1 4.0	3	
626	Which of the following regular expression identities are true?	1. r*s* = r* + s* $2. (r+s)* = (r*s*)*$		
		3. $(r+s)^* = r^* + s^*$	2	
627	The number of components in a graph with n nodes and 1 edge are	4. (r + s)* = r* s* 1.n 2.n-2 3.n-1 4.n-3	3	
628	The number of components in a graph with n nodes and 1 edge are	1.n 2.n-2 3.n-1 4.n-3	3	
629	Consider two strings A ='qpqrr' and B = 'pqprqrp'. Let x be the length of the LCS between A and B and let y be the number of such longest common subsequences between A	1.42 2.34 3.32 4.30	2	
	and B. Then x + 10y =			
630	A grammar that produces more than one parse tree for some sentence is called  Pee hole optimization	1.Ambiguous 2.Irregular 3.Regular 4.Unambiguous     1.Local optimization 2.Loop optimization 3.Constant folding 4.Data flow analysis	3	
632	Using linked list node representation, inserting a node in general tree is performed	1.not possible 2.by merging with an existing node 3.after introducing a new link 4.	2	
	efficently	after converting to binary tree	-	

A comparison of the complexity metric provides the designer with information regarding the continued of comparison of the program and the program and the comparison of the program and the program	(22		1	1	
A	633	The 16-bit 2's complement representation of an integer is 1111 1111 1111 0101, its decimal representation is	1. 1		
1   1   2   2   2   2   2   2   2   2		Tep-eseminor is	2.		
1   1   2   2   2   2   2   2   2   2			2 3	4	
1   1   2   2   2   2   2   2   2   2			3		
Section of the complexity mereit prevailed the designer with information regarding the number of survival complexity mereit prevailed the designer with information regarding the number of survival to prevail the preparation of the prevail of th					
summer of special part of the program in the progra	634	The cyclomatic complexity metric provides the designer with information regarding the			
Section   Sect					
Section   Sect			2.		
A supernor precedence parsing , precedence relations are defended   To defend the bands   To defend the band					
A supernor precedence parsing , precedence relations are defended   To defend the bands   To defend the band			indomendant logic matter in the maceure	4	
1.70 definite the hande 2 For all part of remained 3 For all part of non-terminals 4.   20			independent logic paths in the program		
1.70 definite the hande 2 For all part of remained 3 For all part of non-terminals 4.   20					
1.70 definite the hande 2 For all part of remained 3 For all part of non-terminals 4.   20			4. statements in the program		
Only On A section part of precision code. It doubles ability topping the cigarity and block or inchanged, which were of the following precision of a precision of the contract of the contra	635	In operator precedence parsing , precedence relations are defoned	1 0	2	
size suchanged, which one of the following is guaranteed to be NOT affected?  With of a second concess.  With of processor to main memory data box.  It benefits noticed by a second performance of quickwort implemented on an infrince delices word.  With of processor to main memory data box.  It benefits noticed by a second performance of quickwort implemented on an infrince delices word.  With of processor to main memory data box.  It benefits noticed by a second performance of quickwort implemented on an infrince delices word.  It for firm that of the processor of the second second by a second performance of quickwort implemented on an infrince delices word.  With of a second performance of the second second by a second performance of the second second performance of the second performance of			Only for a certain pair of terminals	3	
Visible of set index decoder	636		1. Width of tag comparator		
An intermediate code form is    Comparison of the control of processor or man memory data has		size unchanged, which one of the following is guaranteed to be NO1 affected:	2.		
An intermediate code form is  An intermediate code form is  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by specified lander and the lander of the lan			Width of set index decoder	4	
An intermediate code form is  An intermediate code form is  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by relocating lander are specified by  Belocating bits used by 25 (200 pt. 200 pt. 20			Width of way selection multiplexer		
A   Comparison of the Compar			4.		
Relacating hits sued by relacating loader are specified by  The dightst upper hound for the worst case performance of quicksort implemented on an array of the discontent by always during the prior as the certard celerater is.  Heading the dightst upper hound for the worst case performance of quicksort implemented on an array of the discontent by always during the prior as the central celerater is.  Heading the discontent by always during the prior as the central celerater is.  Heading the discontent by always during the prior as the central celerater is.  Heading the discontent is a proposed of the second of the prior and the celerater is a prior to the prior and the celerater is a prior to the celestrater. The prior the prior and the celestrater is a prior to the celestrater	(27	An intermediate and form in	· · · · · · · · · · · · · · · · · · ·		
Asserting his used by re-desting hander are specified by   2   The dighest upper bounder for the work cap performance of quickwort implemented on an array of a chemist by abuse, downing the pive of a the central descent is   1,176 [lago 270 lago 33.01;27.92]   3   3   4   1,275 [lago 270 lago 33.01;27.92]   3   4   1,275 [lago 370 lago 33.01;27.92]   3   4   1,275 [lago 370 lago	03/	124 Investmentate cone 191 iii 15		4	
Section   Sect	638	Relocating bits used by relocating loader are specified by		2	
Symbolised and provide inside a long that always compare the same value can be moved before the long.	639		1.T(n! logn) 2.O(n logn) 3.O(n^2) 4.O(n^3)	3	
1   Loop invariant computation 2 Interchange of statements 3 indication variable 4.   1   1   1   1   1   1   1   1   1	(40	, , , , , ,	11D	1	
Algebraic Transformation  Algebraic Transfor	_			1	
Postforder Tree traversal is recursive   Postforder Tree traversal is recursive   1.10	041			1	
Postorier Tree traversal is recursive  11.10 2.12.00 3.01.8.4.08.1.  11.10 3.12.1.4.00 3.01.8.4.08.1.  11.10	642		1.Postfix notation and Three address code 2.Quadraples 3.Triples 4.Infix notation and	132	v
he following is True?    Section   Comparison   Compariso					Λ
be following is True?    Program, the code corresponding to N N	_			2	
2 For any imput program, nather AST not CFG will contain a cycle 3 Each node in AST and CFG corresponds of a most one statement in the input program 4. The maximum number of successors of a node in an AST and a CFG depends on the statement in the input program 4. The maximum number of successors of a node in an AST and a CFG depends on the following a node in an AST and a CFG depends on the statement in the input program 4. The maximum number of successors of a node in an AST and a CFG depends on the following 3. Basic Code Analysis 4. Data of the property of the statement of	644				
AS I and U.R. corresponds to all most estimated in the improgram 4. In entire maximum number of successors of a node in an AST and a CFG depends on the maximum number of successors of a node in an AST and a CFG depends on the entire maximum number of successors of a node in an AST and a CFG depends on the entire maximum number of successors of a node in an AST and a CFG depends on the entire maximum number of successors of a node in an AST and a CFG depends on the entire maximum number of successors of a node in financial at 12:12.2 (a):12.3 (a):22.4.2 (a):1  4. Cool and bop optimization in turn provide motivation for the successor of a node in function of the successor of a node in financial at 12:2.2 (a):12.3 (a):22.4.2 (a):1  4. Deep of the successor of a node in financial at 12:2.2 (a):2.3 (			2. For any input program, neither AST nor CFG will contain a cycle 3. Each node in	4	
input program    1				-	
1   10-22   2 (1-1)   2 3   2 2   2 2   2 2   2 2   2 2   2 2   2 2   2 2   2 2   2 2   2 2   2 2   2 2   2 2   2 2   2 2   2 2 2   2 2 2   2 2 2   2 2 2   2 2 2 2   2					
Linear provides and loop optimization in turn provide motivation for the wards and the statistic of the attributes of its children, then it is called the attributes of its children, then it is called the attributes of its children, then it is called the attributes of its children, then it is called the attributes of the attributes of its children, then it is called the attributes of the attributes of its children, then it is called the attr	645	In an array representation of binary tree, the left child of i th node is located at	1.2i+2 2.(i-1)/2 3.(i-2)/2 4.2i+1	4	
flow analysis   flow analysi	646			3	
In a syntax directed translation schema, if value of an attribute of a node is function of the values of the attributes of its children, then it is called  Minterms are arranged in map in a sequence of  In a syntax directed translation schema, if value of an attribute of a node is function of the values of the attributes 3. Canonical attributes 4. Derived attributes 4. Derived 6. Derived 4. Derived 4. Derived 4. Derived 4. Derived 4. Derived 6.	647	Local and loop optimization in turn provide motivation for		4	
Suppose a circular queue of capacity (n - 1) elements is implemented with an array of n chemetrs. Assume that the invertion and deletion operation are carried out using REAR and FRONT array include variables. Seconditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions to detect queue full and queue empty are conditions and uses of variables and fairned to the control structure testing technique where the criteria used to design test cases is that they  2.			now analysis	4	
Mainterms are arranged in map in a sequence of	648			2	
binary sequence  2 gny code 3 3 binary variables  BCD code  BCD code BCD code  BCD code  BCD code  BCD code  BCD code  BCD code  BCD code  BCD code  BCD code  BCD code  BCD code  BCD code  BCD cod		,	atrributes	-	
2 gry code 3 himry variables 4 Code 650 Suppose a circular queue of capacity (n - 1) elements is implemented with an array of n elements. Assume that the insertion and deletion operation are carried out using REAR and FRONT as array infect variables, respectively, Initially, REAR = FRONT = 1. Fatil: (FRONT+1) mod n = REAR, empty: REAR = FRONT   2 Fatil: (REAR = FRONT, empty: (REAR) = TRONT   3 Fatil: (REAR = FRONT, empty: (REAR) = TRONT   3 Fatil: (REAR = TRONT, empty: (REAR) = TRONT   3 Fatil: (REAR = TRONT, empty: (REAR) = TRONT   3 Fatil: (REAR = TRONT, empty: (REAR) = TRONT   3 Fatil: (REAR = TRONT, empty: REAR = TRONT   3 Fatil: (REAR = TRONT, empty: REAR = TRONT   3 Fatil: (REAR = TRONT, empty: REAR = TRONT   4 Fatil: (REAR = TRONT, empty: REAR = TRONT   5 Fatil: (REAR = TRONT, empty: RE	649	Minterms are arranged in map in a sequence of	1. binary sequence		
Suppose a circular queue of capacity (n - 1) elements is implemented with an array of nelements. Assume that the insertion and deletion operation are carried out using REAR and FRONT as array index variables, respectively. Initially, REAR = FRONT - 0. The conditions to detect queue full and queue empty are    Condition to testing is a control structure testing technique where the criteria used to design test cases is that they    Condition to testing is a control structure testing technique where the criteria used to design test cases is that they    Condition to testing is a control structure testing technique where the criteria used to design test cases is that they    Condition to testing is a control structure testing technique where the criteria used to design test cases is that they    Condition to a class A cannot access					
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18   Tree 2 AVL Tree 3 Binary tree 4 Binary search Tree   4	1 1 4 4 4 1 1 4 4 3 3 4 4
See   Variables inside parenthesis of functions declarations have   Level access   1. Local   2. Colobal   3. Module   4. Universal   4. Un	1 4 4 1 1 4 4 3 3 4 4
Some content of the following statements is/are TRUE for an andirected graph?P:Number of odd degree vertices is even.Q: Sum of degrees of all vertices is even degree vertices is even.Q: Sum of degrees of all vertices is even.Q: Sum of all ver	1 4 4 1 1 4 4 3 3 4 4
4. Universal   4. U	4 4 1 1 4 3 3 4 4
1   1   1   1   1   1   1   1   1   1	4 4 1 1 4 3 3 4 4
degree vertices is even, S sum of degree of all vertices is even  661	4 4 1 1 4 3 3 4 4
661 Consider a software program that is artificially seeded with 100 faults. While testing this program, 195 faults are develoted, not of which 5 faults are from those artificially seeded with 100 faults. Assuming that both are and seeded faults are of same nature and have same distribution, the estimated number of undetected real fault is  662 System reactions to external events is depicted by  663 In postfix form of the expression (A+ B)*(C*D- E)*F/G is  664 Consider the following array of elements. (89,19,50,17,12,15,25,7,11,6,9,100). The minimum number of intererbanges needed to convertit into a must-beap in language and the same and the same and the same argument is the following algorithm is used to find the shortest path between two nodes in graph  665 Which of the following again angle software developer is  666 Which of the following is the insertion operator?  667 Which of the following is the insertion operator?  668 Which of the following is the insertion operator?  669 Which of the following is the insertion operator?  660 Wich of the following is the insertion operator?  661 Overloading involves writing two or more functions with	4 1 1 4 3 3 4 4
program, 159 faults are detected, out of which 75 faults are from those artificially seeded faults. Samming that both are and seeded faults are of same nature and have same distribution, the estimated number of undetected real fault is    175	1 3 4 4 1 4 3 3 4
finalis. Assuming that both are and seeded faults are of same nature and have same distribution, the estimated number of undetected real fault is    175	1 3 4 4 1 4 3 3 4
System reactions to external events is depicted by   1	1 3 4 4 1 4 3 3 4
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428	3 4 4 1 4 3 3 4 4
System reactions to external events is depicted by   State diagram   2	3 4 4 1 4 3 3 4 4
State diagram 2. Activity diagram 3. Usecase diagram 4. Sequence diagram 4. Sequence diagram 4. Sequence diagram 663 The postfix form of the expression (A+B)*(C*D-E)*F/G is CDE *.*F*G/2AB+CD*E-F*G/3AB+CD*E-FG/**4AB+ 3 664 Consider the following array of elements, 189.19.50.17.12.15.2.5.7.11.6.9.100).The minimum number of interchanges needed to convert it into a max-heap is 665 Extreme Programming process model includes framework activities such as  1. analysis, design, coding, testing 2. planning, analysis, design, coding, testing 3. planning, analysis, design, coding, testing 4. planning, analysis, design, coding, testing 5. planning analysis, design, coding, testing 6. planning analysis, design, coding, testing 7. planning, analysis, design, coding, testing 8. planning, analysis, design, coding, testing 9. planning, analysis, design, coding, testing 1. Till the following algorithm is used to find the shortest path between two nodes in graph 1. Trust 2. Competence 3. Decision-making 4. HardworkKey 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4.	3 4 4 1 4 3 3 4 4
Usecase diagram   Usecase di	3 4 4 1 4 3 3 4 4
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4   Sequence diagram	4 1 1 4 3 3 4
663   The postfix form of the expression (A+B)*(C*D-E)*F / G is   LAB + CD*E - F *G / 2.AB + CD*E - F **G / 3.AB+CD*E - FG /** 4.AB + CD*E - FG /** 4.AB +	4 1 1 4 3 3 4
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minimum number of interchanges needed to convert it into a max-heap is  Extreme Programming process model includes framework activities such as  1. analysis, design,coding,testing 2. planning,analysis, design,coding,testing 4. planning,analysis, design, coding, testing 4. planning, analysis, design, coding, testing 4. planning, analysis, design, coding, testing 4. planning, analysis, design, coding, testing 5. planning,	1 4 3 3
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4	3
4	3
Which of the following algorithm is used to find the shortest path between two nodes in graph   1. Dijjiktra's algorithm 2. Prim's algorithm 3. Kruskal's algorithm 4. Merge algorithm 1   1. Average case 2. Worst case 3. Best case 4. Null case   4.	3
Section   Sect	3
Important capability needed for an agile software developer is   1.   Trust   2.   Competence   3.   Decision-making   4.   HardworkKey   5.   Market   670   Given an array that represents elements of arithmetic progression in order. It is also given that one element is missing in the progression, the worst case time complexity to find the missing element efficiently is:   1.   Market	3
Trust 2. Competence 3. Decision-making 4. HardworkKey  669 Which of the following is the insertion operator?  1./* 2.// 3. << 4.  670 Given an array that represents elements of arithmetic progression in order. It is also given that one element is missing in the progression, the worst case time complexity to find the missing element efficiently is:  671 Overloading involves writing two or more functions with  1. different names and different argument lists 2. different names and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name argument list 3. the same name argument list 3. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name and the same argument list 3. the same name a	4
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3   3   3   Decision-making   4   HardworkKey	4
4.   HardworkKey	
4.   HardworkKey	
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670 Given an array that represents elements of arithmetic progression in order. It is also given that one element is missing in the progression, the worst case time complexity to find the missing element efficiently is:  671 Overloading involves writing two or more functions with 1. different names and different argument lists 2. different names and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. The same name and different names and different argument lists 4. The same name and different argument lists 4. The same name and different names and different names and different names and different names and diffe	3
that one element is missing in the progression, the worst case time complexity to find the missing element efficiently is:  671 Overloading involves writing two or more functions with 1. different names and different argument lists 2. different names and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 4. the same name and the same argument list 4. the same name and the same argument list 5. The same name ar	3
1. different names and different argument lists 2. different names and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. the same name and the same argument list 3. the same name and different argument lists 4. The same name and the same argument list 3. The same name and different argument lists 4. The same name and different argument lists 4. The same name and the same argument lists 4. The same name and different argument lists 4. The same name and the same argument lists 4. The same name argument lists 4. The	
argument list 3.the same name and different argument lists 4.the same name and the same argument list  672 In which phase is Agile Modeling(AM) carried out  1.	
same argument list	4
	i l
A 1	
Analysis 2.	
Coding 3	3
3. Planning	
4.	
TestingKey	
673   If you assign a default value to any variable in a function prototype's parameter list, then   1. all parameters to the left of that variable must have default values   2. all parameters to the right of that variable must have default values	,
3. all other parameters in the function prototype must have default values	14 1
4. no other parameters in that prototype can have default values  1. Sorting 2. Merging 3. Inserting 4. Traversal	[ ]
675 What does the following declaration mean?  1. ptr is array of pointers to 10 integers	
int (*ptr)[10]; 2. ptr is a pointer to an array of 10 integers	4
3. ptr is an array of 10 integers 4. ptr is an pointer to array	4
676 Register renaming is done is pipelined processors 1.	4
As an alternative to register allocation at compile time	4
2.   For efficient access to function parameters and local variables   2.	4
3.	2
To handle certain kinds of hazards 4.	4
As part of address translation	2
677 Which of the following calls a function named displayName, passing it no actual arguments?  1. call displayName 2. call displayName ()	2
3. displayName	2
4. displayName()	2
678   Consider a binary tree T that has 200 leaf nodes. Then, the number of nodes in T that have exactly two children are   1.199 2.200 3.Any number between 0 and 199 4.Any number between 100 and 200   1	2
	2 3
679   The preorder traversal sequence of a binary search tree is 30,20,10,15,25,23,39,35,42.   1.10,20,15,23,25,35,42,39,30 2.15,10,25,23,20,42,35,39,30	3 4
Which one of the following is the postorder traversal sequence of the same tree? 3.15,20,10,23,25,42,35,39,30 4.15,10,23,25,20,35,42,39,30 4	3 4
Which one of the following is the postorder traversal sequence of the same tree?  3.15,20,10,23,25,42,35,39,30 4.15,10,23,25,20,35,42,39,30  If you want to use a class to define objects in many different programs, you should define the class in a C++ file.	3 4 1 4
Which one of the following is the postorder traversal sequence of the same tree? 3.15,20,10,23,25,42,35,39,30 4.15,10,23,25,20,35,42,39,30 4	3 4 1 4

681	A software requirements specification (SRS) document should avoid discussing which one	1.		
	of the following?	User interface issues 2.		
		Non-functional requirements 3.	1	
		Design specification 4.Interfaces with third party softwareKey		
682	How will you free the allocated memory ?	1. delete(var-name); 2. dalloc(var-name);		
		2. dance(var-name); 4. remove(var-name);	3	
683	Binary search algorithm can not be applied to	1.sorted linked list 2.sorted binary trees 3.sorted linear array 4.pointer array	4	
684	is the 1st step in the testing process	1. Analyze results		
		2. Plan test		
		3. Release product	2	
		4. Conduct tests		
685	Files whose names end in .h are called files	1. helper		
		2. header 3. handy	2	
686	Overloading involves writing two or more functions with	helping     different names and different argument lists		
000	Overloading involves writing two or more functions with	different names and the same argument list	4	
		the same name and the same argument list     the same name and different argument lists		
687 688	The situation when in a linked list START=NULL is Which of the following is not a Life-critical System?	1.overflow 2.underflow 3.housefull 4.saturated	2	
000		Fire Dispatch Systems		
		Z. Nuclear Reactors	4	
		3. Power Utilities		
		4. Inventory Management		
689 690	Which of the following name does not relate to stacks?  Two access specifiers in C++ are	1.FIFO lists 2.LIFO list 3.Push-down lists 4.Piles 1. void and free	1	
090	1 wo access specifiers in C++ are	2. public and private	2	
		3. int and double 4. formal and informal		
691	BCD to seven segment is a	1. encoder 2. carry look ahead		
		3. comparator 4. decoder	1	
692	This is a software development process model	1.waterfall model 2.		
		Incremental model 3.	4	
		Boehm's Spiral model 4.		
693	The degree sequence of a simple graph is the sequence of the degrees of the nodes in the	all 1.IV only 2.III and IV 3.I and II 4.II and IV		
	graph in decreasing order. Which of the following sequences can not be the degree sequence of any graph? I. 7, 6, 5, 4, 4, 3, 2, 1 II. 6, 6, 6, 6, 3, 3, 2, 2 III. 7, 6, 6, 4, 4, 3, 2, 2 IV. 8, 7, 7, 6, 4, 2, 1, 1	,	4	
694	The smallest element of an array's index is called its	1.lower bound 2.range D. extract 3.upper bound 4.ion	1	
695	The space factor when determining the efficiency of algorithm is measured by	1.Counting the average memory needed by the algorithm 2.Counting the minimum		
		memory needed by the algorithm 3.Counting the maximum memory needed by the algorithm 4.Counting the maximum disk space needed by the algorithm	3	
696 697	The time complexity to build a heap with a list of n numbers is  1. What is the type of software design that defines interfaces between system components?	1.O(n logn) 2.O(n) 3.O(log n) 4.O(n2) 1.	2	
077	1. What is the type of software design that defines interfaces between system components:	architectural design		
		2. Interface Design	2	
		3. component Design		
		4. database design		
698	Consider the following statements for priority queue: S1: It is a data structure in which the intrinsic ordering of the elements does determine	database design 1.Both S1 and S2 are incorrect 2.S1 is correct and S2 is incorrect 3.Both S1 and S2		
698	S1: It is a data structure in which the intrinsic ordering of the elements does determine the result of its basic operations.	database design	4	
698	S1: It is a data structure in which the intrinsic ordering of the elements does determine the result of its basic operations.  S2: The elements of a priority queue may be complex structures that are ordered on one or several fields.	database design 1.Both S1 and S2 are incorrect 2.S1 is correct and S2 is incorrect 3.Both S1 and S2	4	
698	\$1: It is a data structure in which the intrinsic ordering of the elements does determine the result of its basic operations.  \$2: The elements of a priority queue may be complex structures that are ordered on one	database design  1.Both S1 and S2 are incorrect 2.S1 is correct and S2 is incorrect 3.Both S1 and S2 are correct 4.S1 is incorrect and S2 is correct  1. strnstr()	4	
	S1: It is a data structure in which the intrinsic ordering of the elements does determine the result of its basic operations.  S2: The elements of a priority queue may be complex structures that are ordered on one or several fields.  Which of the following is correct?	database design  1.Both S1 and S2 are incorrect 2.S1 is correct and S2 is incorrect 3.Both S1 and S2 are correct 4.S1 is incorrect and S2 is correct  1. strnstr() 2. strrchr() 3. laststr()	2	
	S1: It is a data structure in which the intrinsic ordering of the elements does determine the result of its basic operations.  S2: The elements of a priority queue may be complex structures that are ordered on one or several fields.  Which of the following is correct?  The library function used to find the last occurrence of a character in a string is	database design  1.Both S1 and S2 are incorrect 2.S1 is correct and S2 is incorrect 3.Both S1 and S2 are correct 4.S1 is incorrect and S2 is correct  1. strnstr()  2. strrchr()  3. laststr()  4. strstr()	2	
699 700	\$1: It is a data structure in which the intrinsic ordering of the elements does determine the result of its basic operations.  \$2: The elements of a priority queue may be complex structures that are ordered on one or several fields.  Which of the following is correct?  The library function used to find the last occurrence of a character in a string is  Suppose you want to delete the name that occurs before 'Vellore' in an alphabetical listing. Which of the following data structures shall be most efficient for this operation?	database design  1.Both S1 and S2 are incorrect 2.S1 is correct and S2 is incorrect 3.Both S1 and S2 are correct 4.S1 is incorrect and S2 is correct  1. strnstr() 2. strrchr() 3. laststr() 4. strstr() 1. Circular linked list 2.Dequeue 3.Linked list 4.Doubly linked list	2	
699	\$1: It is a data structure in which the intrinsic ordering of the elements does determine the result of its basic operations.  \$2: The elements of a priority queue may be complex structures that are ordered on one or several fields.  Which of the following is correct?  The library function used to find the last occurrence of a character in a string is  Suppose you want to delete the name that occurs before 'Vellore' in an alphabetical listing.	database design  1.Both S1 and S2 are incorrect 2.S1 is correct and S2 is incorrect 3.Both S1 and S2 are correct 4.S1 is incorrect and S2 is correct  1. strnstr()  2. strrchr()  3. laststr()  4. strstr()	2	
699 700 701	\$1: It is a data structure in which the intrinsic ordering of the elements does determine the result of its basic operations.  \$2: The elements of a priority queue may be complex structures that are ordered on one or several fields.  Which of the following is correct?  The library function used to find the last occurrence of a character in a string is  Suppose you want to delete the name that occurs before 'Vellore' in an alphabetical listing. Which of the following data structures shall be most efficient for this operation?  The efficient data structure to insert/delete a number in a stored set of numbers is	database design  1.Both S1 and S2 are incorrect 2.S1 is correct and S2 is incorrect 3.Both S1 and S2 are correct 4.S1 is incorrect and S2 is correct  1. strnstr() 2. strrchr() 3. laststr() 4. strstr() 1. Circular linked list 2.Dequeue 3.Linked list 4.Doubly linked list 1. Queue 2.Linked list 3.Doubly linked list 4.Binary tree	2	
699 700 701	\$1: It is a data structure in which the intrinsic ordering of the elements does determine the result of its basic operations. \$2: The elements of a priority queue may be complex structures that are ordered on one or several fields. Which of the following is correct?  The library function used to find the last occurrence of a character in a string is  Suppose you want to delete the name that occurs before 'Vellore' in an alphabetical listing. Which of the following data structures shall be most efficient for this operation?  The efficient data structure to insert/delete a number in a stored set of numbers is What is a type of software design that designs system data structures to be used in a	database design  1.Both S1 and S2 are incorrect 2.S1 is correct and S2 is incorrect 3.Both S1 and S2 are correct 4.S1 is incorrect and S2 is correct  1. strnstr() 2. strrchr() 3. laststr() 4. strstr() 1. Circular linked list 2.Dequeue 3.Linked list 4.Doubly linked list 1. Queue 2.Linked list 3.Doubly linked list 4.Binary tree 1. architectural design 2. interface Design	2	
699 700 701	\$1: It is a data structure in which the intrinsic ordering of the elements does determine the result of its basic operations. \$2: The elements of a priority queue may be complex structures that are ordered on one or several fields. Which of the following is correct?  The library function used to find the last occurrence of a character in a string is  Suppose you want to delete the name that occurs before 'Vellore' in an alphabetical listing. Which of the following data structures shall be most efficient for this operation?  The efficient data structure to insert/delete a number in a stored set of numbers is What is a type of software design that designs system data structures to be used in a	database design  1.Both S1 and S2 are incorrect 2.S1 is correct and S2 is incorrect 3.Both S1 and S2 are correct 4.S1 is incorrect and S2 is correct  1. strnstr() 2. strrchr() 3. laststr() 4. strstr() 1. Circular linked list 2.Dequeue 3.Linked list 4.Doubly linked list  1. Queue 2.Linked list 3.Doubly linked list 4.Binary tree  1. architectural design 2. interface Design 3. component Design	2 2 2	
699 700 701	\$1: It is a data structure in which the intrinsic ordering of the elements does determine the result of its basic operations. \$2: The elements of a priority queue may be complex structures that are ordered on one or several fields. Which of the following is correct?  The library function used to find the last occurrence of a character in a string is  Suppose you want to delete the name that occurs before 'Vellore' in an alphabetical listing. Which of the following data structures shall be most efficient for this operation?  The efficient data structure to insert/delete a number in a stored set of numbers is What is a type of software design that designs system data structures to be used in a	database design  1.Both S1 and S2 are incorrect 2.S1 is correct and S2 is incorrect 3.Both S1 and S2 are correct 4.S1 is incorrect and S2 is correct  1. strnstr() 2. strrchr() 3. laststr() 4. strstr() 1. Circular linked list 2.Dequeue 3.Linked list 4.Doubly linked list  1. Queue 2.Linked list 3.Doubly linked list 4.Binary tree 1. architectural design 2. interface Design 3.	2 2 2	

#0.1	With the state of	1		
704	Which activity most easily lends itself to incremental design?	1. User Interfaces		
		2. Web Services		
		3.	3	
		Enterprise resource planning 4.		
		Embedded Sofftware		
705	The minimum number of NAND gates required to implement the Boolean function. A + AB' + AB'C is equal to	1. Zero		
	The circulation	2.		
		1 3.	1	
		4		
		4. 7		
706	Skewed binary trees can be efficiently represented using	1.Arrays 2.Linked lists 3.Stacks 4.Queues	2	
707	Acceptance tests are normally conducted by the	1.		
		developer		
		2.		
		end users		
			2	
		3.		
		test team		
		4		
708	The best reason for using Independent software toot teams is that	systems engineers  1 software developers do not need to do any testing		
/08	The best reason for using Independent software test teams is that	1.software developers do not need to do any testing		
		2.a test team will test the software more thoroughly		
			2	
		3.testers do not get involved with the project until testing begins		
		4.arguments between developers and testers are reduced		
709	Consider the data of previous question. Suppose that the sliding window protocol is used	1.		
	with the sender window size of 2 <sup>^</sup> i where is the number of bits identified in the previous question and acknowledgments are always piggybacked. After sending 2 <sup>^</sup> i frames, what is	16ms 2.		
	the minimum time the sender will have to wait before starting transmission of the next frame? (Identify the closest choice ignoring the frame processing time).	18ms 3.	3	
	rame. (dentity the closest choice ignoring the name processing time).	20ms		
		4. 22ms		
710	A computer system implements 8 kilobyte pages and a +32-bit physical address space.	1.		
	Each page table entry contains a valid bit, a dirty bit, three permission bits, and the translation. If the maximum size of the page table of a process is 24 megabytes, the length	33 2.		
	of the virtual address supported by the system is bits.	35 3.	4	
		34		
		4. 36		
711	What is the normal order of activities in which traditional software testing is organized? a.	1.		
	integration testing b. system testing c. unit testing d.validation testing	a, d, c, b 2.		
		b, d, a, c 3.		
		5.	1	
		c, a, d, b	1	
		4.		
m	G 11 ( P) IP	d, b, c, a		
712	Consider two processors P1 and P2 executing the same instruction set. Assume that under identical conditions, for the same input, a program running on P2 takes 25% less time but	1. 1.5		
	incurs 20% more CPI (clock cycles per instruction) as compared to the program running	2.		
	on P1 If the clock frequency of P1 is 1GHz, then the clock frequency of P2 (in GHz) is	1.6 3.	2	
		1.7 4.		
		1.8		
_			1	
713	A circuit that converts n inputs to 2^n outputs is called	1. Encoder		
713	A circuit that converts n inputs to 2^n outputs is called	Encoder 2.		
713	A circuit that converts n inputs to 2^n outputs is called	Encoder	1	
713	A circuit that converts n inputs to 2^n outputs is called	Encoder 2. Decoder 3. Comparator	1	
713	A circuit that converts n inputs to 2^n outputs is called	Encoder 2. Decoder 3.	1	
713	A circuit that converts n inputs to 2^n outputs is called  Which level of RAID refers to disk mirroring with block striping?	Encoder 2. Decoder 3. Comparator 4. Carry Look Ahead 1.	1	
		Encoder 2. Decoder 3. Comparator 4. Carry Look Ahead	1	
		Encoder 2. Decoder 3. Comparator 4. Carry Look Ahead 1. RAID level 1 2. RAID level 2	1	
		Encoder 2. Decoder 3. Comparator 4. Carry Look Ahead 1. RAID level 1 2.		
		Encoder 2. Decoder 3. Comparator 4. Carry Look Ahead 1. RAID level 1 2. RAID level 2 3. RAID level 0 4.		
	Which level of RAID refers to disk mirroring with block striping?	Encoder 2. Decoder 3. Comparator 4. Carry Look Ahead 1. RAID level 1 2. RAID level 2 3. RAID level 0		
714		Encoder 2. Decoder 3. Comparator 4. Carry Look Ahead 1. RAID level 1 2. RAID level 2 3. RAID level 2 4. RAID level 3 1. RAID level 3 1. RAID level 3 1.		
714	Which level of RAID refers to disk mirroring with block striping?	Encoder 2. Decoder 3. Comparator 4. Carry Look Ahead 1. RAID level 1 2. RAID level 2 3. RAID level 0 4. RAID level 3 1. RAID level 3 1. 3 2. 5 5	1	
714	Which level of RAID refers to disk mirroring with block striping?	Encoder 2. Decoder 3. Comparator 4. Carry Look Ahead 1. RAID level 1 2. RAID level 2 3. RAID level 0 4. RAID level 3 1. 3 2.		
714	Which level of RAID refers to disk mirroring with block striping?	Encoder 2. Decoder 3. Comparator 4. Carry Look Ahead 1. RAID level 1 2. RAID level 2 3. RAID level 2 1. RAID level 3 1. RAID level 3 1. SAID level 3 1.	1	

716	The smallest integer than can be represented by an 8-bit number in 2?s complement form	1		
	is	-256		
		2. -128	2	
		3. -127	2	
		4.		
717	If the associativity of a processor cache is doubled while keeping the capacity and block	1		
	size unchanged, which one of the following is guaranteed to be NOT affected?			
		2.Width of set index decoder	4	
		3.Width of way selection multiplexer	4	
718	The main difference between JK and RS flip-flop is that	Width of processor to main memory data bus		
		JK flip flop needs a clock pulse 2.		
		There is a feedback in JK flip-flop 3.	3	
		JK flip-flop accepts both inputs as 1 4.		
719	Which of the following unit will choose to transform decimal number to binary code ?	JK flip-flop is acronym of Junction cathode multi-vibrator  1.		
	a seeman number to omany code .	Encoder 2.		
		Decoder 3.	1	
		Multiplexer 4.		
720	A processor can curport a maximum memory of 4 CP, where the memory is word	Counter 1.		
720	A processor can support a maximum memory of 4 GB, where the memory is word- addressable (a word consists of two bytes). The size of the address bus of the processor is at least bits			
	icast Dits	2. 31 3.	2	
		32 4.		
<b>721</b>		33		
721		1. 10 address, 16 data lines		
	of 4 K × 16?	2		
		2. 11 address, 8 data lines 3.	4	
		12 address, 12 data lines 4.		
722	Suppose a circular queue of capacity (n ? 1) elements is implemented with an array of n	12 address, 16 data lines		
122	Suppose a circular queue of capacity (n : 1) elements is implemented with an array of n elements. Assume that the insertion and deletion operations are carried out using REAR and FRONT as array index variables, respectively. Initially, REAR = FRONT = 0. The	I. full: (REAR+1) mod n==FRONT empty: REAR ==FRONT		
	conditions to detect queue full and queue empty are	(REAR) mod n==FRONT		
		empty: REAR ==FRONT	1	
		(REAR+1) mod n==Rear empty: REAR ==FRONT		
		4. full: (FRONT+1) mod n==FRONT		
723	A one to many relationship (of table A to Table B) is	empty: REAR ==FRONT  1. Where each record in table A can have one or more matching records in table B		
1.23				
		2. Where each record in table B can have one or more matching records in table A		
		3. Where each record in Table B is required to have a match in table A	1	
		•		
724	Station A uses 32 byte packets to transmit messages to Station B using a sliding window	Where each record in table A is required to have a match in table B		
	protocol. The round trip delay between A and B is 80 milliseconds and the bottleneck bandwidth on the path between A and B is 128 kbps. What is the optimal window size that	20 2.		
	A should use?	40 3.	2	
		160 4.		
725	The IC 8279 hasmany pins	320 1.		
		20 2.		
		30 3.	4	
		40 4.		
726	The IC 8254 hasmany pins	10 1.		
		24 2.		
		28 3.	1	
		34 4.		
		40		

			1	
727	The IC 8254 hasmany 16 bit counters	1. 1		
		2. 2	2	
		3.	3	
		4.		
728	Each counter of IC 8254 can work indiffernt modes of operation	1.6		
		2.5 3.4	1	
729	DCL stands for	1.		
		Data Control Language 2.		
		Data Console Language	1	
		Data Console Level 4.		
730	Two computers C1 and C2 are configured as follows. C1 have IP address as 203.197.2.53	Data Control Level		
/30	and netmask 255.255.128.0. C2 have IP address as 203.197.75.201 and netmask	C1 and C2 both assume they are on the same network		
	255.255.192.0. Which one of the following statements is true?	C2 assumes C1 is on same network, but C1 assumes C2 is on a different network	3	
		3. C1 assumes C2 is on same network, but C2 assumes C1 is on a different network		
		4. C1 and C2 both assume they are on different networks.		
731 732	Relations produced from an E - R model will always be in  There are n stations in a slotted LAN. Each station attempts to transmit with a probability	1.3 NF 2.B CNF 3.2 NF 4.1 NF 1.	1	
132	p in each time slot. What is the probability that only one station transmits in a given time	(1-p)^(n-1)		
	slot?	2. np(1-p)^(n-1)	2	
		3. p(1-p)^(n-1)		
		4. 1-(1-p)^(n-1)		
733	The following is not a Relational Model Constraint	Referential Integrity Constraint 2.Check Constraint 3.Foreign Key Constraint 4.     Entity Integrity Constraint	1	
734	An advantage of the database approach is	1.Elimination of the data redundancy 2.Ability to associate related data 3.Increase security 4.All of the options	4	
735	In the multi-programming environment, the main memory consisting of	1.		
	number of process.	Greater than 100 2.		
		only one 3.	4	
		Greater than 50 4.		
736	In a token ring network the transmission speed is 10^7 bps and the propagation speed is	More than one		
750	200 metres/micro second. The 1-bit delay in this network is equivalent to:	500 metres of cable.		
		2.00 metres of cable.	3	
		20 metres of cable.		
		50 metres of cable.		
737	Security testing attempts to verify that protection mechanisms built into a system protect it from improper penetration	true		
		2. false	1	
738	Which of the following is not characteristics of a relational database model	3. 4.  1.Complex logical relationships 2.Treelike structure 3.Tables 4.Records	2	
739	The relational model uses some unfamiliar terminology. A tuple is equivalence to a:	1.record 2.field 3.file 4.database	1	
740	A relational database is	1.the same as a flat file database		
		2.one that consists of two or more tables that are joined in some way		
			4	
		3.one that consists of two or more tables		
		4.a database that is able to process tables, queries, forms, reports and macros		
741	Desirable properties of relational database design include	1.All of the options		
		2 minimining undets anomalies		
		2.minimizing update anomalies	1	
		3.minimizing redundancy		
742	A software package designed to store and manage databases	4.minimizing insertion/deletion anomalies  1.Database		
		2.DBMS 3.Data Model	2	
743	In the architecture of a database system external level is the	4.Data 1.view level		
, 43	and the content of a database system external rever is the			
		2.conceptual level		
		2 Janisal Javal	1	
		3.logical level		
		4.physical level		
744	is a logical unit of access to a DBMS	1.Transaction 2.Optimization	1	
		3.Schema 4.Data	1	
_			1	

The RADINS terminology for a row is	745 The DDDMC terminal and for a growning				
August   A	745	The RDBMS terminology for a row is			
2			3.degree	4	
2 January 1975  Which one of the following is not the evaporability of the DBAY  14 Procedure graphicum 2 January 2					
Sample arribose   Sample arr	746	An Entity from an ER diagram can be represented in the relational model by a	1.relation		
Same simulated dependency   Salingle airribrate   Salingle airri			2 damain		
A cate of the following is not the responsibility of the DBA7   1 provide occurity   2 develop applications   3 periodically turns the database   2   2   2   3   3   3   3   3   3   3			2.domain	1	
4 Anison are of the following is not the responsibility of the DBA7  24 Nicho one of the following is 18 NEE?  25 Anison in ICNS 25 Anison in ICNS 26 Anison in ICNS 26 Anison in ICNS 27 Anison in ICNS 28 Anison in ICNS 29 Anison in ICNS 29 Anison in ICNS 20 Anison in ICNS 21 Anison in ICNS 21 Anison in ICNS 22 Anison in ICNS 23 Anison in ICNS 24 Anison in ICNS 25 Anison in ICNS 26 Anison in ICNS 27 Anison in ICNS 28 Anison in ICNS 28 Anison in ICNS 28 Anison in ICNS 29 Anison in ICNS 20 Anison in ICNS 21 Anison			3 functional dependency		
2   2   2   2   2   2   2   2   2   2			3. taledolar dependency		
2   2   2   2   2   2   2   2   2   2			4 single attribute		
Special collision and the distinction of a proper state of the following is TREE?   Severy relation in 2NF in able in BCNF   Severy relation in 2NF in able in 3NF   Severy relation in 2NF in able in 3NF   Severy relation in 2NF in able in 3NF   Severy relation in 2NF in 3NF   Severy relation and all severy relation and all severy relations and all severy relatio	747	Which one of the following is not the responsibility of the DBA?			
Special collision and the distinction of a proper state of the following is TREE?   Severy relation in 2NF in able in BCNF   Severy relation in 2NF in able in 3NF   Severy relation in 2NF in able in 3NF   Severy relation in 2NF in able in 3NF   Severy relation in 2NF in 3NF   Severy relation and all severy relation and all severy relations and all severy relatio					
Secretary design of the following in TRUE?   Secretary and the following in TRUE?   Secretary detains an ENR allowing Robin IRCN   A relation IR No. 18 do in IRCN   A relation IRCN   A relation IR No. 18 do in IRCN   A relation IRCN   A relatio				2	
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Architon in 2NP is also in BCNP Architon in 2NP is also in BCNP Architon in 2NP is also in BCNP Architon in 2NP is also in 3NP					
Proceedings of 2NF is a los on BCNF	749	Which of the following is TDHF?			
dependent on every key of R Serv relation in BCNF is all box in SNF No relation with two attributes is in BCNF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one a levy in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependen	/40	which of the following is TROE:			
dependent on every key of R Per y relation in BCNF is all box in SNF No relation in BCNF and sNF Per y relation with two attributes is in BCNF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one at a low 2NF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one at a low 2NF A relation in which every key has only one at a low 2NF A relation in which every key has only one attribute in 2NF A relation in which every key has only one at a low 2NF A relation in which every key has only one at a low 2NF A relation in which every key has only one at a low 2NF A relation in which every key has only one at a low 2NF A relation in which every key has only one at a low 2NF A relation.  A prime attribute can be transitively dependent on a key in			2. A relation P is in 3NE if every non-prime attribute of P is fully functionally		
Proper prelimin in RCFR is also in NF   No relation can be in both BCNF and SNF			dependent on every key of R	3	
Which one of the following statements if FALSE?    No relation can be in both BCNF and SNF					
Which one of the following statements if PALSE?			4.		
Apy relation with two attributes is in BCNF A relation in which every key has only one attribute is in 2NF A relation in which every key has only one attributes in 2NF A printe attribute can be transitively dependent on a key in a 3NF relation. A printe attribute can be transitively dependent on a key in a BCNF relation. A printe attribute can be transitively dependent on a key in a BCNF relation. A printe attribute can be transitively dependent on a key in a BCNF relation. A printe attribute can be transitively dependent on a key in a BCNF relation.  The printe attribute can be transitively dependent on a key in a BCNF relation.  The printe attribute can be transitively dependent on a key in a BCNF relation.  The printe attribute can be transitively dependent on a key in a BCNF relation.  The printe attribute can be transitively dependent on a key in a BCNF relation.  The printe attribute can be transitively dependent on a key in a BCNF relation.  The printe attribute can be transitively dependent on a key in a BCNF relation.  The printe attribute can be transitively dependent on a key in a BCNF relation.  The printe attribute can be transitively dependent on a key in a BCNF relation.  The printe attribute can be transitively dependent on a key in a BCNF relation.  The printe attribute can be transitively dependent on a key in a BCNF relation.  The printe attribute can be transitively dependent on a key in a BCNF relation.  The printe attribute can be transitively dependent on relational algebra.  The projection operation in relational algebra, except that select in SQL retains duplicates.  The projection operation in relational algebra, except that select in SQL retains duplicates.  The projection operation in relational algebra, except that select in SQL retains duplicates.  The projection operation in relational algebra, except that select in SQL retains duplicates.  The projection operation in relational algebra, except that select in SQL retains duplicates.  The projection operation in relational algebra,	740	Which one of the following statements if FAI SE?			
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A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a 3 NF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute				1.	
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A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  A prime attribute can be transitively dependent on a key in a BCNF relation.  B analy-to-many, R1 and R2 on on the are any attributes of their own. What is the minimum number of tables required to represent this situation in the relational model?  Select operation in SQL is equivalent to  1.					
and R2 are two relationships between E1 and E2, where R1 is one-to-many and R2 is many-to-many. R1 and R2 do not have any attributes of their own. What is the minimum number of tables required to represent this situation in the relational model?    Select operation in SQL is equivalent to					
Select operation in SQL is equivalent to	750				
Select operation in SQL is equivalent to		many-to-many. R1 and R2 do not have any attributes of their own. What is the minimum	2.		
Select operation in SQL is equivalent to   1   1   1   1   1   1   1   1   1		number of tables required to represent this situation in the relational model?		2	
Select operation in SQL is equivalent to   Selection operation in relational algebra   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in relational algebra, except that select in SQL retains duplicates   Selection operation in re			4		
Select operation in SQL is equivalent to					
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State   Stat			the selection operation in relational algebra, except that select in SQL retains		
the projection operation in relational algebra 4, the projection operation in relational algebra, except that select in SQL retains duplicates  52 Grant and revoke are statements.  53 DDL 2. TCL 3. DCL 4. DML  753 command can be used to modify a column in a table  54 Data independence means  55 Data independence means  56 Data independence means  57 Data independence means  58 Data independence means  59 Data independence means  50 Data independence means  50 Data independence means  51 Data independence means  52 Data independence means  53 Data independence means  54 Data independence means  55 Data independence means  56 Data independence means  57 Data independence means  58 Data independence means  59 Data independence means  10 DDL 2. TCL 3. DCL 4. DML  11 Data independence means  11 Data independence means  12 Data independence means  13 Data independence means  14 Data independence means  15 Data independence means  16 Data independence means  17 Data independence means  18 Data independence means  19 Data independence means  10 Data independence means  10 Data independence means  10 Data independence means  10 Data independence means  11 Data independence means  12 Data independence means  13 Data independence means  14 Data independence means  19 Data independence means  10 Data independence means  10 Data independence means  10 Data independence means  11 Data independence means  12 Data independence means  13 Data independence means  14 Data independence means  15 Data independence means  16 Data independence means  18 Data independence means  19 Data independence means  10 Data independence means  10 Data independence means  10 Data independence means  11 Data independence means  12 Data independence means  13 Data independence means  14 Data independence means  18 Data independence means  19 Data independence means  10 Data independence means  10 Data independence means  11 Data independence means  12 Data independence means  13 Data independence means  14 Data independence means  1				4	
duplicates  Grant and revoke are statements.  I DDI. 2 TCL 3 3. DCL 4 4. DML.  753 command can be used to modify a column in a table  I alter 2 update 3 set 4 create  Triggers are not dependent on the logical attributes of data 4 ropograms are not dependent on both physical and logical attributes of data 4 riggers 4 Triggers					
duplicates  Grant and revoke are statements.  I DDI. 2 TCL 3 3. DCL 4 4. DML.  753 command can be used to modify a column in a table  I alter 2 update 3 set 4 create  Triggers are not dependent on the logical attributes of data 4 ropograms are not dependent on both physical and logical attributes of data 4 riggers 4 Triggers			4. the projection operation in relational algebra, except that select in SOL retains		
DDL 2. TCL 3. DCL 4. DML  753					
2. TCL   3. DCL   4. DML   753	752	Grant and revoke are statements.			
Solution			2.		
DCL 4, DML  753 command can be used to modify a column in a table  1. alter 2. update 3. set 4. create  754 Data independence means  1. data is defined separately and not included in programs. 2 programs are not dependent on the logical attributes of data 3. programs are not dependent on the logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on the logical attributes of data 4. programs are not dependent on the logical attributes of data 4. programs are not dependent on the logical attributes of data 4. programs are not dependent on the logical attributes of data 4. programs are not dependent on the logical attributes of data 4. programs are not dependent on the logical attributes of data 4. programs are not dependent on the logical attributes of data 4. programs are not dependent on the logical attributes of data 4. programs are not dependent on the logical attributes of data 4. programs are not dependent on the logical attributes of data 4. programs are not dependent on the logical attributes of data				3	
DML   DML			DCL		
1   1   2   2   2   2   2   2   2   2					
2. update 3. set 4. create  754 Data independence means  1. data is defined separately and not included in programs. 2. programs are not dependent on the physical attributes of data 3. programs are not dependent on the logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 1. Constraints 2. Stored Procedure 3. Triggers 4. Cursors  756 Which of the following is not a binary operator in relational algebra?  1. Join 2. Semi-Join 3. Assignment	753	command can be used to modify a column in a table	1.		
update 3. set 4. create  754 Data independence means  1. data is defined separately and not included in programs. 2. programs are not dependent on the physical attributes of data 3. programs are not dependent on the logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. Constraints 2. Stored Procedure 3. Triggers 4. Cursors  756 Which of the following is not a binary operator in relational algebra?  1. Join 2. Semi-Join 3. Assignment					
Set   4   Create     Total independence means   1.   data is defined separately and not included in programs.   2.   2.   2.   2.   3.   3.   3.   3			update	1	
4. create  754 Data independence means  1. data is defined separately and not included in programs. 2. programs are not dependent on the physical attributes of data 3. programs are not dependent on the logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 1. Constraints 2. Stored Procedure 3. Triggers 4. Cursors  756 Which of the following is not a binary operator in relational algebra?  1. Join 2. Semi-Join 3. Assignment					
Data independence means   1.			4.		
data is defined separately and not included in programs. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2.	754	Data independence means			
3. programs are not dependent on the logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 1. Constraints 2. Stored Procedure 3. Triggers 4. Cursors  756 Which of the following is not a binary operator in relational algebra?  1. Semi-Join 2. Semi-Join 3. Assignment					
3. programs are not dependent on the logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 4. programs are not dependent on both physical and logical attributes of data 1. Constraints 2. Stored Procedure 3. Triggers 4. Cursors 1. Use of the following is not a binary operator in relational algebra? 1. Join 2. Semi-Join 3. Assignment 3. Assignment 3. Assignment 4.			2. programs are not dependent on the physical attributes of data		
4. programs are not dependent on both physical and logical attributes of data  755			3.	4	
755is preferred method for enforcing data integrity  1. Constraints 2. Stored Procedure 3. Triggers 4. Cursors  756 Which of the following is not a binary operator in relational algebra?  1. Join 2. Semi-Join 3. Assignment			programs are not dependent on the logical attributes of data 4.		
Constraints 2. Stored Procedure 3. Triggers 4. Cursors  756 Which of the following is not a binary operator in relational algebra?  1  1  1  1  1  1  1  1  1  1  1  1  1					
2. Stored Procedure 3. Triggers 4. Cursors  756 Which of the following is not a binary operator in relational algebra?  1 1 1 2 1 3 1 3 1 7 1 4 1 4 1 4	755	is preferred method for enforcing data integrity			
Triggers 4. Cursors  756 Which of the following is not a binary operator in relational algebra?  1. Join 2. Semi-Join 3. Assignment			2.		
Triggers 4. Cursors  756 Which of the following is not a binary operator in relational algebra?  1. Join 2. Semi-Join 3. Assignment				1	
Cursors    Cursors   Curso			Triggers		
756 Which of the following is not a binary operator in relational algebra?  1. Join 2. Semi-Join 3. Assignment  4					
2. Semi-Join 3. Assignment	756	Which of the following is not a binary operator in relational algebra?	1.		
Semi-Join 3. Assignment					
3. Assignment			Semi-Join Semi-Join	4	
			4.		
Project Project		Which of the following is/are the DDL statements?			
Create	757	THE OF THE IOHOWING IS/ATC THE DDL STATEMENTS:	Create		
2. Drop	757		12		
3.	757				
Δlter	757		Drop 3.	4	
4	757		Drop 3. Alter	4	
TAILL	757		Drop 3.	4	
4. All of the options	757		Drop 3. Alter 4.	4	

		4		
758	Which database level is closest to the users?	1. External		
		2. Conceptual	1	
		3. Internal		
		4. Physical		
759	data type can store unstructured data	1. RAW		
		2. CHAR	1	
		3. NUMERIC	1	
		4. VARCHAR		
760	A table can have only one	1.		
		Secondary key 2.		
		Alternate key 3.	4	
		Unique key 4.		
761	When a new row is inserted the constraints that can be violated are	Primary key 1.		
		Primary Key constraint 2.		
		Referential Integrity Constraint 3.	1	
		all of the options 4.		
762	Which of the following is not a property of a transaction?	Domain Constraint 1.		
702	or the following is not a property of a transaction?	1. atomicity 2.		
		consistency	4	
		3. dirty read		
		4. durability		
763	The work of EU is	1. encoding		
		2. decoding	3	
		3. processing	3	
		4. calculations		
764	CPU Scheduling is the basis of operating system	1. Batch		
		2. Real Time		
		Near Time 3. Multi-programming	2	
		4. network		
765	Which one of the file allocation scheme cannot be adopted for dynamic storage allocation	1.		
		Linked allocation 2.		
		Fixed Indexed allocation 3.	2	
		Variable Indexed allocation 4.		
766	Calculate the block number in free storage management of files system with number of	Contiguous allocation  1.		
	bits per word is 8, the bit vector is 00011010101, offset of first 1 bit is 3	59 2. 51		
		13.	1	
		45 4.		
767	Which of the following is a problem of Element of the company of t	53		
767	Which of the following is a problem of file management system?	1. difficult to update		
		2. lack of data independence	4	
		3. data redundancy		
		4. all options given		
768	The call to the parameterized constructor of base class in the derived class	1.ppears inside the definition of the derived class constructor 2.appears in the member initialization list of the derived class constructor 3.appears inside the	2	
769	Which directory implementation method creates more dangling pointers?	definition of the derived class 4.appears at the statement where the derived class object is created  1.	2	
/09	which directory implementation method creates more dangling pointers?	1. Single level directories 2.		
		Z. Two level directories 3.	4	
		Tree Structured Diretories		
		4. Acyclic graph directories		
770	Consider the join of a relation R with relation S. If R has m tuples and S has n tuples, then the maximum size of join is:	1. mn		
		$\begin{array}{c} 2. \\ m+n \end{array}$	1	
		3. (m+n)/2		
		4. 2(m+n)		
		I=(···· ···)		

_		T.		
771	Select the conflicting operation:	1. r1(x), w2(y)		
		2. r1(x), w1(x)	3	
		3. w1(y), w2(x)	3	
		4. r1(x), w2(x)		
772	In the operation read_item(x), what does x mean?	1.		
		a file 2.		
		a record 3.	4	
		a disk block		
==2	DIG. 11 IS	all of the options		
773	DML is provided for	Description of logical structure of database.		
		2. Addition of new structures in the database system.	3	
		3. Manipulation & processing of database.	3	
		4. Definition of physical structure of database system.		
774	Consider the relation R1(employee_name, project_name, dependent_name). If	1.		
	{{employee_name>-> project_name}, {employee_name>-> dependent_name}}, what is the highest normal form it satisfies?	2NF 2.		
		3NF 3.	1	
		BCNF 4.		
		4NF		
775	Which one of the following is not a windows file system?	1. FAT		
		2. NTFS	4	
		3. FAT32	4	
		4.		
776	The stream insertion operator should be overloaded as	EXT 1.friend functions 2.member function 3.non member functions 4.static functions	4	
777	Spurious tuples are formed because of	1.		
		join operation done on a non-key attribute 2		
		outer join operation 3.	1	
		transitive dependencies 4.		
770	OT	inner join		
778	Query Tree uses	1. Relational Algebra		
		2. Tuple Relational Calculus	4	
		3. Domain Relational Calculus	7	
		4. All of the options		
779	What is the highest normal form level satisfied by the following table design? R={A1,A2,	1.		
	A3,A4,A4} F={A1-> A3, A3->A4}Key ={A1,A2}	1 NF 2.		
		2 NF 3.	2	
		3 NF 4.		
=00		BCNF		
780	Some code optimizations are carried out on the intermediate code because	1. The information from data flow analysis cannot otherwise be used for optimization 2. They enhance the portability of the complier to other target processors 3. The	2	
		information from the front end cannot otherwise be used for optimization 4.Program analysis is name accurate on intermediate code than on machine code	2	
781	Why 'critical section' is not imposed on file systems instead 'file locks' when more than one	1.		
	process tries to access the file?	Time consuming 2.		
		Process entered in to critical section may close the file 3.	3	
		we cannot satisfy the three conditions of mutual exclusion, progress and bounded waiting		
		4. we cannot use semaphore		
782	The virtual file system provides us the following	1.		
		Object oriented file implementation 2.		
		Structured programming file implementation 3.	2	
		Linked file allocation 4.		
<b>-</b> C.		Indexed file allocation		
783	A client process P needs to make a TCP connection to a server process S. Consider the following situation: the server process S executes a socket(), a bind() and a listen() system	1. connect () system call returns successfully		
	call in that order, following which it is preempted. Subsequently, the client process P executes a socket() system call followed by connect() system call to connect to the server	2. connect () system call blocks	2	
	process S. The server process has not executed any accept() system call. Which one of the following events could take place?	3. connect () system call returns an error	3	
	issues and the place.	4.		
784	In a circular linked list	connect () system call results in a core dump  1.components are arranged hierarchically 2.there is no beginning and no end 3.		
		forward and backward traversal within the list is permitted 4.components are arranged from top to bottom	2	
785	How to create a memory without a name during the execution of the program?	1.malloc() 2.Queue 3.stack 4.list	1	
786	The minimum number of nodes in a binary tree of depth d (root at level 0) is	1.2d - 1 2.d + 1 3.2d + 1 - 1 4.d	2	
787	1	1.in sorted form and equally distributed 2.in sorted form and but not equally distributed 3.equally distributed but not sorted 4.unsorted and not evenly distributed	1	L
788	Let $T(n)$ be the function defined by $T(n) = 1$ and $T(n) = 2T(n/2) + n$ , which of the following is TRUE?	$1.T(n) = O(n) \ 2.T(n) = O(\log 2n) \ 3.T(n) = O(n) \ 4.T(n) = O(n2)$	3	
	which of the following is TRUE:			

789 790	What is the time complexity for binary search  Consider a hash table with 9 slots. The hash function is h(k) = k mod 9. The collisions are	1.O(log n) 2.O(n^2) 3.O(1) 4.O(2n) 1.3, 3, and 3 2.3, 0, and 1 3.4, 0, and 1 4.3, 0, and 2	1	
	resolved by chaining. The following 9 keys are inserted in the order: 5, 28, 19, 15, 20, 33, 12, 17, 10. The maximum, minimum, and average chain lengths in the hash table, respectively, are		2	
791	The data structure required for Breadth First Traversal on a graph is	1.tree 2.array 3.stack 4.queue	4	
792	You have an array of n elements, Suppose you implement quicksort by always choosing the central element of the array as the pivot, Then the tightest upper bound for the worst case performance is	1.O(log n) 2.O(n) 3.O(n^2) 4.O(1)	3	
793	Architecture of the database can be viewed as	1. two levels 2.		
		four levels	3	
		3. three levels 4.		
794	Suppose P, Q, R, S, T are sorted sequences having lengths 20, 24, 30, 35, 50 respectively.	one level 1.672 2.740 3.358 4.354		
154	They are to be merged into a single sequence by merging together two sequences at a time, The number of comparisons that will be needed in the worst case by the optimal algorithm for doing this is	1.0/2 2.740 3.336 4.334	3	
795	Let P be a QuickSort Program to sort numbers in ascending order using the first element	1.t1=5 2.t1>t2 3.t1 <t2< span="" style="box-sizing: border-box;"> </t2<> 4.t1=t2		
796	as pivot, Let t1 and t2 be the number of comparisons made by P for the inputs {1, 2, 3, 4, 5} and {4, 1, 5, 3, 2} respectively, Which one of the following holds?  If the disk size is 2^30 bytes and block size is 2^12 bytes then find how many such blocks	1.	2	
	are there?	2^42		
		2. 2^18	2	
		3. 2^360	2	
		4.		
797	Which of the following file access method needs a relative block number 'n'?	2^30		
' '		Contiguous allocation		
		2. Linked allocation	3	
		3. Direct access	3	
		4.		
798	In case of entity integrity, the primary key may be	Sequential access 1.not Null		
		2.Null	1	
		3.a foreign key 4.any value		
799	In an E-R diagram an entity set is represent by a	1. rectangle		
		2.		
		ellipse 3.	1	
		diamond box 4.		
900	Which of the fellowing is a level suppossion in COL 2	circle		
800	Which of the following is a legal expression in SQL?	SELECT NULL FROM EMPLOYEE;		
		SELECT NAME FROM EMPLOYEE;	2	
		3.   SELECT NAME FROM EMPLOYEE WHERE SALARY = NULL;	_	
		4. None of the options		
801	Which of the following is a comparison operator in SQL?	1.		
		= 2.		
		LIKE 3.	4	
		BETWEEN 4		
06.5		all of the options		
802	Consider the join of a relation R with relation S. If R has m tuples and S has n tuples, then the maximum size of join is:	1. mn		
		2. m+n		
		3.	1	
		(m+n)/2 4.		
803	is a basic unit of CPU utilization	2(m + n) 1.		
		Process 2.		
		Thread	2	
		3. Process Control Block		
		4. Program Counter		
804	SELECT department_id, COUNT(last_name) FROM employees;	1.		
		Displays a error 2.		
		Displays the department ID along with the number of employees in each department.  3.	2	
		None of the options		
		Dsiplays department ID and a null value		

805	SELECT department_id, AVG(salary) FROM employees WHERE AVG(salary) > 8000 GROUP BY department_id	Displays the department ID along with the average salary of employees in each department if their average of salary is greater than 8000.		
		2. Displays a error	2	
		3. Displays the department ID along with the average salary of employees		
		4. None of the options		
806	what is the output for the following function? LPAD(salary,10,'*')	1. 10***24000		
		2.		
		*****24000 3.	2	
		24000***** 4.		
807	SELECT employee_id, last_name FROM employees WHERE salary = (SELECT MIN	error 1.		
007	(salary) FROM employees GROUP BY department_id);	Displays the employee_id and name of employees who gets minimum salary in their department 2.		
		Error 3.	1	
		None of the options		
		Displays the employee_id, name of employees and their salary		
808	when you were asked to design a relation, you come across a situation, where passport number is to be included for the people. All the students wont be having passport. So what	1. Primary Key		
	constraint you would be using?	2. Not Null	4	v
		3. Default	•	
		4. Unique		
809	Parallelism and concurrency is fully achieved in which of the following thread model	1.		
		Many-to-one model 2.		
		Many-to-many 3.	1	
		one-to-one model 4.		
010		All the models		
810	create table student_S( id number(4), namee varchar2(10)); reponse would be	1. Error		
		2. Table created	2	
		3. Table created with error	2	
		4. Table created with data		
811	The high paging activity is called	1.		
		Inter process communication 2.		
		Thrashing 3.	2	
		Context Switching 4.		
812	The worst case running time to search for an element in a balanced in a binary search tree	Working Set  1.theta(n log n) 2.theta(n*2^n) 3.theta(n) 4.theta(log n)		
	with n*2^n elements is		3	
813	Suppose a circular queue of capacity (n – 1) elements is implemented with an array of n elements. Assume that the insertion and deletion operation are carried out using REAR and FRONT as array index variables, respectively. Initially, REAR = FRONT = 0. The conditions to detect queue full and queue empty are	LFull: (REAR+1) mod n == FRONT, empty: REAR == FRONT 2.Full: (REAR+1) mod n == FRONT, empty: (FRONT+1) mod n == REAR 3.Full: REAR == FRONT, empty: (REAR+1) mod n == FRONT 4.Full: (FRONT+1) mod n == REAR, empty: REAR == FRONT	1	
814	System prototypes allow users	1. to see how well the system supports their work		
		2. to start working on the system		
		3.	1	
		to put the system to production 4.		
815	While inserting the elements 71,65,84,69,67,83 in an empty binary search tree (BST) in the	to program the software  1.		
	sequence shown, the element in the lowest level is	45		
		2. 67 3.	2	
		34		
		4. 78		
816	For an undirected graph with n vertices and e edges, the sum of the degree of each vertex isequal to	1.2n		
		2.		
		(2n-1)/2 3.2e	3	
		3.20		
		4.		
817	Which character function can be used to return a specified portion of a character string?	pow(e,2)/2 1.		
31/	came access ranceron can be ased to return a specifical portion of a character string;	INSTR		
		SUBSTRING	3	
		3. SUBSTR		
		4. POS		
		<b>1</b>		

818	The UNION SQL clause can be used with			
		none of the options		
		the SELECT clause only	2	
		the UPDATE clause only		
		4. the DELETE and UPDATE clauses		
819	Which is a major problem with SQL?	1. SQL cannot support object-orientation		
		2. The same query can be written in many ways, each with vastly different execution plans.	2	
		3. SQL syntax is too difficult for non-computer professionals to use	_	
		4.		
820	Which SQL functions is used to count the number of rows in a SQL query?	SQL creates excessive locks within the database  1.		
		Sum 2.		
		Count 3.	2	
		Max 4.		
021	TL. COL DETWEEN	ALL		
821	The SQL BETWEEN operator	1. Specifies a range to test		
		2. specifies between which tables the data is present	1	
		3. specifies the columns between which columns the data is present	1	
		4. None of the options		
822	Which date function is used to obtain the date of next Wednesday	1.		
		NEXT_DAY 2. LAST DAY		
		LAST_DAY 3.	3	
		NEXT_DATE 4.		
823	Insert into Emp(101, 'XXX') gives the following error	All of the options  1.		
		missing Select keyword 2.		
		Missing Values	2	
		both of the errors 4.		
		No of the errors		
824	The following SQL is which type of join: SELECT CUSTOMER_T. CUSTOMER_ID, ORDER_T. CUSTOMER_ID, NAME, ORDER_ID FROM CUSTOMER_T,ORDER_T;	1. Equi-join		
		2. Natural join	4	
		3. Outer join		
		4. Cartesian join		
825	Which of the following can be a valid column name?	1. Column		
		2. 1966 Invoices		
		3.	3	
		Catch_#22 4.		
826	Which one of the following regular expressions over {0, 1} denotes the set of all strings not	#Invoices 1.		
	containing 100 as a substring (a) 0*(11)*0* (b) (0*1010)* (c) 0*1*010 (d) 0*(10)*01*	a and b 2.		
		b and c 3.	14	x
		only c 4.		
927	The number of states in DEA is then the number of state 2. NEA for the	only b		
827	The number of states in DFA isthan the number of states in NFA for the same Language.	Greater		
		2. less	2	
		3. greater equal		
		4. equal		
828	In a virtual memory environment	1. segmentation and page tables are stored in the cache and do not add any substantial overhead		
		2. slow down the computer system considerable	1	
		3.		
		segmentation and page tables are stored in the RAM 4.		
829	When there are infinite distinguishable strings then there cannot be a	only page table is stored in cache  1.		
		automata 2.		
		finite automata 3.	2	
1		regular expression		
		4.		

920	A NEA converted to DEA has more than one final state	1		
830	A NFA converted to DFA has more than one final state.	I. True		
		2. False	1	
		3. may be true		
		4. always true		
831	If M1 machine recognizing L with n states, then M2 recognizing L* constructed Using Thompson construction will havestates.	1. n		
	sales	2. n+1		
		3.	2	
		n+2 4.		
832	When we concatenate two languages L1 and L2 recognized by machine M1 and M2 we	n-1 1.		
	obtain a machine with final state same as that of	M2 2.		
		M1 and M2 3.	2	
		M1		
		4. M1 or M2		
833	The intersection of CFL and regular language	Is always regular and context free		
		2. Is always regular		
		3. Is always context free	3	
		4.		
834	Consider S->SS a what is the number of different derivation trees for aaaaa	Need not be regular  1.		
		5 2.		
		3 3	3	
		14		
		4. 7		
835	Which is not part of the waterfall method?	1. Requirements Definition		
		2. System and Software Design		
		3. Implementation and Unit Testing	4	
		4. System Validation		
836	What is based on the idea of developing an initial implementation, exposing this to user	1.		
	comment and evolving it through several versions until an adequate system has been developed?	The Waterfall Method 2.		
	·	Incremental Development 3.	2	
		Reuse-oriented Software Engineering 4.		
		Implementation And Unit Testing		
837	If all page frames are initially empty, and a process is allocated 3 page frames in real memory and references its pages in the order 1 2 3 2 4 5 2 3 2 4 1 and the page replacement			
	is FIFO, the total number of page faults caused by the process will be	2. 7	4	
		3. 8	7	
		4. 9		
838	This software process model takes the fundamental activities of specification, development,	1.		
	validation, and evolution and represents them as separate process phases such as requirements specification, software design, implementation, testing, and so on	Incremental development 2.		
		The waterfall model 3.	2	
		Reuse-oriented software engineering 4.		
839	Which statement best describes a benefit of Incremental development over the waterfall	Boehm's spiral model  1.		
00)	model	1. It is possible to gather more of the requirements up front		
		Z. Time to market is faster because there is less overhead	3	
		3. It is easier to get customer feedback on the development work that's been done		
		4. It is easier to reuse existing components.		
840	memory management scheme will produce least fragement	1. Best Fit		
		2. Worst Fit		
		woist rit 3. First Fit	1	
		4.		
841	Replace the page that has not be used for the longest period of time. This principle is	None of these  1.		
	adopted by	FIFO Page replacement algorithm 2.		
		Optimal Page replacement algorithm 3.	4	
		Round robin scheduling algorithm		
		4. LRU Page replacement algoorithm		
842	In incremental development system structure tends to as many new increments are added.	1. degrade		
		2. improve	1	
		3. develop its own AI	1	
		4.		
		shrink		

			1	
843	A computer on a 10Mbps network is regulated by a token bucket. The token bucket is filled at a rate of 2Mbps. It is initially filled to capacity with 16Megabits. What is the	1. 1.6 seconds		
	maximum duration for which the computer can transmit at the full 10Mbps?	2. 2 seconds		
		3.	2	
		5 seconds 4.		
		8 seconds		
844	In incremental delivery the services are typically delivered first	1. quickest to complete		
		2.		
		highest-priority 3.	2	
		cheapest 4.		
		most fun to code		
845	A page fault occurs	1. when the page is not in the main memory		
		2.		
		when the page is in the cache memory 3.	1	
		when the process enters the blocked state 4.		
		when the process is in the ready state		
846	Which of the following system calls results in the sending of SYN packets?	1. socket		
		2.		
		bind 3.	4	
		listen		
		4. connect		
847	In the slow start phase of the TCP congestion control algorithm, the size of the congestion	1.		
	window	does not increase 2.		
		increases linearly 3.	4	
		increases quadratically		
		4. increases exponentially		
848	If a class B network on the Internet has a subnet mask of 255.255.248.0, what is the	1.		
	maximum number of hosts per subnet?	1024 2.		
		1023 3.	3	
		2046		
		4. 2047		
849	Software specifications are intended to communicate the system needs	1.		
		of the developers to the clients 2.		
		to marketing	3	
		3. of the clients to the developers		
		4. to the general public		
850	Activities such as documentation and software configuration management are what kind	1.		
	of process activities?	Primary 2.		
		Validation 3.	4	
		Design		
		4. supporting		
851	An organization has a class B network and wishes to form subnets for 64 departments. The	1.		
	subnet mask would be:	255.255.0.0 2.		
		255.255.64.0	4	
		3. 255.255.128.0		
		4. 255.255.252.0		
852	What is a software process model?	1.		
		A simplified representation of a software process		
		A presentation put together in Powerpoint	1	
		3. A work flow model of the software's components		
		4.		
853	Routine is not loaded until it is called. All routines are kent on disk in a relocatable load	A prototype of the final software product		
853	Routine is not loaded until it is called. All routines are kept on disk in a relocatable load format. The main program is loaded into memory & is executed. This type of loading is	A prototype of the final software product  1. Static loading		
853		A prototype of the final software product  1.	3	
853	format. The main program is loaded into memory & is executed. This type of loading is	A prototype of the final software product  1. Static loading 2. Dynamic loading 3.	3	
853	format. The main program is loaded into memory & is executed. This type of loading is	A prototype of the final software product  1. Static loading 2. Dynamic loading 3. Dynamic linking 4.	3	
	format. The main program is loaded into memory & is executed. This type of loading is called	A prototype of the final software product  1. Static loading 2. Dynamic loading 3. Dynamic linking 4. Overlays		
853 854 855	format. The main program is loaded into memory & is executed. This type of loading is	A prototype of the final software product  1. Static loading 2. Dynamic loading 3. Dynamic linking 4. Overlays 1.284 2.142 3.213 4.71 1.	3	
854	format. The main program is loaded into memory & is executed. This type of loading is called  The result evaluating the postfix expression (10 5 + 60 6 / * 8 –) is	A prototype of the final software product  1. Static loading 2. Dynamic loading 3. Dynamic linking 4. Overlays 1. 284 2.142 3.213 4.71 1. TCP, but not UDP		
854	format. The main program is loaded into memory & is executed. This type of loading is called  The result evaluating the postfix expression (10 5 + 60 6 / * 8 –) is	A prototype of the final software product  1. Static loading 2. Dynamic loading 3. Dynamic linking 4. Overlays 1.284 2.142 3.213 4.71 1. TCP, but not UDP 2. TCP and UDP	2	
854	format. The main program is loaded into memory & is executed. This type of loading is called  The result evaluating the postfix expression (10 5 + 60 6 / * 8 –) is	A prototype of the final software product  1. Static loading 2. Dynamic loading 3. Dynamic linking 4. Overlays 1.284 2.142 3.213 4.71 1. TCP, but not UDP 2. TCP and UDP 3.		
854	format. The main program is loaded into memory & is executed. This type of loading is called  The result evaluating the postfix expression (10 5 + 60 6 / * 8 –) is	A prototype of the final software product  1. Static loading 2. Dynamic loading 3. Dynamic linking 4. Overlays 1.284 2.142 3.213 4.71 1. TCP, but not UDP 2. CP and UDP 3. UDP, but not TCP 4. UDP, but not TCP 4.	2	
854 855	format. The main program is loaded into memory & is executed. This type of loading is called  The result evaluating the postfix expression (10 5 + 60 6 / * 8 –) is  Packets of the same session may be routed through different paths in:	A prototype of the final software product  1. Static loading 2. Dynamic loading 3. Dynamic linking 4. Overlays 1.284 2.142 3.213 4.71 1. TCP, but not UDP 2. TCP and UDP 3. UDP, but not TCP	2	
854 855	format. The main program is loaded into memory & is executed. This type of loading is called  The result evaluating the postfix expression (10 5 + 60 6 / * 8 –) is	A prototype of the final software product  1. Static loading 2. Dynamic loading 3. Dynamic linking 4. Overlays 1.284 2.142 3.213 4.71 1. TCP, but not UDP 2. TCP and UDP 3. UDP, but not TCP 4. Neither TCP nor UDP	2	
854 855	format. The main program is loaded into memory & is executed. This type of loading is called  The result evaluating the postfix expression (10 5 + 60 6 / * 8 –) is  Packets of the same session may be routed through different paths in:	A prototype of the final software product  1. Static loading 2. Dynamic loading 3. Dynamic linking 4. Overlays 1.284 2.142 3.213 4.71 1. TCP, but not UDP 2. TCP and UDP 3. UDP, but not TCP 4. Neither TCP nor UDP 1.	2	
854 855	format. The main program is loaded into memory & is executed. This type of loading is called  The result evaluating the postfix expression (10 5 + 60 6 / * 8 –) is  Packets of the same session may be routed through different paths in:	A prototype of the final software product  1. Static loading 2. Dynamic loading 3. Dynamic linking 4. Overlays 1.284 2.142 3.213 4.71 1. TCP, but not UDP 2. TCP and UDP 3. UDP, but not TCP 4. Neither TCP nor UDP 1. Finding the IP address using DNS 2. Finding the IP address of the default gateway 3.	2	
854	format. The main program is loaded into memory & is executed. This type of loading is called  The result evaluating the postfix expression (10 5 + 60 6 / * 8 –) is  Packets of the same session may be routed through different paths in:	A prototype of the final software product  1. Static loading 2. Dynamic loading 3. Dynamic linking 4. Overlays 1.284 2.142 3.213 4.71 1. TCP, but not UDP 2. TCP and UDP 3. UDP, but not TCP 4. Neither TCP nor UDP 1. Finding the IP address using DNS 2.	2	

857	The removal of process from active contention of CPU and reintroduce them into memory	1.	1	
037	later is known as	Interrupt		
		2. Swapping	2	
		3. Signal	1	
		4. Thread		
858	Paging	1.		
		solves the memory fragmentation problem 2.		
		allows modular programming 3.	1	
		allows structured programming 4.		
		avoids deadlock		
859	Which of the following memory allocation scheme suffers from External fragmentation?	1. Segmentation		
		2. Pure Demand Paging		
		3. swapping	1	
		4.		
860	One of the header fields in an IP datagram is the Time to Live (TTL) field. Which of the	paging 1.		
	following statements best explains the need for this field?	It can be used to priortize packets 2.		
		It can be used to reduce delays	4	
		3. It can be used to optimize throughput		
		4. It can be used to prevent packet looping		
861	A system uses FIFO policy for page replacement. It has 4 page frames with no pages loaded to begin with. The system first accesses 100 distinct pages in some order and	1. 196		
	accesses the same 100 pages but now in the reverse order how many page faults will occur?	2.		
		192 3.	1	
		197 4.		
862	What will be the status of a commuter during stance commenter	195 1.		
002	What will be the status of a computer during storage compaction	High paging activity		
		2. Thrasing happens	4	
		3. Working set model developed		
		4. It will sit idle		
863	A layer-4 firewall cannot	1.		
		block HTTP traffic during 9:00PM and 5:00AM 2.		
		block all ICMP traffic 3.	1	
		stop incoming traffic from a specific IP address but allow outgoing traffic to same IP 4.		
		block TCP traffic from a specific user on a specific IP address on multi-user system		
864	Consider an instance of TCP's Additive Increase Multiplicative Decrease(AIMD)	during 9:00PM and 5:00AM 1.		
	algorithm where the window size at the start of the slow start phase is 2 MSS and the threshold at the start of the first transmission is 8 MSS. Assume that a time out occurs	8 MSS 2.		
	during the fifth transmission. Find the congestion window size at the end of the tenth transmission.	14 MSS 3.	3	
	и анэшээлли.	7 MSS		
		4. 12 MSS		
865	The MMU (Memory Management Unit) is a	1. Hardware		
		2. Software		
		3.	1	
		Firmware 4.		
866	Which of the following is true?	Malware 1.		
		Segmentation is faster than paging		
		Paging is faster than segmentation	2	
		3. Pages are unequal sized pieces		
		4. Segments are equal sized pieces		
867	Which question no longer concerns the modern software engineer?	1.		
		Why does computer hardware cost so much? 2.		
		Why does software take a long time to finish? 3.	1	
		Why does it cost so much to develop a piece of software? 4.		
868	Today the increased naver of the personal computer has brought about an aborder-sect	Why can't software errors be removed from products prior to delivery?  1.		
000	Today the increased power of the personal computer has brought about an abandonment of the practice of team development of software	True		
		2. false	1	
869	Software is a product and can be manufactured using the same technologies used for other	3. 4. 1.		
307	engineering artifacts.	True	2	
		2. False	2	
870	Change cannot be easily accommodated in most software systems, unless the system was	3. 4. 1.		
3,0	designed with change in mind.	True		
		2. False	1	
		3. 4.		

_		T	_	, , ,
871	The linear sequential model of software development is	1. A reasonable approach when requirements are well defined.		
		2. A good approach when a working program is required quickly.	1	
		3. The best approach to use for projects with large development teams.	1	
		4. An old fashioned model that cannot be used in a modern context.		
872	The linear sequential model of software development is also known as the	1. Classical life cycle model		
		2. Spiral model		
		3. Waterfall model	3	
		4.		
873	Data Members of the base class that are marked private:	Incremental Model  1.does exist in memory when the object of the derived class is created 2.exist in		
		memory when the object of the derived class is created the derived class 3.are visible in the derived class 4.are directly accessible in the derived class	4	
874	The incremental model of software development is	A reasonable approach when requirements are well defined.     2.		
		A good approach when a working core product is required quickly.	2	
		The best approach to use for projects with large development teams. 4.		
077		A revolutionary model that is not used for commercial products.		
875	The rapid application development model is	1. Another name for component-based development.		
		2. Another name for component-based development.	3	
		3. A high speed adaptation of the linear sequential model.		
		4. ALL		
876	Given the code String s1 = ? VIT?;	1. s1 = s2		
	String \$2 = ? VIT ?; String \$3 = new String (\$1);	2. s1 = s2		
	Which of the following would equate to true?	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	13	
		4.		
877	is referred to as Static Web	s3=s1 1.		
		Web 1.0 2.		
		Web 2.0 3.	1	
		Web 3.0 4.		
878	How do you write "Hello World" in PHP?	Web 4.0		
070	now do you write Treno world in Fift:	using System.out.println		
		using Document.Write("Hello World")	4	
		3. "Hello World"		
		4. using echo("Hello World")		
879	What does JSP stand for?	1. Java Scripting Pages		
		2. Java Service Pages		
		3. Java Server Pages	3	
		4. Java Script Program		
880	What are the parameters of the service method?	1.		
		ServletRequest and ServletResponse 2.		
		HttpServletRequest and HttpServletResponse	2	
		3. HttRequest and HttpResponse		
		4. Request and Response		
881	Which of these methods has no restrictions on content size when a form is submitted.	I. GET		
		2. HEAD		
		3.	3	
		J. POST		
		4.		
882	The following function computes the maximum value contained in an integer array	PUT 1.		
	p[   of size n (n >= 1). int max(int *p, int n) {	a != n 2.		
	int a=0, b=n-1;	b != 0 3.		
	while ( ) { if (p[a] <= p[b]) { a = a+1; } else { b = b-1; }	b > (a+1) 4.	4	
	cas(p = b-1, j } return p[a];	b!= a		
	}			
	The missing loop condition is			

Some content of the	007	C	1		
Compared to the compared the behavior of the	883	Consider the following recursive C function. Void get (int n)	1. 15		
		{if (n<1) return;	2.		
Figure   December		get (n-3);	3.	2	
White the the industry law or camplicies of standing application lever protocols.   Condition only conjugate   Condition only conjugate   Condition only conjugate   Condition only conjugate   Condition on the					
Comparison   Com	904	invoked before returning to the main ()?	24		
Object   Company   Compa		(i)HTTP			
Comparison   Com					
South   Sout			3.	3	
Section   Sect					
	005	What will be the cutaut of the following Consequent			
	000	void count(int n){			
			2.		
		if(n>1) count(n-1);		1	
Canader the failuring program:		printf("%d ", d); }	4.		
Section   Sect		void main(){ count(3):	3121112		
1		}			
In the content of the function func shown below:		{	2.		
In the content of the function func shown below:			3.		
Int all		}	3 4.	3	
Print   Prin		<b>{</b>			
1   1   2   2   2   2   2   3   3   3   3   3		nrt a[] = {5,5,2,6,4}; printf("%d", f(a,5));			
1   1   2   2   2   2   2   3   3   3   3   3		} The value printed by this program is			
2	887				
Section   Sect					
Sample					
Seconds				3	
SSS   A Search engine can serve as   1			final		
1					
2	888	A Search engine can serve as	1.		
As Client always			both as a server and a client		
September   Sept					
As Server always				1	
1					
1			4.		
int functin tumn) {	000				
while (num) {   count+++    num>>=  ;   }   return (count);   }   The value returned by fune(435)is   Number of the first search engine in internet?    Sockets originate from			7		
count++;   3   3   9   3   5   9   5   5   5   5   5   5   5   5					
The value returned by func(435)is   1		count++;	3.	3	
The value returned by func(435)is		num>>= 1; }	4.		
Nockets originate from   1		return (count); }			
Google   2   2   2   3   3   3   3   3   3   3					
Sockets originate from   1	890	Which one is the first search engine in internet?			
Sockets originate from   1			2.		
Sockets originate from   1			3.	2	
WAIS   Sockets originate from   1.   BSD Unix   2.   Windows   3.   Linux   4.   Mac   Mac					
BSD Unix   2.			WAIS		
2.	891	Sockets originate from			
Second   S			2.		
Section 2   4.   Mac			3.	1	
Mac   Mac					
I = 0   2   2   2   2   2   2   2   2   2	902	What will be printed as the output of the following appears of	Mac		
I = 1			I = 0		
System.out.println(" I = "+i);		{ public static void main(String args[])	2. I = 1		
i = i++ + i;   4.   1 = 3		<b>{</b>	3.	2	
893 Which transmission media has the highest transmission speed in a network?  1.  coaxial cable 2.  twisted pair cable 3.  optical fiber 4.		i = i+++i;	4.		
coaxial cable 2. twisted pair cable 3. optical fiber 4.		System.out.println(" I = " +i); }	1=3		
coaxial cable 2. twisted pair cable 3. optical fiber 4.	0.7.7	}			
2. twisted pair cable 3. optical fiber 4.	893	Which transmission media has the highest transmission speed in a network?			
3. optical fiber 4.			2.		
4.			3.	3	
electrical cable			4.		

894	Bits can be send over guided and unguided media as analog signal using			
074	Dies can be send over guided and unguided media as analog signal using	1. digital modulation 2.		
		amplitude modulation	1	
		3. frequency modulation		
		4. phase modulation		
895	An object of class A receives a message with an argument that is an instance of class B. Identify the type of relationship between class A and Class B:	1. Generalization		
	Talling the type of removaling served class 11 and class 25	2. Association		
		3.	1	
		Aggregation 4.		
	A graphical HTML browser resident at a network client machine Q accesses a static	Realization 1.		
	HTML webpage from a HTTP server S. The static HTML page has exactly one static embedded image which is also at S. Assuming no caching, which one of the following is correct about the HTML webpage loading (including the embedded image)?	Q needs to send at least 2 HTTP requests to S, each necessarily in a separate TCP connection to server S 2.		
		Q needs to send at least 2 HTTP requests to S, but a single TCP connection to server S is sufficient 3.	2	
		A single HTTP request from Q to S is sufficient, and a single TCP connection between Q and S is necessary for this 4.		
		A single HTTP request from Q to S is sufficient, and this is possible without any TCP connection between Q and S $$		
	Consider the following function written the C programming language. void foo (char * a ) { if (* a & & * a ! = ' ') {	I. ABCD EFGH		
	putchar (*a); } }	2. ABCD	1	
	} The output of the above function on input 'ABCD EFGH' is	3. HGFE DCBA		
		4. DCBA		
898	Given the following structure template, choose the correct syntax for accessing the 5th subject marks of the 3rd student: struct stud	1. stud[2].marks[4]		
	{ int marks[6]; char sname[20];	2. stud[4].marks[2]	3	
	char rno[10]; }s[10];	3. s[2].marks[4]		
	talini,	4.		
899	The portion of physical layer that interfaces with the media access control sublayer is	s[4].marks[2]		
	called	physical signalling sublayer 2.		
		physical data sublayer 3.	1	
		physical address sublayer 4.		
900	Consider the following program:	none of the mentioned  1.		
	consider the following program.  int f(int *p, int n)	2 2 2.		
	if (n <= 1) return 0;	1 3.		
	else return max ( f (p+1, n-1),p[0]-p[1]);	3	3	
	int main() {	4. 4		
	int a[] = {3,5,2,6,4}; printf("%d", f(a,5));			
	} The value printed by this program is			
901	Physical layer provides	mechanical specifications of electrical connectors and cables		
		2. electrical specification of transmission line signal level	4	
		3. specification for IR over optical fiber	4	
		4. all of the mentioned		
902	The physical layer is responsible for	1.		
		line coding 2.		
		channel coding 3.	4	
		modulation 4.		
903	Calculate the EAT(Effective access time) if 5 micro second is associative look-up time and	all of the mentioned  1.		
	0.80 is the hit-ratio in paging hardware with TLB	6.2 micro second 2.		
		7.8 micro second 3.	3	
		2.2 micro second 4.		
00.4		3.2 micro second		
904	In asynchronous serial communication the physical layer provides	1.start and stop signalling		
		2.flow control	3	
		3.both (a) and (b)		
		4.none of the mentioned		

905	The abovious lower translates legical communication account from the	1		
905	The physical layer translates logical communication requests from the into hardware specific operations.	1. data link layer		
		2. network layer	1	
		3. trasnport layer	1	
		4. application layer		
906	The formal methods model of software development makes use of mathematical methods	1.		
	to	Define the specification for computer-based system		
		2. Develop defect free computer-based systems	4	
		3.		
		Verify the correctness of computer-based systems 4.		
907	Which is not related to deadlock avoidance?	ALL 1.		
0,	White is not related to deadlock aroundinee.	Safe State		
		Unsafe State	3	
		3. Safe Sequence		
		4. Resource sequence		
908	The translates internet domain and host names to IP address.	1.		
		domain name system 2.		
		routing information protocol 3.	1	
		network time protocol 4.		
909	Application layer protocol defines	internet relay chat  1.		
309	Application layer protocol defines	types of messages exchanged		
		2. message format, syntax and semantics	4	
		3. rules for when and how processes send and respond to messages		
		4. all of the mentioned		
910	Which of the following traits need to exist among the members of an agile software team?	1.		
		Competence 2.		
		Decision-making ability 3.		
		Mutual trust and respect	4	
		4. ALL		
911	Which one of the following allows a user at one site to establish a connection to another site	1.		
	and then pass keystrokes from local host to remote host?	HTTP 2.		
		FTP 3.	3	
		telnet 4.		
012		none of the mentioned		
912	A single channel is shared by multiple signals by	1. analog modulation		
		2. digital modulation	3	
		3. multiplexing	,	
		4. none of the mentioned		
913	Wireless transmission can be done via	1.		
		radio waves 2.		
		microwaves 3.	4	
		infrared 4.		
01.4	Which are of the following is not the process of B. H. J. D.	all of the mentioned		
914	Which one of the following is not the process of Deadlock Recovery?	1. Killing a process		
		2. Rollback to the previous state	4	
		3. Selecting a Victim		
		4. Delaying the process		
915	Which of the following is not one of Hooker's core principles of software engineering	1.		
	practice?	All design should be as simple as possible, but no simpler 2.		
		A software system exists only to provide value to its users. 3.	3	
		Pareto principle (20% of any product requires 80% of the effort) 4.		
		Remember that you produce others will consume		
916	Software engineers collaborate with customers to define which of the following?	1.Customer visible usage scenarios		
		2. Important software features	4	
		3.System inputs and outputs 4. ALL		
			•	

917	Everyone on the software team should be involved in the planning activity so that we can	1. reduce the granularity of the plan		
		2. analyze requirements in depth 3.	3	
		get all team members to "sign up" to the plan 4.		
918	When displaying a make page 4th application layou uses the	begin design		
918	When displaying a web page, the application layer uses the	1. HTTP protocol 2.		
		TTP protocol	1	
		SMTP protocol		
		IMAP Protocol		
919	Which one of the following protocol delivers/stores mail to reciever server?	1. simple mail transfer protocol		
		2. post office protocol	1	
		3. internet mail access protocol		
		4. hypertext transfer protocol		
920	The ASCII encoding of binary data is called	1. base 64 encoding		
		2. base 32 encoding	1	
		3. base 16 encoding	1	
		4. base 8 encoding		
921	Which protocol is a signalling communication protocol used for controlling multimedia communication sessions?	1. session initiation protocol		
	communication sessions:	2. session modelling protocol		
		3. session maintenance protocol	1	
		4. none of the mentioned		
922	Which one of the following is not an application layer protocol?	1.		
		media gateway protocol 2.		
		dynamic host configuration protocol 3.	3	
		resource reservation protocol 4.		
923	If the size of logical address space is 2 to the power of m, and a page size is 2 to the power	session initiation protocol  1.		
)23	of n addressing units, then the high order bits of a logical address designate the page number, and the low order bits designate the page offset.			
	number, and the low order bits designate the page offset.	2. n,m 3.	4	
		m-n,m 4.		
		m-n,n		
924	Which of the following activities is not one of the four things that need to be accomplished by the generic planning task set?	1.		
		Develop overall project strategy		
		2.	4	
		Identify the functionality to deliver in each software increment 3.		
		Create a detailed schedule for the complete software project 4.		
		Devise a means of tracking progress on a regular basis		
925	What is x+ mode in fopen() used for?	1. Read/Write. Creates a new file. Returns FALSE and an error if file already exists		
		Write only. Creates a new file. Returns TRUE and an error if file already exists	1	
		3. Read/Write. Opens and clears the contents of file		
		4. Write. Opens and clears the contents of file		
926	In the network HTTP resources are located by	1. uniform resource identifier		
		2. unique resource locator	1	
		3. unique resource identifier	1	
		4. unique resource identifier		
927	Which method is used for loading the driver in Java JDBC.	1. getDriver() method		
		2. class forNama()	1	
		class.forName() 3.		
		createStatement() 4.		
		getConnection()		

928	Which of the following input controls that cannot be placed using <input/> tag?	1. Text		
		2. Password		
		3. Submit	4	
		4.		
929	Which of the following in HTML is used to left align the content inside a table cell?	Textarea 1.		
		2.		
		<tdleft></tdleft>	4	
		3	4	
		4.		
930	WiMAX provides			
)50	THATA PIONICS	simplex communication		
		half duplex communication	2	
		3. full duplex communication		
		4. none of the mentioned		
931	WiMAX uses the	1.		
		orthogonal frequency division multiplexing 2.		
		time division multiplexing 3.	1	
		space division multiplexing 4.		
		all of the mentioned		
932 933	Which of the following operators has an associativity from Right to Left?  ElGamal encryption system is	1.+= 2.== 3.<< 4.<=	3	
		symmetric key encryption algorithm		
		asymmetric key encryption algorithm	2	
		3. not an encryption algorithm		
		4. none of the mentioned		
934	WHICH OF THE BELOW IS NOT AN EMAIL PROTOCOL?	1. SMTPMP 2. IMAP		
		3. POP	4	
935	Which of the following statements explains portability in non-functional requirements?	4. SNMP		
		It is a degree to which software running on one platform can easily be converted to run on another platform.		
		2. It can be enhanced by using languages, OS' and tools that are universally available		
		and standardized.	,	
		3. The ability of the system to behave consistently in a user-acceptable manner when	1	
		operating within the environment for which the system was intended. 4.		
		It is a degree to which software running on one platform can easily be converted to run on another platform as well as It can be enhanced by using languages, OS' and		
026		tools that are universally available and standardized.		
936	The spiral model was originally proposed by	1. IBM		
		2. Barry Boehm	2	
		3. Pressman	-	
		4. Royce		
937	Which of the following risk is the failure of a purchased component to perform as	1.		
	expected?	Product risk 2.		
		Project risk 3.	1	
		Business risk		
		Programming risk		
938	Which of the following suffices to convert an arbitrary CFG to an LL(1) grammar?	Removing left recursion alone     Factoring the grammar alone	4	
		Removing left recursion and factoring the grammar     Removing left recursion, left factoring and ambiguity of the grammar	7	
939	The CFG	1.		
	s> as   bs  a   b is equivalent to regular expression	(a+b) 2.		
		$(a+b)(a+b)^*$ 3.	2	
		(a + b) (a + b) 4.		
0.46		(a+b)(a+b)(a+b)(a+b)		
940	The grammar $S \rightarrow aSa \mid bS \mid c$ is	1.   LL(1) but not LR(1)		
		2. LR(1)but not LR(1)	2	
		3. Both LL(1)and LR(1)	3	
		4.		
		Neither LL(1)nor LR(1)		

		T.		
	Consider the following C code segment. for $(i = 0, i \le n; i++)$	The code contains loop invariant computation		
	{ for (j=0; j <n; j++)<="" td=""><td>2. There is scope of common sub-expression elimination in this code</td><td></td><td></td></n;>	2. There is scope of common sub-expression elimination in this code		
	{ if (i%2)	3. There is scope of strength reduction in this code		
	{ ` `	4.	4	
	x += (4*j + 5*i); y += (7 + 4*j);	There is scope of dead code elimination in this code		
	}			
	}			
-	Which one of the following is false?			
942	All the modules of the system are integrated and tested as complete system in the case of	1. Bottom up testing		
		2. Top-down testing		
		3. Sandwich testing	4	
		4.		
943	NOR Gate does NOT follow	Big-Bang testing  1.DeMorgan's Theorem 2.Associative Law 3.Commutative Law 4.Distributive Law	4	
	The ensures that only one IC is active at a time to avoid a bus conflict caused by	1.control bus 2.control instructions 3.address decoder 4.CPU	3	
_	two ICs writing different data to the same bus  In the following code snippet, what is the correct value of the left margin? margin: 10px	1.10px 2.5px 3.20px 4.15px	4	
	5px 20px 15px;	1.Local databases 2.Drop down lists 3.Autocompletion 4.Global Databases	4	
	When used with the datalist element, what is the list attribute in HTML5 used to accomplish?	1.Local databases 2.Diop down lists 3.Autocompletion 4.Global Databases	3	
947	Which of the following boolean expressions is not logically equivalent to all of the rest?	1. $ab + (cd)' + cd + bd'$	]	
		2. a (b + c) + cd		
		3.	3	
		ab + ac + (cd)'		
		4.  bd' + c'd' + ab + cd		
	The size of the data count register of a DMA controller is 16 bits. The processor needs to	1.		
	addressable. The minimum number of times the DMA controller needs to get the control	454		
		2. 455	3	
		3. 456		
		4.		
949	How do we submit form data without a Sumbit button?	457  1.Using header() function 2.Using Javascript 3.Using fdf_set_submit_form_action()	4	
950	When a single item that trippers other data flow along one of many maths of a data flow	fucntion 4.using header() and javascript  1.	4	
	When a single item that triggers other data flow along one of many paths of a data flow diagram, characterizes the information flow.			
		high coupling		
		2.		
		poor modularity	1	
		poor modularity	1	
		3.		
		transaction flow 4.		
		transform flow		
951	The embedded c program is converted by cross compiler to	1.		
		the machine code corresponding to the processor of the PC used for application		
		development		
		2. the machine code corresponding to a processor which is different from the processor	2	
		of the PC used for application development 3.		
		the machine code for all the microcontrollers		
		4. assemble code of the PC used for application development		
	In Assembly language programming, minimum number of operands required for an instruction is/are	1. Zero		
		2. One		
		3.	1	
		Two 4.		
953	A 4-way set-associative eache memory unit with a capacity of 16 KB is built using a block	Three 1.		
	size of 8 words. The word length is 32 bits. The size of the physical address space is 4 GB.  The number of bits for the TAG field is	19 22.		
		20	2	
		3. 21		
		4. 22		
954	baa*c denotes the set	1. {b^na^mc^p n,m,p>=1}		
		2. {ba^nc n>=0} 3. {ba^nc n>=1}	3	
955	Functional requirements of a system is modelled using	4. {w w is a string of a,b,c} 1. Use-case Diagram		
,,,,		2. Sequence Diagram	1	
		3. Class Diagram 4. Package Diagram		

956	If the main memory is of 8K bytes and the cache memory is of 2K words. It uses	1.		
	associative mapping. Then each word of cache memory shall be	11 bits		
		2. 21 bits	3	
		3.	3	
		16 bits 4.		
957	The width of the physical address on a machine is 40 bits. The width of the tag field in a	20 bits 1.		
	512 KB 8-way set associative cache is bits	21 2.22		
			4	
		3. 23		
		4. 24		
	In software quality assurance work there is no difference between software verification and software validation.	1. true		
		2. false	2	
959	The Firmware are stored in read-only memory or chips.	3. 4.		
)3)	The Firmware are stored in read-only includity of cmps.	Plash memory		
		Dynamic random access memory	3	
		EEPROM		
0.55		4. Random-access memory		
960	(a+b)(cd)*(a+b) denotes the following set	1. $ \{a(cd)^nb n>=1\} $		
		2.		
		${a(cd)^n>=1}U\{b(cd)^n n>=1\}$	3	
		3. $ \{a(cd)^na n>=0\}U\{a(cd)^nb n>=0\}U\{b(cd)^na n>=0\}U\{b(cd)^nb n>=0\} $		
		4. {ac^nd^nb n>=1}		
961	Which of the following statements is/are TRUE for an undirected graph?P:Number of odd degree vertices is even,Q: Sum of degrees of all vertices is even	1.P Only 2.Q Only 3.Both P and Q 4.Neither P nor Q	1	
962	Which of the following is useful in traversing a given graph by breadth first search?	1.List 2.Queue 3.Set 4.Stack	2	
963	In excitation table of D flipflop next state is equal to	1. Next State		
		2. Present State		
		3. Previous State	4	
		4.		
964	The fundamental notions of software engineering does not account for ?	D State 1. Software reuse		
, ,	The fundamental motions of societies and account for the	2. Software Security 3. Software Validation	3	
0.5		4. Software processes		
965	Which of the following is not a technology driver for an information system?	Collaborative technologies     Knowledge asset management	2	
		3. Enterprise applications 4. Object technologies		
966	In linear search algorithm the Worst case occurs when	1. The item is somewhere in the middle of the array 2. The item is not in the array at all 3. The item is the last element in the array 4. The item is the last element in the	4	
967	Which is not a proper prototype?	array or is not there at all  1. double funct(char x)		
, ,		2. void funct(); 3. char x();	1	
0.65		4. intfunct(char x, char y);		
968	Suppose P, Q, R, S, T are sorted sequences having lengths 20,24,30,35,50 respectively. They are to be merged into a single sequence by merging together two sequences at a time.	1.368 2.338 3.348 4.358	4	
	The number of comparisons that will be needed in the worst case by the optimal algorithm for doing this is			
969 970	The searching technique that takes O (1) time to find a data is  Suppose x is dead, that is, never subsequently used, at the point where the statement x=y+z	1.Binary Search 2.Linear Search 3.Tree Search 4.Hashing     1.Common subexpression elimination 2.Dead code elimination 3.Renaming	4	
	Suppose x is dead, that is, never subsequently used, at the point where the statement $x-y+z$ appears in a basic block. Then this statement may be safely removed without changing the value of the basic block. This transformation is known as	temporary variables 4.Loop invarient	2	
971	Shift reduce parsers are	1.Vertical parser 2.top down and bottom up parser 3.Bottom up parser 4.Top down	3	
972	Cross-compiler is a compiler	parser  1. which is written in a language that is same as the source language. 2.that runs on		
		one computer but produces object code for different type of computer. 3 that generates object code for its host machine. 4 which is written in a language that is	2	
973	While inserting the elements 71,65,84,69,67,83 in an empty binary search tree(BST)in the	different from the source language.  1.65 2.67 3.83 4.69		
	sequence shown, the element in the lowest level is		2	
-	Given a hash table T with 25 slots that stores 2000 elements, the load factor a for T is  Many programmers separate a class into two files:	1.80 2.0.0125 3.8000 4.1.25  1. one for the primary functions and one for the auxiliary functions	2	
		one for the public data and one for the private data     one for the void functions and one for the other functions     one for the declarations and one for the implementations	4	
	In a connected graph, a bridge is an edge whose removal disconnects a graph. Which one of the following statements is True?	1.A tree has no bridge 2.A bridge cannot be part of a simple cycle 3.Every edge of a clique with size>=3 is a bridge (A clique is any complete subgraph of a graph) 4.A graph with bridges cannot have a cycle	4	
977	Network models are complicated by physical keys, but the relation model is	1. Slower because it uses logical keys 2. Slower because it uses physical keys 3. Faster because it uses physical keys 4. Faster because it uses logical keys	4	
978	Trigger is a	1.Statement that enables to start any DBMS 2.Statement that is executed by the user		
		when debugging an application program 3.Statement that is executed automatically by the system as a side effect of a modification to the database 4.Condition the system tests for the validity of the database user	3	
979	Normalisation of database is used to	1.Minimise Errors 2.Improve Security 3.Eliminate redundancy 4.Improve security	3	

An attributes of an entity can have more that one value 2. An attribute of an entity can be composite 3		
An attribute of an entity can be composite		
	3	
In a row of a relational table, an attribute can have more than one value 4.		
In a row of a relational table, an attribute can have exactly one value or a NULL value		
981 Foreign Key is 1. A field in a table that matches a key field in another table		
2. A field in a table that contains data that is also contained elsewhere in another table	1	
3. A key that consists of more than one field	1	
4. A field in a table that has the same name as a key field in another table		
982 In a conceptual model for a university, which of the following could most appropriately be represented via a recursive relationship?  1. Student credit hours		
2. Course prerequisites		
3. Parking sticker assignments	2	
4. Final exam schedules		
983 Which of the following most certainly implies the need for an entire table to implement? 1.		
A binary relationship 2.		
A ternary relationship 3.	4	
A recursive relationship 4.		
An identifying relationship  984produces the relation that has attributes of R1 and R2		
Cartesian product		
Difference 3	1	
Intersection 4.		
Product		
985   A relation R is said to be in 2NF when it does not have   1.   Partial Dependencies		
2. Transitive Dependencies	1	
3. Multivalued Attributes		
4. Both Partial dependencies and Multivalued Dependencies		
986 Two sets of functional dependencies E and F are equivalent if E+ = F+ .This statement is 1. True		
2. False	1	
3. Cant Say		
4.		
987   Cartesian product in relational algebra is   1.   a Unary operator		
a Binary operator	2	
3. a Ternary operator		
4. not defined		
988   How will you handle the overflow condition of a linked queue through code(note: new_node is a newly created node in a memory)   1.if(rear=size) 2.if(new_node=0) 3.if(front=size) 4.if(new_node=null)   1.if(rear=size) 2.if(new_node=0) 3.if(front=size) 4.if(new_node=null)   1.if(rear=size) 2.if(new_node=0) 3.if(front=size) 4.if(new_node=null)   1.if(rear=size) 4.if(new_node=null)   1.if(new_node=null)   1.if(new_node=null	1	
989 What is NOT part of the design process  1. Architectural design		
2. Database design		
3. Component design	4	
4. Validation testing		
990 Which of the following is not a part/product of requirements engineering?		
Feasibility study 2. Pagiraments validation		
Requirements validation 3.	4	
System models 4.		
991 The number of auxiliary memory required for a Push Down Machine (PDM) to behave 1.		
like a Finite State Machine (FSM) is 0 2.		
2  3.	1	
4 4.		
992 In reuse-oriented software engineering the last stage is 1.		
component analysis		
2. requirements modification	3	
2.	3	

Tarashing occurs	1	2. when you thrash your computer	Thrashing occurs	993
2. Software (Product Engineering described as whether the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?  Which of the following is not one of the principles of good coding?	1	2. when you thrash your computer		
### Sinclude   Fine claude	ľ			
### ##################################		whomovor doodlook occurs		
strictude int main ()  strictude int main ()  strictic int st[-](10, 20, 30 db, 50); static int rg]-[10, 20, 30 db, 50); static int rg]-[10, 20, 30 db, 50]; static int rg]-[1		4.		
In CMA the file year, a will, a given document analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of requirements analysis, design, code, and test are described in the file yede activities of file yede activities o		1.		
static int at    -  (10, 20, 30 dt, 50); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at    -  (a, 20, 34 dt, 30); static int at   (a, 30); state int at   (a, 30			int main ()	
in ***ptr=ps** pri+*; print("%d%d*, ptr p, **ptr); print("%d%d*, ptr p, **ptr); pri+*; print("%d%d*, ptr p, **ptr); pri-*; p		140		
printf "%dy%d", ptr p, **ptp();   The output of the program is	2	89	int **ptr=p;	
The output of the program is   CMM, the life cycle activities of requirements analysis, design, code, and test are described in CMM. the life cycle activities of requirements analysis, design, code, and test are described in CMM. the life cycle activities of requirements analysis, design, code, and test are described in CMM. the life cycle activities of requirements analysis, design, code, and test are described in CMM. the life cycle activities of requirements analysis, design, code, and test are described in CMM. the life cycle activities of requirements analysis, design, code, and test are described in CMM. the life cycle activities of requirements analysis, design, code, and test are described in CMM. the life cycle activities of requirements analysis, design, code, and test are described in life in CMM. the life cycle activities of the contents of the life in CMM. The life cycle activities of the life in CMM. The life is a content of the contents of the life in CMM. The life is a content of the life is a content of the contents of the life is a content of the life is a con				
1. CAMA, the life cycle activities of requirements analysis, design, code, and test are described in CAMA, the life cycle activities of requirements analysis, design, code, and test are described in a set of documents in which a given document can contain text, graphics video and audio clips as well as embedded references to other documents world wide web pages are called a solution of the principles of good coding?    Variety   V			}	
3. Software Subcontract Management   1		1. Software Product Engineering	In CMM, the life cycle activities of requirements analysis, design, code, and test are	
2996 A set of documents in which a given document can contain text, graphics video and audio clips as well as embedded references to other documents world wide web pages are called as a set of the comments world wide web pages are called by the comments of the principles of good coding?  20	1	Software Subcontract Management	described in	
clips as well as embedded references to other documents world wide web pages are called as ———————————————————————————————————		Software Quality Management     1.	A set of documents in which a given document can contain text, graphics video and audio	996
Hypertext documents   3   Hypertext documents   3   Hypertext documents   4   Hypertext docume		Hypermedia message	clips as well as embedded references to other documents world wide web pages are called	
Hypermedia Documents	3			
Porce   Which of the following is not one of the principles of good coding?				
Create unit tests before you begin coding  Create a visual layout that aids understanding  3.  Keep variable names short so that code is compact  4.  Write self-documenting code, not program documentation  1.  Machine language 2.  Assembly language 3.  high level language 4.  Used nowhere  1.  text=-pattern  2.  2.  2.  2.  2.  2.  3.  high level language 4.  Used nowhere  1.  text=-pattern  2.  text-quals(pattern) 3.  text.test(pattern) 4.  Assembly language 4.  Used nowhere  1.  text=-pattern  2.  text.equals(pattern) 3.  text.test(pattern) 4.  pattern.test(text)  1.  1000  Consider the following javascript statements  x = -y; y = x = y = z; q = a*Dic*Cd:c*Pt*g; The above code snippet is equivalent to:  x = -(-y); w = (x = (y = z)); y = -(-y);		4. Path rectangular grid of Pixels		
2. Create a visual layout that aids understanding  3. Keep variable names short so that code is compact  4. Write self-documenting code, not program documentation  1. Machine language 2. Assembly language 3. 3. 3. 3. Hextine language 4. 4. Used nowhere  2.  2.  2.  2.  2.  2.  3. 3. 3. 3. 4.  2.  4.  4.  4.  4.  4.  4.  4.  4.		1.	Which of the following is not one of the principles of good coding?	997
3.  Keep variable names short so that code is compact  4.  Write self-documenting code, not program documentation  1.  Machine language 2.  Assembly language 3.  high level language 4.  Used nowhere  1.  text=pattern 2.  text=pattern 2.  text=quals(pattern) 3.  text(set(pattern) 4.  text=set(pattern) 5.  text(set(pattern) 6.  text(set(pattern) 7.  text(set(pattern)) 8.  text(set(pattern)) 8.  text(set(pattern)) 8.  text(set(pattern)) 9.  text(set(pattern)) 1.  text(set(pattern)) 1.  text(set(pattern)) 1.  text(set(pattern)) 1.  text(set(pattern)) 1.  text(set(pattern)) 2.  text(set(pattern)) 3.  text(set(pattern)) 4.  text(set(pattern)) 4.  text(set(pattern)) 4.  text(set(pattern)) 4.  text(set(pattern)) 6.  text(set(pattern)) 6.  text(set(pattern)) 7.  text(set(pattern)) 8.  text(set(pattern)) 8.  text(set(pattern)) 9.  text(set(pattern)) 1.  t				
See		Create a visual layout that aids understanding		
Second consider the following javascript statements   Second content to the statement is   Second content is   Second content in the statement in the statement is   Second content in the statement in the statement in the statement is   Second content in the statement	4			
Mnemonic codes and variable names are used in   Machine language   2.	4	3.		
Mnemonic codes and variable names are used in		Keep variable names short so that code is compact		
Machine language   2.   Machine language   2.   Assembly language   3.   Aight level language   4.   Used nowhere   2.   Machine language   4.   Used nowhere   2.   Machine language   4.   Used nowhere   2.   Machine language   4.   Used nowhere   3.   Machine language   4.   Used nowhere   4.				
Machine language   2.   Assembly language   3.   high level language   4.   Used nowhere	on	<ol> <li>Write self-documenting code, not program document</li> </ol>		
2.		1. Machine language	Mnemonic codes and variable names are used in	998
3.   high level language   4.   Used nowhere		2.		
4.   Used nowhere	2	3.		
1.		4.		
var text = "testing: 1, 2, 3";   Sample text   var pattern = \( \lambda    Var pattern   A \( \lambda \text{   Matches all instances of one or more digits   lin order to check if the pattern matches with the string "text", the statement is   2.			Consider the following statements	999
In order to check if the pattern matches with the string "text", the statement is   1			var text = "testing: 1, 2, 3"; // Sample text	
$ \begin{array}{c} \text{lext.test(pattern)} \\ 4. \\ \text{pattern.test(text)} \\ \hline 1000  \text{Consider the following javascript statements} \\ x \sim -y; \\ w = x = y = z; \\ q = a?b:c?d:c?f:g; \\ \hline \text{The above code snippet is equivalent to:} \\ \hline \\ x = -(-y); w = (x = (y = z)); \\ x = a?b:(c?d:(e?f:g)); \\ x = a?b:(c?d:(e?f:g)); \\ x = a?b:(c?d:(e?f:g)); \\ x = a?b:(c?d:(e?f:g)); \\ x = (-y); w = (x = (y = z)); \\ y = a?b:(c?d:(e?f:g)); \\ x = -(-y); w = (x = (y = z)); \\ y = a?b:(c?d:(e?f:g)); \\ x = -(-y); w = (x = (y = z)); \\ y = (-y); w = (y = z); \\ y = (-y); w = (y = z); \\ y = (-y); w$	4		In order to check if the pattern matches with the string "text", the statement is	
pattern.test(text)		text.test(pattern)		
$ \begin{array}{c} x = \neg y; \\ w = x = y = z; \\ q = a?b:c?d:e?f:g; \\ The above code snippet is equivalent to: \\                                 $				
				1000
The above code snippet is equivalent to:			$\mathbf{w} = \mathbf{x} = \mathbf{y} = \mathbf{z};$	
3.				
$\begin{array}{c} q = a?b:(c?d:(e?f:g));\\ 4.\\ x = \sim (-y); \ w = (x = (y = z));\\ q = (c?d:(e?f:g));\\ \end{array}$	4	3.		
$ \begin{array}{c} 4. \\ x = -(-y); w = (x = (y = z)); \\ q = (c^2d;(e^2f;g)); \end{array} $				
q = (c?d:(e?f:g));   1001   The javascript statement a===b refers to   1.		4.		
			The invacariet statement a	1001
$\lfloor L \rfloor$	ress	Both a and b are equal in value, type and reference a	בות המשברוף: Statement a D FUICTS 10	1001
Both a and b are equal in value	3	2. Both a and b are equal in value		
Both a and b are equal in value and type				
4. There is no such statement				
1002 Which of these methods has no restrictions on content size when a form is submitted.    1.   GET		1.	Which of these methods has no restrictions on content size when a form is submitted.	1002
2.		2.		
HEAD 3.	3	3.		
POST 4.				
PUT  1003   Consider the following program:  1.		PUT	Consider the following program:	1003
int f(int *p, int n)		1		
$\begin{cases} \{ & \text{if } (n \le 1) \text{ return } 0; \\ 2 & \text{otherwise} \end{cases}$		2		
else return max ( f (p+1, n-1),p[0]-p[1]);   3.   3   3   3	3	3	}	
int main() 4.	3	4. 4	int main() {	
			int a[] = {3,5,2,6,4}; printf("%d" f(s.5));	
{     int a[] = {3,5,2,6,4}; }			}	
{     int a[] = {3,5,2,6,4};     printf("%d", f(a,5)); }		1. priming		1004
{     int a[] = {3,5,2,6,4};     printf("%d", f(a,5)); } The value printed by this program is  1004 The while loop is referred to as a(n) loop because the loop condition is tested at the  1. priming				
{     int a    = {3,5,2,6,4};     printf("%d", f(a,5)); } The value printed by this program is	2			

1005	The word case used in the switch statement represents a	1. global variable in the C++ language 2. function in the C++ language 3. keyword in the C++ language	3	
		4. data type in the C++ language		
1006	Teams using agile software practices never create models.	1. TRUE 2.	2	
		FALSE 3.4.		
1007	In HTTP pipelining	1. multiple HTTP requests are sent on a single TCP connection without waiting for the corresponding responses		
		2. multiple HTTP requests can not be sent on a single TCP connection	1	
		multiple HTTP requests are sent in a queue on a single TCP connection 4.		
1000	THOSE P. A. L.	none of the mentioned		
1008	HTTP client requests by establishing a connection to a particular port on the server.	1. user datagram protocol		
		transmission control protocol 3.	2	
		broader gateway protocol		
		4. RIP		
1009	FTP server listens for connection on port number	1. 20		
		2. 21	2	
		3. 22	_	
		4. 23		
1010	In FTP protocol, client contacts server using as the transport protocol.	1. transmission control protocol		
		transmission control protocol 2. user datagram protocol		
		3.	1	
		datagram congestion control protocol 4.		
1011	Arrange the operators according to their precedence: +, %, ->, =	stream control transmission protocol  1.		
		->, %, +, = 2.		
		=, +, %, -> 3.	1	
		%, +, =, ->		
		4. 9%, ->, =, +		
1012	The file transfer protocol is built on	1. data centric architecture		
		2. service oriented architecture	3	
		3. client server architecture		
		4. peer to peer architecture		
1013	Which one of the following is used as the start frame delimeter in ethernet frame?	1. 10101010		
		2. 10101011		
		3. 00000000	2	
		4.		
1014	The entity relationship diagram	HIIIIII L		
		depicts relationships between data objects 2.		
		depicts functions that transform the data flow 3.	1	
		indicates how data are transformed by the system 4.		
1015	Which of the following is not an example of infrastructure components that may need to be	indicates system reactions to external events  1.		
	integrated into the software architecture?	Communications components 2.		
		Database components 3.		
		Interface components	2	
		4. Memory management components		
1016	Pick an incorrect declaration: 1. int x[5];	1.		
	2. int x[5]={1,2,3,4,5}; 3. int x[5] = {1,2}		4	
	4. int x[];	2. 2 3. 3	4	
		4. 4.		
1017	Which one of the following correctly describes the meaning of 'namespace' feature in C++?	I namespaces provide facilities for organizing the names in a program to avoid name clashes 2. Namespaces refer to space between the names in a program 3. Namespaces refer to the memory space allocated for names used in a program 4. Namespaces refer	1	
1018	Which of the following is false for cin?	to the space for names.  1.It is a class of which stream is an object. 2.Using cin, the data can be read from	1	
	The members of a class, by default, are	user's terminal. 3.It represents standard input. 4.It is an object of istream class.  1.private 2.protected 3.public 4.mandatory to specify	3	
-	Which of the following statements is NOT valid about operator overloading?	1.Overloaded operator must have at least one operand of its class type. 2.Only		
		existing operators can be overloaded. 3. The overloaded operators follow the syntax rules of the original operator. 4. The arity of the operator can be changed	3	
1021	If the class name is X, what is the type of its "this" pointer?	1.X* 2.const X* const 3.X& 4.X* const	3	

1022	If a constructor function is defined in private section of a class, then	1.The object cannot be created 2.Only its member functions and friends may declare		
		objects of the class 3.Only its friends may declare objects of the class 4.Only its member functions may declare objects of the class	2	
1023	Which of the following operator can be overloaded through friend function?	1> 2.= 3.( ) 4.*	4	
1024	Many of the tasks from the generic task sets for analysis modeling and design can be conducted in parallel with one another.	1. TRUE		
	·	2. FALSE	1	
		3. 4.		
1025	The system engineering process usually begins with the	1. detailed view		
		2. domain view		
		3.		
		element view	1	
		4. world view		
1026	A process executes the code	1.		
	fork (); fork ();	3 2.		
	fork (); The total number of child processes created is	4 3.	3	
	The total number of clina processes created is	7		
		4. 8		
1027	If class A is friend of class B and if class B is friend of class C, which of the following is true?	1.Class C is friend of Class A 2.Class A is friend of Class C 3.Class A and Class C don't have any friend relationship 4.Class A and Class C are mutual friends	4	
1028	By following modern system engineering practices simulation of reactive systems is no	1.		
	longer necessary.	True		
			2	
		2.		
		FALSE 3. 4.		
1029	Which of the following (in file scope) leads to a compile-time error?	1.const int a=90; 2.const int f1() { return 100; } 3.int f2() const { return 200; } 4. const int f3( const int i) { return 300;}	3	
1030	The default copy constructor performs	1.Deep Copy 2.Shallow Copy 3.Soft Copy 4.Hard Copy	2	
1031	which of the following is an incorrect definition inside a class ?	1.void * operator new(size_t size) { } 2.void * operator new () { } 3.void operator delete(void * ptr) { } 4.int operator ++() { }	2	
1032	Which is the correct CSS syntax?	1.		
		body:color=black		
		2. {body;color:black}		
		(body, color. black)	4	
		3.   {body:color=black(body}		
		4.		
1022		body {color: black}		
1033	To link your Web page to a style sheet, you must use the tag	I.   <stylesheet></stylesheet>		
		2. <style></th><th>3</th><th></th></tr><tr><th></th><th></th><th>3. <\iink></th><th>3</th><th></th></tr><tr><th></th><th></th><th>4.</th><th></th><th></th></tr><tr><th>1034</th><th>What does the following bit of JavaScript print out?</th><th><web></th><th></th><th></th></tr><tr><th></th><td>var a = [1,,3,4,5]; console.log([a[4], a[1], a[5]]);</td><td>5, undefined, undefined</td><td></td><td></td></tr><tr><th></th><td></td><td>2. 5,3,undefined</td><td></td><td></td></tr><tr><th></th><td></td><td>5,5,undermed</td><td>1</td><td></td></tr><tr><th></th><th></th><th>5.0,undefined</th><th></th><th></th></tr><tr><th></th><th></th><th>4.</th><th></th><th></th></tr><tr><th></th><th></th><th>5,null,undefined</th><th></th><th></th></tr><tr><th>1035</th><th>Usually a pure virtual function</th><th>Will be called only to delete an object 2.Is defined only in derived class 3.Will never be called 4.Has complete function body</th><th>2</th><th></th></tr><tr><th>1036</th><th>Which of the following is not the characteristic of constructor?</th><th>They should be declared in the public section.     They do not have return type. 3. They can not be inherited. 4. They can be virtual.</th><th>4</th><th></th></tr><tr><th>1037</th><th>How many instances of an abstract class can be created?</th><th>1.13 2.5 3.1 4.0</th><th>4</th><th></th></tr><tr><th>1038</th><th>What will be the result of the expression 13 & 25</th><th>1.25 2.38 3.9 4.12</th><th>3</th><th></th></tr><tr><th>1039</th><th>In which case is it mandatory to provide a destructor in a class?</th><th>1.Class for which copy constructor is defined 2.Class for which two or more than two objects will be created 3.Almost in every class 4.Class whose objects will be created</th><th>4</th><th></th></tr><tr><th>1040</th><th>If we create a file by 'ifstream', then the default mode of the file is</th><th>dynamically 1.ios:: out 2.ios:: in 3.ios:: app 4.ios:: binary</th><th>1</th><th></th></tr><tr><th>1040</th><td>overloading + operator requires return type as object because,</td><td>1.reference parameter has to be returned 2.binary addition requires that 3.all</td><td>3</td><td></td></tr><tr><th>1042</th><td>To create an alias Objects have to be passed by</td><td>overloading functions require that 4.chain of additions  1.address 2.reference 3.value 4.field by field</td><td>2</td><td></td></tr><tr><th></th><th>During business process engineering, three different architectures are examined</th><th>1.</th><th>-</th><th></th></tr><tr><th></th><td></td><td>applications, data, technology infrastructure 2.</td><td></td><td></td></tr><tr><th></th><td></td><td>communications, organization, financial infrastructure</td><td></td><td></td></tr><tr><th></th><td></td><td></td><td></td><td></td></tr><tr><th></th><td></td><td>3.</td><td>1</td><td></td></tr><tr><th></th><th></th><th>network, database, reporting structure</th><th></th><th></th></tr><tr><th></th><th></th><th>4.</th><th></th><th></th></tr><tr><th></th><th></th><th></th><th></th><th></th></tr><tr><th></th><td></td><td>systems, requirements, data structure</td><td><math>\bot</math></td><td></td></tr></tbody></table></style>		

1044	The goal of product engineering is to translate the customer's desire for a set of defined	1		
10	capabilities into a working product.	TRUE 2.	1	
		2. FALSE 3. 4.	1	
1045	The architecture components for product engineering are	1.		
		data, hardware, software, people 2.		
		data, documentation, hardware, software 3.		
			1	
		data, hardware, software, procedures		
		4.documentation, hardware, people, procedures		
1046	The following HTML element contains meta data which is not displayed inside the document	1. <form></form>		
	the document	2.		
		<title> 3.&lt;/th&gt;&lt;th&gt;2&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;1047&lt;/th&gt;&lt;th&gt;The system encoification describes the&lt;/th&gt;&lt;th&gt;&lt;frame&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;1047&lt;/th&gt;&lt;th&gt;The system specification describes the&lt;/th&gt;&lt;th&gt;Function, performance and constraints of a computer-based system&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;2.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;implementation of each allocated system&lt;/th&gt;&lt;th&gt;1&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;3.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;element software architecture&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;1048&lt;/th&gt;&lt;th&gt;The best way to conduct a requirements validation review is to&lt;/th&gt;&lt;th&gt;4.time required for system simulation  1.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;examine the system model for errors 2.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;have the customer look over the requirements 3.&lt;/th&gt;&lt;th&gt;4&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;send them to the design team and see if they have any concerns 4.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;use a checklist of questions to examine each requirement&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;1049&lt;/th&gt;&lt;th&gt;A stakeholder is anyone who will purchase the completed software system under development.&lt;/th&gt;&lt;th&gt;1.&lt;br&gt;TRUE&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;2.&lt;br&gt;False&lt;/th&gt;&lt;th&gt;2&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;3. 4.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;1050&lt;/th&gt;&lt;th&gt;The job of the requirements engineer is to categorize all stakeholder information in a way that allows decision makers to choose an internally consistent set of requirements.&lt;/th&gt;&lt;th&gt;1.&lt;br&gt;True&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;2.&lt;br&gt;False&lt;/th&gt;&lt;th&gt;1&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;1051&lt;/th&gt;&lt;th&gt;The nature of callaboration is such that all system requirements are defined by concerns&lt;/th&gt;&lt;th&gt;3. 4.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;1051&lt;/th&gt;&lt;th&gt;The nature of collaboration is such that all system requirements are defined by consensus of a committee of customers and developers.&lt;/th&gt;&lt;th&gt;TRUE&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;2.&lt;br&gt;FALSE&lt;/th&gt;&lt;th&gt;2&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;1052&lt;/th&gt;&lt;th&gt;High speed ethernet works on&lt;/th&gt;&lt;th&gt;3. 4.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;•&lt;/th&gt;&lt;th&gt;coaxial cable&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;twisted pair cable 3.&lt;/th&gt;&lt;th&gt;3&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;optical fiber&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;4. none of the mentioned&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;1053&lt;/th&gt;&lt;th&gt;Which of these will create a shuffled list?&lt;/th&gt;&lt;th&gt;1.&lt;br&gt;&lt;o &gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;2.&lt;br&gt;&lt;ul&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;3.&lt;/th&gt;&lt;th&gt;1&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;d&gt;&gt;d&gt;&lt;br&gt;4.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;1054&lt;/th&gt;&lt;th&gt;&lt;h2 style="color:blue"&gt;I am Blue&lt;/h2&gt; is way of styling HTML elements&lt;/th&gt;&lt;th&gt;Nested list  1.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;u&gt;                                     &lt;/u&gt;&lt;/th&gt;&lt;th&gt;Internal Style 2.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;Inline Style&lt;/th&gt;&lt;th&gt;2&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;3.&lt;br&gt;External Style&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;4. Default&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;1055&lt;/th&gt;&lt;th&gt;In collaborative requirements gathering, the facilitator&lt;/th&gt;&lt;th&gt;cannot be a member of the software team&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;2.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;cannot be a customer 3.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;controls and facilitates the process&lt;/th&gt;&lt;th&gt;3&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;4.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;must be an outsider&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;1056&lt;/th&gt;&lt;th&gt;The maximum size of payload field in ethernet frame is&lt;/th&gt;&lt;th&gt;1.&lt;br&gt;1000 bytes&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;2.&lt;br&gt;1200 bytes&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;3.&lt;br&gt;1300 bytes&lt;/th&gt;&lt;th&gt;4&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;4.&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;1500 bytes&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;/tbody&gt;&lt;/table&gt;</title>		

1057	What is intenferons and	1		
1057	What is interframe gap?	1. idle time between frames		
		2. idle time between frame bits	1	
		3. idle time between packets	1	
		4. none of the mentioned		
1058	The following HTML element helps making animated text	1.		
		<m> 2.</m>		
		<ins> 3.</ins>	4	
		<mark></mark>		
		4. <marquee></marquee>		
1059	The work products produced during requirement elicitation will vary depending on the	1.		
		size of the budget		
		size of the product being built	2	
		3.	-	
		software process being used		
		4		
		4. stakeholders needs		
1060	What is cell padding?	1. Used to separate cell walls from their contents		
		Used to set space between cells	2	
		3.	2	
		Used to provide width to a cell		
		4. Used to merge two cells		
1061	What is the correct HTML for making a text input field?	1. <input type="text"/>		
		2.		
		<textfield> 3.</textfield>	1	
		<pre><input type="textfield"/> 4.</pre>		
1062	HTTP is implemented over	<textinput type="text"> 1.</textinput>		
	11111 is implemented over			
		UDP		
		2. TCP	2	
		2. TCP 3. SMTP	2	
		2. TCP 3.	2	
	An ethernet frame that is less than the IEEE 802.3 minimum length of 64 octets is called	2. TCP 3. SMTP 4.	2	
	An ethernet frame that is less than the IEEE 802.3 minimum length of 64 octets is called	2. TCP 3. SMTP 4. POP 1.short frame	2	
	An ethernet frame that is less than the IEEE 802.3 minimum length of 64 octets is called	2. TCP 3. SMTP 4. POP		
	An ethernet frame that is less than the IEEE 802.3 minimum length of 64 octets is called	2. TCP 3. SMTP 4. POP 1.short frame	2	
	An ethernet frame that is less than the IEEE 802.3 minimum length of 64 octets is called	2. TCP 3. SMTP 4. POP 1.short frame 2.runt frame		
1063		2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 4. man frame		
1063	An ethernet frame that is less than the IEEE 802.3 minimum length of 64 octets is called  In win-win negotiation, the customer's needs are met even though the developer's need may not be.	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE	2	
1063	In win-win negotiation, the customer's needs are met even though the developer's need	2. TCP 3. SMTP 4. POP 1.short frame 2.runt frame 4.man frame 1. TRUE 2. FALSE		
1063	In win-win negotiation, the customer's needs are met even though the developer's need may not be.	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 4. man frame 1. TRUE 2. FALSE 3. 4.	2	
1063	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails.	2	
1063	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() {	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error.	2	
1063	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() { int i; int *pi = &i	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error. 3. On execution, the value printed is 5 more than the address of variable i	2	
1063	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() { int i;	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error. 3.	2	
1063	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() {     int i;     int i;     int i;     int i'pi = &i     scanf(?%d?,pi);     printf(?%d\n?, i+5); }	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error. 3. On execution, the value printed is 5 more than the address of variable i 4.	2	
1063	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() {     int i;     int *pi = &i     scanf(?%d?,pi);	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error. 3. On execution, the value printed is 5 more than the address of variable i 4. On execution, the value printed is 5 more than the integer value entered	2	
1063	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() {     int i;     int + pi = &i     scanf(?%d?,pi);     printf(?%d\n^2, i+5); } Which one of the following statements is TRUE?	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error. 3. On execution, the value printed is 5 more than the address of variable i 4. On execution, the value printed is 5 more than the integer value entered 1. Class attribute 2.	2	
1063	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() {     int i;     int + pi = &i     scanf(?%d?,pi);     printf(?%d\n^2, i+5); } Which one of the following statements is TRUE?	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error. 3. On execution, the value printed is 5 more than the address of variable i 4. On execution, the value printed is 5 more than the integer value entered 1. Class attribute 2. name attribute 3.	2	
1063	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() {     int i;     int + pi = &i     scanf(?%d?,pi);     printf(?%d\n^2, i+5); } Which one of the following statements is TRUE?	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error. 3. On execution, the value printed is 5 more than the address of variable i 4. On execution, the value printed is 5 more than the integer value entered 1. Class attribute 2. name attribute	2 2 3	
1063 1064 1065	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() {     int i;     int ip i = &i     scanf(?%d?,pi);     printf(?%d\n^2, i+5); } Which one of the following statements is TRUE? is used to define a special CSS style for a group of HTML elements	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error. 3. On execution, the value printed is 5 more than the address of variable i 4. On execution, the value printed is 5 more than the integer value entered 1. Class attribute 2. name attribute 3. group attribute 4. id attribute	2 2 3	
1063 1064 1065	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() {     int i;     int + pi = &i     scanf(?%d?,pi);     printf(?%d\n^2, i+5); } Which one of the following statements is TRUE?	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error. 3. On execution, the value printed is 5 more than the address of variable i 4. On execution, the value printed is 5 more than the integer value entered  1. Class attribute 2. name attribute 3. group attribute 4. id attribute 1. form	2 2 3	
1063 1064 1065	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() {     int i;     int ip i = &i     scanf(?%d?,pi);     printf(?%d\n^2, i+5); } Which one of the following statements is TRUE? is used to define a special CSS style for a group of HTML elements	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error. 3. On execution, the value printed is 5 more than the address of variable i 4. On execution, the value printed is 5 more than the integer value entered 1. Class attribute 2. name attribute 3. group attribute 4. id attribute 1.	2 3	
1063 1064 1065	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() {     int i;     int ip i = &i     scanf(?%d?,pi);     printf(?%d\n^2, i+5); } Which one of the following statements is TRUE? is used to define a special CSS style for a group of HTML elements	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error. 3. On execution, the value printed is 5 more than the address of variable i 4. On execution, the value printed is 5 more than the integer value entered  1. Class attribute 2. name attribute 3. group attribute 4. id attribute 1. form 2. frame 3.	2 2 3	
1064 1065	In win-win negotiation, the customer's needs are met even though the developer's need may not be.  Consider the following program in C language: #include main() {     int i;     int ip i = &i     scanf(?%d?,pi);     printf(?%d\n^2, i+5); } Which one of the following statements is TRUE? is used to define a special CSS style for a group of HTML elements	2. TCP 3. SMTP 4. POP 1. short frame 2. runt frame 3. mini frame 4. man frame 1. TRUE 2. FALSE 3. 4. 1. Compilation fails. 2. Execution results in a run-time error. 3. On execution, the value printed is 5 more than the address of variable i 4. On execution, the value printed is 5 more than the integer value entered 1. Class attribute 2. name attribute 3. group attribute 4. id attribute 1. form 2. frame	2 3	

1068	The following HTML element is used to display horizontal line	1.		
1000	and a second of a second as a	 br>		
		2. <h></h>	3	
		3. <hr/>		
		4. <h2></h2>		
1069	The attribute defines the action to be performed when the form is submitted	1.		
		method attribute 2.		
		action attribute 3.	2	
		onSubmit attribute 4.		
		onClick attribute		
1070	Which attribute is used to extend the lifetime of a cookie?	1. higher-age		
		2. increase-age		
		3.	3	
		max-age 4.		
1071	How can you make a list that lists the items with numbers?	lifetime 1.		
10/1	The state of the s	-list> 2.		
		<ol><li><ol></ol></li></ol>	2	
		3.   <d ></d >		
		4. <ul></ul>		
1072	Which method is used to get the year of a date object in YYYY format in Javascript.	1.		
		getYear() 2.		
		getYYYY() 3.	1	
		getFullYear() 4.		
		get4Year()		
1073	Which one of the following is a cryptographic protocol used to secure HTTP connection?	1. Stream Control Transmission Protocol (SCTP).		
		2. Transport Layer Security (TSL).		
		3. Explicit Congestion Notification (ECN).	2	
		4.		
1074	In HTTP, which method gets the resource as specified in the URI	Resource Reservation Protocol.		
		GET 2.		
		POST	3	
		3. PUT		
		4. TRACE		
1075	Which of these is not a valid attribute of  element?	1. valign		
		2.		
		bgcolor 3.	4	
		align 4.		
1076	Tana madagas is a guanning madagaism with the number of	rowspan		
1076	Java package is a grouping mechanism with the purpose of	1. Providing the library for the Java program		
		2.		
		Controlling the visibility of the classes, interfaces and methods	2	
		3. Replacing header file used in C/C++		
		A		
		4. An application framework		
	Consider the C function given below. int f(int j)	1. The function returns 0 for all values of j.		
	static int i = 50;	2		
	int k;	The function prints the string something for all values of j.		
	if (i == j) {	3.	4	
	<pre>printf("something"); k = f(i);</pre>	The function returns 0 when $j = 50$ .	[	
	return 0; }	4. The function will exhaust the runtime stack or run into an infinite loop when $j = 50$ .		
	selse return 0;			
	Which one of the following is TRUE?			
1078	Use of allows for some processes to be waiting on I/O while another process executes.	1. multiprogramming		
		2. multiuser interfacing		
		3.	1	
		Random scheduling 4.		
1079	OS pays more attention on the meeting of the time limits.	Variable cpu cycles  1.		
		Distributed 2.		
		Network	3	
		3. Real time		
		4. Desktop		
		<u> </u>	1	

1080	The purpose of a TLB is	1.		
		To cache page translation information 2.		
		To cache frequently used data	2	
		To hold register values while a process is waiting to be run		
1001		To hold the start and length of the page table		
1081	For automatic objects, constructors and destructors are called each time the objects	enter and leave scope 2.		
		2. inherit parent class 3.	1	
		are constructed		
		4. are destroyed		
1082	Which of the following statement is correct about destructors?	1. A destructor has void return type.		
		2. A destructor has integer return type.	3	
		3. A destructor has no return type.		
		A destructors return type is always same as that of main()		
1083	Given a variable Semail containing the string user@example.com, which of the following PHP statements would extract the string example.com?	1. substr(\$email, strpos(\$email, "@"));		
	and succeeding the state of the	50000((\$00000,500), 5000(\$00000,500)		
		2. strstr(Semail, "@");		
		3.	4	
		strchr(\$email, "@");		
		4. substr(Semail, strpos(Semail, "@")+1);		
1084	Consider the code snippet given below	1.		
	var count = [1,,3]; What is the observation made?	The omitted value takes "undefined"		
		2.		
		This results in an error 3.	1	
		This results in an exception		
		4.		
1085	Consider the following code snippet	Can't predict 1.		
	var a1 = [,,,]; var a2 = new Array(3);	true false 2.		
	0 in a1 0 in a2	false true 3.	1	
	Result of Javascript is:	true true 4.		
1006	The new() weekend of the annual is investigated associated of the following tools 9	false true		
1000	The pop() method of the array in javascript does which of the following task?	1. decrements the total length by 1		
		2		
		increments the total length by 1	1	
		3.		
		prints the first element but no effect on the length		
		4. don't return the value of deleted element		
1087	When there is an indefinite or an infinity value during an arithmetic value computation, javascript	1. Prints an exception error		
		2. Prints an overflow error	3	
		3. Displays "Infinity"		
		4. Prints the value as such		
1088	Given a comma-separated list of values in a string, which function from the given list can create an array of each individual value with a single call in PHP?	1. strstr()		
		2. extract	2	
		3. explode()	3	
		explode() 4. strtok()		
1089	In PHP, array values are keyed byvalues (called indexed arrays) or using	1.		
	values (called associative arrays). Of course, these key methods can be combined as well.	Float, string 2.		
		Positive number, negative number 3.	4	
		String, Boolean 4.		
1090	What will the following script output?	Integer, String 1.		
	php</th <th>78 2.</th> <th></th> <th></th>	78 2.		
	Sarray = array (1, 2, 3, 5, 8, 13, 21, 34, 55); Ssum = 0;	19 3.		
	Ssum - 0,   Group   Ssi - 5; Si++)	NULL 4.	1	
	Soum;	5		
	?>			

1091	What elements will the following script output?	1.		
		1 => 'b'		
	<pre><?php \$array = array (true => 'a', 1 =&gt; 'b');</pre>	2. True => 'a', a => 'b'	3	
	var_dump (\$array); ?>	3. NULL	3	
	•	4.		
1002	Assume you would like to sort an array in ascending order by value while preserving key	0 => 'a', 1 => 'b' 1.		
10,2	associations. Which of the following PHP sorting functions would you use?	ksort()		
		2. asort()		
		3.	2	
		krsort() 4.		
		sort()		
1093	If a university sets up web-based information system that faculty could access to record student grades and to advise students, that would be an example of an	1. intranet 2. ERP		
	statent grades and to advise statents, that would be an example of an	3. extranet	1	
1004	Which of the following gives the memory address of a variable pointed to by pointer a?	4. CRM 1. a;		
1074	which of the following gives the memory address of a variable pointed to by pointer a:	2. *a;	3	
		3. &a 4. address(a);	3	
1095	A default constructor is one that	1. that takes all default arguments		
		2. have to be called explictly	1	
		gets called automatically     does take many parameters		
1096	A constructor without any arguments is	1. default constructor		
		parameterized constructor     none	1	
		4. overloading		
1097	Which of the following functions compares two strings?	1. compare(); 2. cmp();		
		3. stringcompare();	4	
1000	A desired	4. strcmp();		
1098	A class is a	1. Structure 2. Memory	2	
		3. Template 4. Function	3	
1099	class n{ public: int *a;}o,p; assigning o=p is called?	1. deep copy		
1000	cmss n( public me m), syp, ussigning o p is cancel	2. shallow copy	2	
		3. error 4. constructor		
1100	Templates improve	1. inheritance		
		2. reusability 3. class	2	
		4. functions		
1101	Access to private data is	Restricted to methods of the same class     Restricted to methods of other classes		
		3. Available to methods of the same class and other classes	1	
1100		Not an issue because the program will not compile		
1102	A priority queue is implemented as a Max-Heap. Initially, it has 5 elements. The level- order traversal of the heap is: 10, 8, 5, 3, 2. Two new elements 1 and 7 are inserted into the	10, 8, 7, 3, 2, 1, 5		
	heap in that order. The level-order traversal of the heap after the insertion of the elements is:	2.		
	is:	10, 8, 7, 2, 3, 1, 5 3.	1	
		10, 8, 7, 1, 2, 3, 5		
		10, 8, 7, 5, 3, 2, 1		
1103	For the array (77,62,114,80,9,30,99), write the order of the elements after two passes using the Radix sort	1. 80 30 62 114 77 9 99		
	the Naula Soft	2.		
		114 30 62 77 9 99 3.	3	
		9 114 30 62 77 80 99		
		4. 9 30 62 77 80 99 114		
1104	Consider a B+ tree in which the search Answer is 12 bytes long, block size is 1024 bytes,	1.		
	record pointer is 10 bytes long and block pointer is 8 bytes long. The maximum number of keys that can be accommodated in each non-leaf node of the tree is	40 2.		
		50	2	
		3. 60		
		4. 70		
1105	The number of ways in which the numbers 1, 2, 3, 4, 5, 6, 7 can be inserted in an empty	1.		
	binary search tree, such that the resulting tree has height 6, is	63		
		2. 64	2	
		3. 65	2	
		4.		
1104	What is the maximum size of data that the analisation laws on a second of the TCD	1.		
1106	What is the maximum size of data that the application layer can pass on to the TCP layer below?	Any size		
		2. 2^16 bytes-size of TCP header		
		3.	1	
		2^16 bytes 4.		
		1500 bytes		
1107	Consider an undirected graph G where self-loops are not allowed. The vertex set of G is $\{(i, j): 1 = i = 12, 1 = j = 12\}$ . There is an edge between $(a, b)$ and $(c, d)$ if $ a - c  = 1$ and $ b - c  = 1$ and $ b - c  = 1$ .	1. 505		
	$\{(i,j): 1=1=12, 1=j=12\}$ . There is an edge between $(a,b)$ and $(c,d)$ if $ a-c =1$ and $ b-d =1$ . The number of edges in this graph is	2.		
		506 3.	2	
		507		
		4. 508		
			1	

1108		I.		
	Consider the following New-order strategy for traversing a binary tree: 1)Visit the root;	1. +-167*2?5-34*		
	2)Visit the right subtree using New-order; 3)Visit the left subtree using New-order;	2 + 1 * 6 7 ? 2 - 5 * 3 4		
	The New-order traversal of the expression tree corresponding to the reverse polish	3.	3	
	expression 3 4 * 5 - 2 ? 6 7 * 1 + - is given by:	-+1*76?2-5*43 4.		
1100	A complete binominate beautifunction for model by the death of the control of the	176*+2543*-?-		
1109	A complete binary min-heap is made by including each integer in [1;1023] exactly once. The depth of a node in the heap is the length of the path from the root of the heap to that	1. 7		
	node. Thus, the root is at depth 0. The maximum depth at which integer 9 can appear is	2. 8		
		3.	2	
		4.		
1110	has a dedicated communication path between stations	1. Circuit switching 2. Frame relay 3. Packet switching 4. ATM	1	
_	What is the order of the stages in the waterfall mode?	1.	1	
		Requirements Definition, System & Software Design, Implementation & Unit Testing, Integration & System Testing, Operation & Maintenance.  2.		
		Requirements Definition, Integration & System Testing, System & Software Design, Implementation & Unit Testing, Operation & Maintenance.  3.	1	
		System & Software Design, Requirements Definition, Operation & Maintenance, Implementation & Unit Testing, Integration & System Testing.  4.		
1112	is an initial require of a software when the time of the demonstrate	Implementation & Unit Testing, Requirements Definition, System & Software Design, Integration & System Testing, Operation & Maintenance.		
1112	is an initial version of a software system that is used to demonstrate concepts, try out design options, and find out more about the problem and its possible	1. Prototype		
	solutions.	2. Architectural Design	1	
		3. Subsystem	1	
		4.		
1113	messages are typically used for diagnostic or control purposes or generated in	Module 1.ICMP 2.TCP 3.UDP 4.IP		
	response to errors in IP operations.		1	
1114	appends to the address a slash character and the decimal number of leading bits of the routing prefix.	1.CIDR 2.TCP 3.UDP 4.IP	1	
1115	algorithm is used for the flow control of data between sender and receiver.	1.Dijkstra 2.RIP 3.Leaky bucket 4.Go Back N	4	
1116	cryptography refers to encryption methods in which both the sender and receiver share the same key.  is responsible for the final encapsulation of higher-level messages into frames that	Symmetric 2.Asymmetric 3.Ceaser key 4.Asymmetric key     Data link layer 2.Network layer 3.Application layer 4.Session layer	1	
	are sent over the network using the physical layer.		1	
1118	The switching method fixes the path from source to destination is  There is no connection setup phase in	1.circuit switching 2.Message Switching 3.Packet switching 4.Frame Relay 1.Frame relay 2.Virtual Circuit Switching 3.Datagram 4.ATM	3	
1120	Which of these is not an element of an object-oriented analysis model?	1.		
		Behavioral elements 2.		
		Class-based elements	4	
		Data elements		
		4. Scenario-based elements		
1121	gives the number of bits that can be transmitted over a network in a fixed time period.	1.Latency 2.Jitter 3.Bandwidth 4.Delay	3	
1122	Overloading a prefix increment operator by means of a member function takes	1. Three arguments 2. Two arguments		
			2	
		3. No argument	3	
1123	is assigned to an organization by a global authority.		3	
_	should keep track of multiple file downloads requested by a particular FTP	3. No argument 4. One argument	4	
1123 1124		3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID		
1124	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer 1. this.x	4	
1124	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer  1. this.x 2. *this.x 3. this->x	4	
1124	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer  1. this. x 2. *this. x 3. this->x 4. *this-x	4	
1124 1125 1126	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer  1. this. x 2. *this. x 3. this. > x 4. *this. x 1. A 2.B 3.D 4.C 1. virtual void Display(void){0};	4	
1124 1125 1126	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer  1. this. x 2. *this. x 3. this. > x 4. *this. x 1. A 2.B 3.D 4.C	4	
1124 1125 1126 1127	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer  1. this. x 2. *this. x 3. this->x 4. *this-x 1. A 2.B 3.D 4.C 1. virtual void Display(void) {0}; 2. void Display(void) = 0; 3. virtual void Display(void) = 0; 3. virtual void Display(void) = 0;	3	
1124 1125 1126 1127	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations  Which one of the following is the correct way to declare a pure virtual function?	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer  1. this.x 2. *this.x 3. this->x 4. *this.x 1. A 2.B 3.D 4.C 1. virtual void Display(void) {0}; 2. void Display(void) = 0; 3. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 1. the nodes 2. the server 3. the hubs 4. a separate PC that managers the network 1. void * operator new () {}	4 1 3 1 3	
1124 1125 1126 1127	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations  Which one of the following is the correct way to declare a pure virtual function?  Simple network management protocol (SNMP) is implemented with a daughter board in	3. No argument 4. One argument 1. Subnet ID 2.Supernet ID 3.Host ID 4.Network ID 1.Transport layer 2.Application layer 3.Presentation layer 4.Session layer  1. this.x 2. *this.x 3. this->x 4. *this-x 1.A 2.B 3.D 4.C 1. virtual void Display(void) = 0; 2. void Display(void) = 0; 3. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 1. the nodes 2.the server 3.the hubs 4.a separate PC that managers the network 1. void * operator new () {} 2. int operator ++() {} 3. void operator delete(void * ptr) {} 3. void op	3 1 3	
1124 1125 1126 1127 1128 1129	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations  Which one of the following is the correct way to declare a pure virtual function?  Simple network management protocol (SNMP) is implemented with a daughter board in	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer  1. this.x 2. *this.x 3. this->x 4. *this-x 1.A 2.B 3.D 4.C 1. virtual void Display(void) = 0; 2. void Display(void) = 0; 3. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 1. the nodes 2. the server 3. the hubs 4.a separate PC that managers the network 1. void *operator new () { 2. int operator ++() { 3. void *operator ++() { 4. void *o	4 1 3 1 3	
1124 1125 1126 1127 1128 1129	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations  Which one of the following is the correct way to declare a pure virtual function?  Simple network management protocol (SNMP) is implemented with a daughter board in which of the following is an incorrect definition inside a class?	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer  1. this. x 2. *this. x 3. this->x 4. *this-x 1. A 2.B 3.D 4.C 1. virtual void Display(void) = 0; 3. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 1. the nodes 2. the server 3. the hubs 4. a separate PC that managers the network 1. void * operator new () { 2. int operator ++f() { 3. void operator delete(void * ptr) { 4. void * operator new(size_t size) { 5. int f3 (static int i) { return 300; 6. static int f1() { return 100; 7. static in	4 1 3 1 3	
11124 11125 11126 11127 11128 11129	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations  Which one of the following is the correct way to declare a pure virtual function?  Simple network management protocol (SNMP) is implemented with a daughter board in which of the following is an incorrect definition inside a class?	3. No argument 4. One argument 1. Subnet ID 2.Supernet ID 3.Host ID 4.Network ID 1.Transport layer 2.Application layer 3.Presentation layer 4.Session layer  1. this.x 2. *this.x 3. this>x 4. *this-x 1.A 2.B 3.D 4.C 1. virtual void Display(void) {0}; 2. void Display(void) = 0; 3. virtual void Display(void) = 0; 4. virtual void Display(void) ep; 1. the nodes 2.the server 3.the hubs 4.a separate PC that managers the network 1. void * operator new () {} 2. int operator ++() {} 3. void operator delete(void * ptr) {} 4. void * operator new(size_t size) {} 1. int !20 { static int i; +i+; return i; } 2. int f3 (static int i) { return 300; } 3. static int f1() { return 100; } 4. static int a; 1.	4 1 3 1 3 3 2	
11124 11125 11126 11127 11128 11129	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations  Which one of the following is the correct way to declare a pure virtual function?  Simple network management protocol (SNMP) is implemented with a daughter board in which of the following is an incorrect definition inside a class?  Which of the following results in a compile-time error?	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer  1. this.x 2. *this.x 3. this->x 4. *this.x 1. A 2.B 3.D 4.C 1. virtual void Display(void) {0}; 2. void Display(void) = 0; 3. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 1. the nodes 2. the server 3. the hubs 4. a separate PC that managers the network 1. void * operator new () {} 2. int operator ++() {} 3. void operator delete(void * ptr) {} 4. void * operator new(size_t size) {} 1. int £2() { static int i; i++; return i; } 2. int f3 (static int i) { return 300;} 3. static int f1() { return 100; } 4. static int a;	4 1 3 1 3 3 2	
11124 11125 11126 11127 11128 11129	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations  Which one of the following is the correct way to declare a pure virtual function?  Simple network management protocol (SNMP) is implemented with a daughter board in which of the following is an incorrect definition inside a class?  Which of the following results in a compile-time error?	3. No argument 4. One argument 1. Subnet ID 2.Supernet ID 3.Host ID 4.Network ID 1.Transport layer 2.Application layer 3.Presentation layer 4.Session layer  1. this.x 2. *this.x 3. this->x 4. *this-x 1.A 2.B 3.D 4.C 1. virtual void Display(void) = 0; 3. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 1. the nodes 2.the server 3.the hubs 4.a separate PC that managers the network 1. void * operator new () {} 2. int operator +() {} 3. void operator new () {} 4. void * operator new () {} 4. void * operator new () {} 5. int 2() { static int i; i++; return i; } 6. int 12() { static int i; i++; return i; } 7. int 3( static int i) { return 300; } 8. static int a; 1. virtual table	4 1 3 1 3 3 2	
11124 11125 11126 11127 11128 11129	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations  Which one of the following is the correct way to declare a pure virtual function?  Simple network management protocol (SNMP) is implemented with a daughter board in which of the following is an incorrect definition inside a class?  Which of the following results in a compile-time error?	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer  1. this.x 2. *this.x 3. this->x 4. *this.x 4. *this.x 1. A 2.B 3.D 4.C 1. virtual void Display(void) {0}; 2. void Display(void) = 0; 3. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 1. the nodes 2. the server 3. the hubs 4. a separate PC that managers the network 1. void * operator new () {} 2. int operator ++() {} 3. void operator delete(void * ptr) {} 4. void * operator new(size_t size) {} 1. int I2() { static int i; i++; return i; } 2. int f3 (static int i) { return 300;} 3. static int 1() { return 100; } 4. static int a; 1. virtual table 2. subset of the table 3. base table	3 1 3 3 2	
11124 11125 11126 11127 11128 11129	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations  Which one of the following is the correct way to declare a pure virtual function?  Simple network management protocol (SNMP) is implemented with a daughter board in which of the following is an incorrect definition inside a class?  Which of the following results in a compile-time error?	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer  1. this. x 2. *this. x 3. this->x 4. *this-x 1. A 2.B 3.D 4.C 1. virtual void Display(void) = 0; 3. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 1. the nodes 2. the server 3. the hubs 4.a separate PC that managers the network 1. void * operator new () {} 2. int operator ++() {} 3. void operator new () {} 4. void * operator new (size_t size) {} 1. int f2() { static int i; i++; return i; } 2. int f3( static int i) { return 300; } 3. static int f1() { return 100; } 4. static int a; 1. virtual table 2. subset of the table 3.	3 1 3 3 2	
11124 11125 11126 11127 11128 11129	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations  Which one of the following is the correct way to declare a pure virtual function?  Simple network management protocol (SNMP) is implemented with a daughter board in which of the following is an incorrect definition inside a class?  Which of the following results in a compile-time error?	3. No argument 4. One argument 1. Subnet ID 2. Supernet ID 3. Host ID 4. Network ID 1. Transport layer 2. Application layer 3. Presentation layer 4. Session layer  1. this. x 2. *this. x 3. this->x 4. *this-x 1. A. 2.B. 3.D. 4.C 1. virtual void Display(void) = 0; 3. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 1. the nodes 2. the server 3. the hubs 4. a separate PC that managers the network 1. void * operator new () {} 2. int operator ++() {} 3. void operator delete(void * ptr) {} 4. void * operator new(size_t size) {} 1. int f2() { static int i; i++; return i; } 2. int f3( static int i) { return 300; } 3. static int f1() { return 100; } 4. static int a; 1. virtual table 2. subset of the table 3. base table 4. super table 1.	3 1 3 3 2	
11124 11125 11126 11127 11128 11129	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations  Which one of the following is the correct way to declare a pure virtual function?  Simple network management protocol (SNMP) is implemented with a daughter board in which of the following is an incorrect definition inside a class?  Which of the following results in a compile-time error?	3. No argument 4. One argument 1. Subnet ID 2.Supernet ID 3.Host ID 4.Network ID 1.Transport layer 2.Application layer 3.Presentation layer 4.Session layer  1. this.x 2. *this.x 3. this>x 4. *this-x 1. A 2.B 3.D 4.C 1. virtual void Display(void) {0}; 2. void Display(void) = 0; 3. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 1. the nodes 2.the server 3.the hubs 4.a separate PC that managers the network 1. void * operator new () {} 2. int operator ++() {} 3. void operator new () {} 4. void * operator new () {} 2. int 2() { static int i; i++; return i; } 2. int 12() { static int i; i++; return i; } 3. static int i) { return 300; } 3. static int i) { return 100; } 4. static int i 1. virtual table 2. subset of the table 3. base table 4. super table 1. depicts relationships between data objects 2.	3 1 3 3 2	
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1124 1125 1126 1127 1128 1129	should keep track of multiple file downloads requested by a particular FTP application, or multiple telnet connections from a single terminal client, or web page retrievals from a web server.  Which of the following ways are legal to access a class data member using this pointer?  Class IP addresses are used for large organizations  Which one of the following is the correct way to declare a pure virtual function?  Simple network management protocol (SNMP) is implemented with a daughter board in which of the following is an incorrect definition inside a class?  Which of the following results in a compile-time error?	3. No argument 4. One argument 1. Subnet ID 2.Supernet ID 3.Host ID 4.Network ID 1.Transport layer 2.Application layer 3.Presentation layer 4.Session layer  1. this.x 2. *this.x 3. this>x 4. *this-x 1. A 2.B 3.D 4.C 1. virtual void Display(void) {0}; 2. void Display(void) = 0; 3. virtual void Display(void) = 0; 4. virtual void Display(void) = 0; 1. the nodes 2.the server 3.the hubs 4.a separate PC that managers the network 1. void * operator new () {} 2. int operator ++() {} 3. void operator new () {} 4. void * operator new () {} 2. int 2() { static int i; i++; return i; } 2. int 12() { static int i; i++; return i; } 3. static int i) { return 300; } 3. static int i) { return 100; } 4. static int i 1. virtual table 2. subset of the table 3. base table 4. super table 1. depicts relationships between data objects 2.	3 1 3 3 2	

1133	Passing the request from one schema to another in DBMS architecture is called as	1.		
		Mapping 2.		
		Communication	1	
		3. Relational		
		4. network		
1134	If every node u in G adjacent to every other node v in G, A graph is said to be	1. isolated		
		2. complete		
		3.	2	
		finite 4.		
1135	The BIU contains FIFO register of size bytes	strongly connected  1.		
		8 2.		
		6 3.	2	
		4		
		4. 12		
1136	The BIU prefetches the instruction from memory and store them in	1. queue		
		2.		
		register 3.	1	
		memory 4.		
1137	The 1 MB byte of memory can be divided into segment	stack 1.		
		I Kbyte 2.		
		2. 64 Kbyte 3.	2	
		33 Kbyte		
		4. 34 Kbyte		
1138	The IP is bits in length	1. 8 bits		
		2. 4 bits		
		3. 16 bits	4	
		4.		
1139	IMUL source is a signed	32 bits 1.		
		multiplication 2.		
		addition 3.	1	
		subtraction		
		4. division		
1140	The microprocessor determines whether the specified condition exists or not by testing the	1. carry flag		
		2. conditional flag		
		3. common flag	2	
		4.		
1141	In max mode, control bus signal So,S1 and S2 are sent out in form	sign flag		
	<del></del>	shared 2.		
		decoded 3.	3	
		encoded 4.		
44		unshared		
1142	The bus controller device decodes the signals to produce the control bus signal	1. internal		
		2. data	3	
		3. external	3	
		4. address		
1143	To interface memory with the microprocessor, connect register the lines of the address bus	1.		
	must be added to address lines of the chip.	single 2.		
		memory 3.	2	
		multiple 4.		
1144	L. L'. L	triple		
1144	In which year, 8086 was introduced?	1. 1978		
		2. 1979	1	
		3. 1977	1	
		4. 1981		
		***		

1145	Data flow testing is a control structure testing technique where the criteria used to design	1.		
	test cases is that they	rely on basis path testing		
		2.		
		exercise the logical conditions in a program module	3	
		3.		
		select test paths based on the locations and uses of variables 4.		
		focus on testing the validity of loop constructs		
1146	Loop testing is a control structure testing technique where the criteria used to design test cases is that they	1. rely basis path testing		
		2. exercise the logical conditions in a program module		
		3. select test paths based on the locations and uses of variables	4	
		4.		
		focus on testing the validity of loop constructs		
1147	Boundary value analysis can only be used to do white-box testing.	1. true		
		title 2. false	2	
11.40	Which of the following acts as a but	3. 4.		
	Which of the following acts as a heterogeneous system?	Mixture of air and water system 2.Mixture of water and steam 3.Solution of ammonia in water 4.Mixture of octane and heptane		
1149	For a series of reactions	1.		
		2.	4	
	having k1 << k2, the reaction system can be approximated as	3.		
1150	Rain drops fall from a great height under gravity. Select the only correct statement from	1.		
	the following?	Their velocity go on increasing until they hit the earth with the same velocity 2.		
		Their velocity go on increasing until they hit the earth with the same velocity, but final velocities of different drops are different.	4	
		3. They fall with a terminal velocity which is the same for every drop		
		4. They fall with terminal velocities which are different for drops of different size.		
1151	The crushing energy required to create new surface is given by	1. Ficks' law		
		2. Rittingers's law	2	
		3. Fouriers's law		
		4. Kopp's law		
1152	For transportation of grain, asphalt, crushed coal, ashes, gravel and sand to a short distance we may use a	1. Screw conveyor		
		2. Ribbon conveyor	1	
		3. Flight conveyor		
		4. Slat conveyor		
1153		1. 3		
		2. 4		
		3. 5		
		4.		
1154	datastructure used in pushdown automata.	1. Stack 2.		
		Z. array 3.	1	
		queue 4.		
1155	Whose in an HTML decument is the convect place to refer to an enternal at 1 1 1 1 10	linked list		
1135	Where in an HTML document is the correct place to refer to an external style sheet?	I. In the section		
		2. In the section		
		3.	4	
		At the end of the document		
		4. At the top of the document		
_	Pick the odd one out.	1.[] 2.() 3.:: 4.~	3	
1157	class n{ public: int a;} obj; obj.a=10; cout << a; <obj.a;< p="" style="box-sizing: border-box;"></obj.a;<>	1. error 2. 10	1	
		3. 1 4. 0		

1158	Which of the regular expressions given below represent the following DFA?	1		
	I) 0*1(1+00*1)*	I and II only		
	II) 0*1*1+11*0*1 III) (0+1)*1	2. I and III only	3	
		3. II and III only	3	
		4.		
1159	Consider the DFAs M and N given above. The number of states in a minimal DFA that	I,II,III 1.		
	accepts the language $L(M) \cap \overset{\circ}{L}(N)$ is	0 2.		
		1	1	
		3. 2		
		4.		
1160	What is data encryption standard (DES)?	1.		
		block cipher 2.		
		stream cipher 3.	1	
		bit cipher 4.		
		none of the mentioned		
1161	The physical layer concerns with	1. bit-by-bit delivery		
		2.		
		process to process delivery 3.	1	
		application to application delivery 4.		
1162	The manipular via devices for data transmission using the selective reject must call with a	Hop by hop delivery		
1102	The maximum window size for data transmission using the selective reject protocol with n-bit frame sequence numbers is:	1. 2^n		
		2. 2^(n-1)	2	
		3. 2 <sup>n</sup> – 1	2	
		4.		
1163	ElGamal encryption system is:	2^(n-2) 1.		
		symmetric key encryption algorithm		
		asymmetric key encryption algorithm	2	
		3. not an encryption algorithm		
		4. none of the mentioned		
1164	Network operating system that does not support symmetric multi-processing (SMP) is	1.Banyan (VINES) 2.Microsoft NT advanced server 3.SCO Unix 4.Novell Network	4	
1165	The topology with highest reliability is	3.X 1.ring topology 2.star topology 3.bus topology 4.mesh topology	4	
			1 -	
1166	In which topology, if there are n devices in a network, each device has n-1 ports for cables?	1.Mesh 2.Star 3.Ring 4.Bus	1	
1166 1167	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The	1.	1	
1166 1167	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to	1. i=2 2.	1	
1166 1167	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack	1. i=2 2. i=3 3.	4	
1166 1167	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given	1.  =2 2.  =3	4	
1166 1167	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.	1. i=2 2. i=3 3. i=4 4. i=5	4	
1166 1167	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and	1. i=2 2. i=3 3. i=4 4. i=5	4	
1166 1167 1168	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but	1. i=2 2. i=3 3. i=4 4. i=5		
1166 1167 1168	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and	1.   i=2   2.   i=3   3.   i=4   4.   i=5   1.   12   2.   14   3.	4	
1166 1167 1168	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but no acks from B ever get lost), then what is the number of packets that A will transmit for	1. i=2 2. i=3 3. i=4 4. i=5 1. 12 2. 14 3. 16 4.		
1166 1167 1168	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but no acks from B ever get lost), then what is the number of packets that A will transmit for sending the message to B?	1.   i=2		
1166 1167 1168	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but no acks from B ever get lost), then what is the number of packets that A will transmit for	1.   i=2   2.   i=3   3.   i=4   4.   i=5   1.   12   2.   14   3.   16   4.   18   1.   194		
1166 1167 1168	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but no acks from B ever get lost), then what is the number of packets that A will transmit for sending the message to B?  Suppose the round trip propagation delay for a 10 Mbps Ethernet having 48-bit jamming	1.   i=2   2.   i=3   3.   i=4   4.     i=5   1.   12   2.   14   3.   16   4.   18   1.   94   2.   416		
1166 1167 1168	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but no acks from B ever get lost), then what is the number of packets that A will transmit for sending the message to B?  Suppose the round trip propagation delay for a 10 Mbps Ethernet having 48-bit jamming	1.   i=2   2.   i=3   3.   i=4   4.   i=5   1.   12   2.   14   3.   16   4.   18   1.   94   2.	3	
1166 1167 1168	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but no acks from B ever get lost), then what is the number of packets that A will transmit for sending the message to B?  Suppose the round trip propagation delay for a 10 Mbps Ethernet having 48-bit jamming	1.  = 2   2.    = 3   3.    = 4   4.    = 5   1.   12   2.   14   3.   16   4.   18   1.   94   2.   416   3.   464   4.   4.	3	
1166 1167 1168 1169	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but no acks from B ever get lost), then what is the number of packets that A will transmit for sending the message to B?  Suppose the round trip propagation delay for a 10 Mbps Ethernet having 48-bit jamming signal is 46.4 micro sec. The minimum frame size is:	1.  =2 2	3	
1166 1167 1168 1169	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but no acks from B ever get lost), then what is the number of packets that A will transmit for sending the message to B?  Suppose the round trip propagation delay for a 10 Mbps Ethernet having 48-bit jamming signal is 46.4 micro sec. The minimum frame size is:  In a network of LANs connected by bridges, packets are sent from one LAN to another through intermediate bridges. Since more than one path may exist between two LANs, packets may have to be routed through multiple bridges. Why is the spanning tree	1. i=2 2. i=3 3. i=4 4. i=5 1. 12 2. 14 3. 16 4. 18 1. 194 2. 416 3. 464 4. 512 1. For shortest path routing between LANs 2. 1	3	
1166 1167 1168 1169	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but no acks from B ever get lost), then what is the number of packets that A will transmit for sending the message to B?  Suppose the round trip propagation delay for a 10 Mbps Ethernet having 48-bit jamming signal is 46.4 micro sec. The minimum frame size is:  In a network of LANs connected by bridges, packets are sent from one LAN to another through intermediate bridges. Since more than one path may exist between two LANs,	1.  =2 2	3	
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1166 1167 1168 1169	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but no acks from B ever get lost), then what is the number of packets that A will transmit for sending the message to B?  Suppose the round trip propagation delay for a 10 Mbps Ethernet having 48-bit jamming signal is 46.4 micro sec. The minimum frame size is:  In a network of LANs connected by bridges, packets are sent from one LAN to another through intermediate bridges. Since more than one path may exist between two LANs, packets may have to be routed through multiple bridges. Why is the spanning tree algorithm used for bridge-routing?	1.  = 2   2   2   2   2   2   2   2   2	4	
1166 1167 1168 1169	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but no acks from B ever get lost), then what is the number of packets that A will transmit for sending the message to B?  Suppose the round trip propagation delay for a 10 Mbps Ethernet having 48-bit jamming signal is 46.4 micro sec. The minimum frame size is:  In a network of LANs connected by bridges, packets are sent from one LAN to another through intermediate bridges. Since more than one path may exist between two LANs, packets may have to be routed through multiple bridges. Why is the spanning tree	1.  ==2 2	4	
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1168 1169 1170	Frames of 1000 bits are sent over a 10^6 bps duplex link between two hosts. The propagation time is 25ms. Frames are to be transmitted into this link to maximally pack them in transit (within the link). What is the minimum number of bits, i will be required to represent the sequence numbers distinctly? Assume that no time gap needs to be given between transmission of two frames.  Station A needs to send a message consisting of 9 packets to Station B using a sliding window (window size 3) and go-back-n error control strategy. All packets are ready and immediately available for transmission. If every 5th packet that A transmits gets lost (but no acks from B ever get lost), then what is the number of packets that A will transmit for sending the message to B?  Suppose the round trip propagation delay for a 10 Mbps Ethernet having 48-bit jamming signal is 46.4 micro sec. The minimum frame size is:  In a network of LANs connected by bridges, packets are sent from one LAN to another through intermediate bridges. Since more than one path may exist between two LANs, packets may have to be routed through multiple bridges. Why is the spanning tree algorithm used for bridge-routing?  Which one of the following is an internet standard protocol for managing devices on 1P	1.  =2 2	3 4 2	
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1177	What is WD 4 9			
1173	What is WPA?	1. wi-fi protected access		
		2. wired protected access	1	
		3. wired process access	1	
		4.		
1174	int main()	wi-fi process access 1.		
11/4	{	x=100,y=200		
	int x,y;	2. x=200,y=200		
	x=(100,200); y=100,200;	3. ERROR		
		4.	4	
	printf("x=%d,y=%d",x,y);	x=200,y=100		
	return 0;			
	Find the output			
1175	It would be ideal if all of computer science theories can be used in software engineering.	1. False		
		2. True	2	
		3. 4.		
1176	Consider the following:	I.Inorder successor of the root 2.  Maximum element in the right subtree of root		
		3.		
	temp=root->left;	Minimum element in the right subtree of root 4.		
	while(temp->right!=NULL) temp=temp->right;	Inorder predecessor of the root		
	return temp;		4	
	The above code snippet for a BST with the address of the root node in pointer 'root'			
1177	returns  Let G be a weighted connected undirected graph with distinct positive edge weights.If	1.		
11//	every edge weight is increased by the same value, then which of the following statements	P Only		
	is/are TRUE? P: Minimum spanning tree of G does not change. Q: Shortest path between any pair of vertices does not change			
		2.	1	
		Q Only 3.		
		Neither P nor Q		
		4. Both P and Q		
1178	Which multiple access technique is used by IEEE 802.11 standard for wireless LAN?	1.		
		CDMA 2.		
		CSMA/CA 3.	2	
		ALOHA 4.		
		CSMA/CD		
1179	Assume that a table R with 1000 records is to be joined with another table S with 10000 records. What is the maximum number of records that would result in if we join R with S	1. 1000		
	and the equi-join attribute of S is the primary key?	2.		
		10000 3.	1	
		1,00,00,000 4.		
4400		11000		
1180	The maximum number of superkeys for the relation schema R(E,F,G,H) with E as the key is	1. 7		
		2. 8 3. 9		
		3.	2	
		4.		
1181	The best index for exact match query is	1.		
1101	The best mack for exact match query is	Bucket Hash		
		2. Quad tree	1	
		3. B Tree		
		4. B+ Tree		
1182	The use of traceability tables helps to	1.		
		debug programs following the detection of run-time errors		
		determine the performance of algorithm implementations	3	
		3. identify, control, and track requirements changes		
1102	The crival model of coftware devolutions of	4.Analyze design changes		
1183	The spiral model of software development	1. Ends with the delivery of the software product		
		2.		
		Is not more chaotic than the incremental model	2	
		3.Do not Include project risks evaluation during each iteration 4.Includes feasibility risks		
		1	1	

1184	Evolutionary software process models	1. Are not iterative in nature		
		2. Can easily accommodate product requirements changes		
		3. Generally produce throwaway systems	2	
		4.		
1185	An activity is said to be critical if slack time is equal to	Are not specific to applications  1.		
		0 2.		
		1	1	
		2		
		4.		
1186	The preorder traversal sequence of a binary search tree is 30, 20, 10, 15, 25, 23, 39, 35, 42. Which one of the following is the postorder traversal sequence of the same tree?	1. 10,20,15,23,25,35,42,39,30 2.		
		15,10,25,23,20,42,35,39,30	4	
		3.  15,20,10,23,25,42,35,39,30		
		4.  15,10,23,25,20,35,42,39,30		
1187	Assume that we have constructor functions for both base class and derived class. Now consider the declaration in main(). Base * P = New Derived; in what sequence will the constructor be called?	Derived class constructor followed by Base class constructor. 2. Base class constructor followed by derived class constructor. 3. Base class constructor will not be called. 4. Derived class constructor will not be called.	2	
1188	Which of these is asymptotically bigger?	1. 79n2+43n		
		2.		
		65n3+34n 3.	2	
		6*2n 4.		
1190	If a , b , c, are three nodes connected in sequence in a singly linked list, find the valid	5*2n		
1107	statement that may help to change this list to a circular linked list?	a->next=c		
		2. b->next=c	4	
		3. a->next=c		
		4. c->next=b		
1190	class n{ public: int a=7;}p,q; cout<< n.a; <a;< p="" style="box-sizing: border-box;"></a;<> <td>1.0</td> <td></td> <td></td>	1.0		
	~	2. error 3. depends on compiler	2	
1191	By default, any real number in C is treated as	1.		
	<u>—</u>	a float 2.		
		a double 3.	1	
		a long double		
		4. depends on the memory model		
1192	With a single resource, deadlock occurs	1. if there are more than two processes competing for that resource		
		2. if there are only two process completing for that resource		
		3.	1	
		if there is a single process competing for that resource 4.		
1193	Consider the following javascript code snippet :	it never occur in this case  1.		
	var a = []; a.unshift(1);	1 2.		
	a.unshift(22); a.shift();	[4,5] 3.		
	a.unshift(3,[4,5]);	[3,4,5]	1	
	a.shift(); a.shift();	4. Exception		
	a.shift(); The final output for the shift() is			L
1194	Consider the following C program. #include <stdio.h></stdio.h>	1. 434		
	int f1 (void);	2. 230		
	int f 2 (void); int x = 10;	3.		
	int main () {	43 4.		
	int x=1; x+=f1()+f2()+f3()+f2();	432	2	
	printf("%d", x); return 0;			
	return v, } int f1(){int x=25; x++; return x;}			
	int f1(\{\text{int x=2s; x++; return x;}\) int f2(\{\text{static int x =50; x++; return x;}\) int f3(\{\text{x*=10; return x}\};			

1195	Consider the following C code segment:	1.		
	int $a, b, c = 0$ ;	31		
	void prtFun(void);	41		
	main()	42		
	{ static int a = 1; /* Line 1 */	2.		
	prtFun();	42		
	a += 1;	61		
	prtFun() printf("\n %d %d", a, b);	61 3.		
	}	42	4	
	void prtFun(void)	62	-	
	{ static int a=2; /* Line 2 */	20		
	int b=1;	4.		
	a+=++b;	42		
	printf("\n %d %d", a, b);	42		
	}	20		
	What output will be generated by the given code segment if:			
	Line 1 is replaced by auto int a = 1;			
	Line 2 is replaced by register int a = 2;			
1196	Consider the following code snippet	1.		
	function oddsums(n)	Returns [1,4,9,16,25]		
	[{   lat total = 0, manult=0.	2. Returns [1,2,3,4,5]		
	$\begin{aligned} &  \text{let total} = 0, \text{result=}[]; \\ & \text{for(let } x = 1; \ x \le n; \ x++) \end{aligned}$	Returns [1,2,5,4,5]		
	{	Returns [3,6,9,12,15]		
	let odd = 2*x-1;	4.	,	
	total += odd;	Returns [1,3,5,7,9]	1	
	result.push(total);			
	}			
	return result;			
	}			
	What would be the output if			
	oddsums(5);			
1197	An incorrectly typed command will cause the operating system to display	1.		
		a prompt 2.		
		an error message		
		3.	2	
		a question mark		
		4.		
		causes exception		
1198	Round Robin scheduling is the strategy of temporarily suspending a running process	1.		
		After the CPU time slice expires		
		2.		
		to allow starving processes to run	1	
		3.	-	
		when it requests IO		
		4. when OS wait		
1100	William Cale Cillering and NOT and the HTTD and the			
1199	Which one of the following statements is NOT correct about HTTP cookies?	1.		
		A cookie is a piece of code that has the potential to compromise the security of an internet user		
		internet user		
		2.		
		A cookie gains entry to the user's work area through an HTTP header	1	
		3.		
		A cookie has an expiry date and time		
		4.		
		Cookies can be used to track the browsing pattern of a user at a particular site		
1200	Find the output of the following program?	1.		
	Hinalanda siaataaan ka	62010206		
	#include <iostream.h></iostream.h>	2.		
	using namespace std; typedef int * IntPtr;	72010107		
	int main()	,2010107		
	{	3.		
	IntPtr A, B, C;	71020106		
	int D,E;			
	A = new int(3);	4.		
	B = new int(6);	10720107	2	
	C = new int(9);			
	D = 10; E = 20:			
	E = 20; *A = *B;			
	*A = *B; B = &E			
	B = &E D = (*B)++;			
	*C=(*A)++ * (*B)-;			
	- ( ) (=) )			
	E=*C++-*B;			
	E= *C++ - *B-; cout<<*A<<*B<<*C <d<e;< td=""><td></td><td></td><td></td></d<e;<>			
	cout<<*A<<*B<<*C< <d<e; return 0;</d<e; 			
	cout<*A<**B<<*C< <d<e;< td=""><td></td><td></td><td></td></d<e;<>			

1201	Find the output of the following program?	1.		
	#include <iostream.h></iostream.h>	3 3 3 2 2.		
	using namespace std;	3 2 3 3		
	void myFunction(int& x, int* y, int* z) {	3. 3 2 3 2		
	static int temp=1; temp += (temp + temp) - 1;	4. 3133		
	x += *(y++ + *z)+ temp - ++temp; *y=x;			
	x=temp;			
	*z= x; cout< <x<<*y<<*z<<temp;< th=""><th></th><th>3</th><th></th></x<<*y<<*z<<temp;<>		3	
	}			
	int main() {			
	int $i = 0$ ;			
	int j[] = {0, 1, 2, 3, 4, 5, 6, 7, 8, 9}; i=i++-++i;			
	myFunction(i, j, &i); return 0;			
	}			
	<th></th> <th></th> <th></th>			
1202	Choose the correct HTML to left-align the content inside a table cell	1. <tdleft></tdleft>		
		2.		
		3.	4	
		valign="left"> 4.		
1203	Which of these is Server side technology?	1.		
		CGI 2.		
		HTML	3	
		3. JavaScript		
		4. CSS		
1204	Which of the following is included in the head section of HTML	1.		
		title,body,form and script 2.		
		title,meta tag,script and CSS 3.	2	
		title , meta tag,css and form 4.		
		title, body,script and CSS		
1205	#include < stdio.h > int main()	1. 10012,12100		
	{ typedef struct	2. 0,0		
	{	3.		
	int empid; int bsal;	Error 4.	1	
	}EMP; EMP E={10012,15100};	10012,10012		
	printf("%d,%d",E.empid,E.bsal); return 0;			
	}			
	Find the output			
1206	#include < stdio.h > int main()	1. var=100		
	{ typedef auto int AI;	2. var=AI		
	AI var=100;	3.	4	
	printf("var=%d",var); return 0;	var=0 4.		
	}	Error		
120"	Find the output			
1207	#include int main()	1. 11, 11		
	{ char ch=10;	2. 10, 11		
	<pre>void *ptr=&amp;ch printf("%d,%d",*(char*)ptr,++(*(char*)ptr));</pre>	3. Error	1	
	return 0;	4.		
		10, 10		
1208	Find the output #include <stdio.h></stdio.h>	1.		
	int main()	2004 2.		
	{ void *ptr; ++ptr;	2001		
1	TTDIE	3. 2000	2	
	printf("%u",ptr);			
		4. ERROR		
	<pre>printf("%u",ptr); return 0; }</pre>	4.		
1209	<pre>printf("%u",ptr); return 0; } Find the output #include &lt; stdio.h &gt;</pre>	4. ERROR 1.		
1209	<pre>printf("%u",ptr); return 0; } Find the output #include &lt; stdio.h &gt; int main() {</pre>	4. ERROR  1. Error 2.		
1209	printf("%u",ptr); return 0; } Find the output #include < stdio.h > int main() { typedef int AAA,BBB,CCC,DDD;	4. ERROR  1. Error		
1209	printf("%u",ptr); return 0; } Find the output #include < stdio.h > int main() { typede int AAA,BBB,CCC,DDD; AAA aaa=10; BBB bbb=20;	4. ERROR  1. Error 2. 10,10,10,10 3. 10,20,30,40	3	
1209	printf("%u",ptr); return 0; } Find the output  #include < stdio.h > int main() { typedef int AAA,BBB,CCC,DDD; AAA aaa=10; BBB bbb=20; CCC ccc=30; DDD ddd=40;	4. ERROR  1. Error 2. 10,10,10,10 3.	3	
1209	printf("%u",ptr); return 0; }  Find the output  #include < stdio.h > int main() { typedef int AAA,BBB,CCC,DDD; AAA aaa=10; BBB bbb=20; CCC ccc=30;	4. ERROR  1. Error 2. 10,10,10,10 3. 10,20,30,40 4.	3	
1209	printf("%u",ptr); return 0; } Find the output #include < stdio.h > int main() { typedef int AAA,BBB,CCC,DDD; AAA aaa=10; BBB bbb=20; CCC ccc=30; DDD ddd=40; printf("%d,%d,%d,%d,%d",aaa,bbb,ccc,ddd);	4. ERROR  1. Error 2. 10,10,10,10 3. 10,20,30,40 4.	3	

4040				
1210	#include < stdio.h > int main()	1. myName=ABCDEFG(size=7)		
	{	2.		
	typedef char* string; string myName="ABCDEFG";	Error 3.	,	
	printf("myName=%s (size=%d)",myName,sizeof(myName));	myName=ABCDEFG(size=4)	4	
	return 0;	4.   myName=ABCDEFG(size=8)		
	F'-1th autout			
1211	Find the output #include	1.		
	void fun(int *ptr)	100,100		
	{ *ptr=100;	2.  50,50		
	}	3.		
	int main() {	50,100 4.		
	int num=50;	Error in function calling	3	
	int *pp=# fun(& *pp);			
	printf("%d,%d",num,*pp);			
	return 0;			
	Find the output			
1212	#include	1.		
	int main()	5		
	{ int a=10,b=2;	2.  5.0		
	int *pa=&a,*pb=&b	3.	1	
	<pre>printf("value = %d", *pa/*pb); return 0;</pre>	ERROR 4.		
	}	No output		
	Find the output			
1213	#include <stdio.h></stdio.h>	1.		
	int main() {	Error 2.		
	char *str="IncludeHelp";	IncludeHelp	2	
	printf("%c\n",*&*str); return 0;	3. I	3	
	}	4.		
	Find the output	*[		
1214	#include <stdio.h></stdio.h>	1.		
	int main()	Complie time error 2.		
	{	10		
	int anyVar=10; printf("%d",10);	3. Run Time error	2	
	return 0;	4.	[	
	} extern int anyVar;	No output		
	Find the output #include <stdio.h></stdio.h>	1.		
	int main()	ERROR		
	{ int var=100;	2. 200200		
	{	3.		
	int var=200; printf("%d",var);	100100 4.	4	
		200100		
	printf("%d",var); return 0;			
	}			
	Find the output			
1216	#include <stdio.h></stdio.h>	1.		
	#define MAX 99 int main()	990 2.		
	{	9999		
	printf("%d",MAX); #undef MAX	3. Error	3	
	printf("%d",MAX);	4.		
	return 0;	MAXMAX		
	F'-1dh antart			
1217	Find the output #include	1.		
		sum=30		
	<pre>#define SUM(x,y) int s; s=x+y; printf("sum=%d\n",s); int main()</pre>	2. 10,20		
	{	3.	1	
	SUM(10,20); return 0;	Error 4.	[	
	} ```	sum=0		
	Find the output			
	#include <stdio.h></stdio.h>	1.		
	char* strFun(void) {	str value= Garbage value 2.		
	{ char *str="IncludeHelp";	str value = IncludeHelp		
	return str;	3. Error		
	int main()	4.		
	{ char *x;	No output	2	
	x=strFun();			
	<pre>printf("str value = %s",x); return 0;</pre>			
	}			
	} Find the output			

1219	#include <stdio.h></stdio.h>	1.		
	#define VAR1 VAR2+10 #define VAR2 VAR1+20	VAR2+10 2.		
	int main()	VAR1+20 3.		
	{ printf("%d",VAR1);	Error 4.	3	
	return 0;	10		
	}			
1220	Find the output #include	1.		
	int main() {	BBBBB 2.		
	char *str []={"AAAAA","BBBBB","CCCCC","DDDDD"}; char **sptr []={str+3,str+2,str+1,str};	ccccc		
	char ***pp;	BBB 4.		
	pp=sptr;	Error	3	
	++pp; print(("%s",**++pp+2);			
	return 0; }			
	Find the output			
1221	#include <stdio.h> #define TEXT IncludeHelp</stdio.h>	1. IncludeHelp		
	int main()	2. TEXT		
	printf("%s",TEXT);	3.	3	
	return 0; }	Error 4.		
	Find the output	TEXT IncludeHelp		
1222	Register is a	1.Set of capacitor used to register input instructions in a digital computer		
		2.Set of paper tapes and cards put in a file		
		2.set of paper tapes and eards put in a frie		
		3.	3	
		Temporary storage unit within the CPU having dedicated or general purpose use		
1223	#include <stdio.h></stdio.h>	4.Part of the auxiliary memory  1.		
	#define OFF 0	1122		
	#if debug == OFF int a=11;	Error 3.		
	#endif	1111		
	int main()	4. 2222	1	
	{ int b=22;			
	printf("%d%d",a,b); return 0;			
	}			
1224	Find the output #include <stdio.h></stdio.h>	1.		
	#define LARGEST(x,y) (x>=y)?x:y int main()	a=10,b=20,largest=20 2.		
	<b>{</b>	a=11,b=21,largest=20		
	int a=10,b=20,l=0; l=LARGEST(a++,b++);	3. a=11,b=21,largest=21	4	
	printf("a=%d,b=%d,largest=%d",a,b,l);	4. a=11,b=22,largest=21		
	return 0; }			
	Find the output			
1225	#include <stdio.h> #define FUN(x,y) x##y</stdio.h>	1. Error		
	full int main()	2. 1010		
	{     int a I=10,a2=20;     printf("%d%d",FUN(a,1),FUN(a,2)); }	1010 3. 2020	4	
	printi("%d%d",FUN(a,1),FUN(a,2)); return 0;	4.		
		1020		
1226	Find the output #include <stdio.h></stdio.h>	1.		
	int main() {	Error 2.		
	int iVal; char cVal;	value =50,size= 4 value =65,size= 4		
	void *ptr; // void pointer iVal=50; cVal=65;	value =50,size= 4 3. value =50,size= 4		
		value =65,size= 1		
	ptr=&iVal printf("value =%d,size= %d\n",*(int*)ptr,sizeof(ptr));	4. Garbage value	2	
	ptr=&cVal			
	printf("value =%d,size= %d\n",*(char*)ptr,sizeof(ptr)); return 0;			
	}			
	Find the output			
	*			

1227	#include #define FUN(x) x*x	1. 2 2.		
	<b>{</b>	12864		
	int val=0; val=128/FUN(8);	3. 40	2	
	printf("val=%d",val);	4.	_	
	return 0; }	1		
	Find the output			
1228	#include <stdio.h></stdio.h>	1.		
	#define MAX 100	Error		
	int main() {	2. MAx=100		
	#define MAX 20 printf("MAX=%d",MAX);	3. MAx=20	3	
	return 0;	4.		
	}	MAX=10020		
	Find the output			
1229	#include <stdio.h> int fooo(void)</stdio.h>	1. step1: 1		
	<b>{</b>	step2: 1		
	static int num=0; num++;	step3: 1 2.		
	return num;	step1: 1		
	int main()	step2: 2 step3: 3		
	{ int val;	3. step1: 0		
	val=f000();	step2: 0	2	
	printf("step1: %d\n",val); val=fooo();	step3: 0 4.		
	printf("step2: %d\n",val);	ERROR		
	val=fooo(); printf("step3: %d\n",val);			
	return 0;			
	<i>}</i>			
1220	Find the output #include <stdio.h></stdio.h>	1.		
1230	int main()	Start debuggingIncludeHelp		
	{ #ifdef debug	2. IncludeHelp		
	printf("Start debugging");	3.	_	
	#endif printf("IncludeHelp");	Error 4.	2	
	return 0;	debug		
	<i>}</i>			
1231	Find the output  If you don't want the frame windows to be resizeable, simply add what to the lines?	1.		
1231		save		
		2. dontresize	_	
		3.	3	
		noresize 4.		
		Delete		
1232	#include <stdio.h> char* fun1(void)</stdio.h>	1. ERROR		
	{   char str[]="Hello";	2. Hello,Hello		
	return str;	3.		
	}	Hello,Garbage 4.		
	char* fun2(void)	Garbage,Hello		
	{ char *str="Hello";		4	
	return str; }			
	int main()			
	{   printf("%s,%s",fun1(),fun2());			
	return 0;			
	}			
1222	Find the output #include <stdio.h></stdio.h>	1.		
1233	int main()	10,10		
	{ union test	2. 10,0		
	{	3.		
	int i; int j;	0,10 4.	4	
	<b>}</b> ;	Error	+	
	union test var=10;			
	printf("%d,%d\n",var.i,var.j);			
1	Find the output			

1234	#include <stdio.h></stdio.h>	1.		
	int main()	Name: Mike, Age: 26		
	{ struct std	2. Name: Garbage, Age: Garbage		
	{ char name[30];	3. Name: Null, Age: 26		
	int age;	4.	1	
	}; struct std s1={"Mike",26};	Error	1	
	struct std s2=s1;			
	printf("Name: %s, Age: %d\n",s2.name,s2.age);			
	<i>}</i>			
1235	Find the output #include <stdio.h></stdio.h>	1.		
	int main()	ERROR 2.		
	typedef struct tag{	IHelp, 10		
	char str[10]; int a;	3. IHelp, 0		
	}har;	4. Ihelp, 10		
	har h1,h2={"IHelp",10};	nep, 10	4	
	h1=h2; h1.str[1]='h';			
	printf("%s,%d",h1.str,h1.a); return 0;			
	}			
	Find the output			
	#include <stdio.h> int main()</stdio.h>	1. A,B,0		
	{	2.		
	union values {	A,B,16961 3.		
	int intVal; char chrVal[2];i	B,B,66 4.		
	};	A,A,65	2	
	union values val;		2	
	val.chrVal[0]='A'; val.chrVal[1]='B';			
	printf("\n%c,%c,%d",val.chrVal[0],val.chrVal[1],val.intVal); return 0;			
	}			
	Find the output			
1237	#include <stdio.h></stdio.h>	1. Id: 3, Age: 24, Name: Mike		
	struct employee{ int empld;	2.		
	char *name; int age;	Id: 3, Age: 23, Name: Mike 3.		
	}; int main()	Id: 3, Age: 30, Name: AAA 4.		
	{	Error	3	
	struct employee emp []={ {1,"Mike",24}, {2,"AAA",24}, {3,"BBB",25}, {4,"CCC",30} };			
	printf("Id:%d, Age:%d, Name:%s", emp[2].empId,3[emp].age,(*(emp+1)).name); return 0;			
	}			
-	Find the output			
1238	#include <stdio.h></stdio.h>	1. 0		
	struct sample	2. 100		
	int a;	3.		
	}sample;	ERROR 4.		
	int main() {	arning	2	
	sample.a=100;			
	printf("%d",sample.a); return 0;			
	}			
	Find the output			
	#include <stdio.h> #include &lt; string.h &gt;</stdio.h>	1. Mike Thomas		
	struct student	2. Mike Mike		
	{	3.		
	char name[20]; }std;	Thomas Thomas 4.		
	char * fun(struct student *tempStd) {	ThomasMike		
	strcpy(tempStd->name,"Thomas");		3	
	return tempStd->name; }		3	
	int main()			
	{ strcpy(std.name,"Mike ");			
	printf("%s%s",std.name,fun(&std));			
	return 0; }			
	Find the output			
$\Box$	r mu the output			

1240	#include <stdio.h></stdio.h>	1.		
	int main()	12, 12		
	{ struct sample{	2. 12, 0		
	int a; int b;	3. Error		
	sample *s;	4.	4	
	}t;	12, 4		
	<pre>printf("%d,%d",sizeof(sample),sizeof(t.s)); return 0;</pre>			
	}			
	Find the output			
1241	Find the output	1. Error		
	#include <stdio.h> struct sample</stdio.h>	2.0,A,10.5 3. 0,A,10.500000		
	{	4.		
	int a=0; char b='A';	No Error, No Output		
	float c=10.5; };		1	
	int main()			
	struct sample s;			
	printf("%d,%c,%f",s.a,s.b,s.c); return 0;			
1242	} #include <stdio.h></stdio.h>	1		
	#include <string.h></string.h>	1. 50501150		
	int main() {	2. 1150		
	<pre>char str[50]="IncludeHelp"; printf("%d%d",strlen(str),sizeof(str));</pre>	3. 1111	2	
	return 0;	4. 5011		
		3011		
-	Find the output #include <stdio.h></stdio.h>	1.		
	#include satiring.h> int main()	Inclu 2.		
	{	IncluGARBAGE_VALUE		
	char s1[]="IncludeHelp"; char s2[10];	3. Error		
	strncpy(s2,s1,5);	4. IncludeHelp	1	
	printf("%s",s2);			
	return 0; }			
	Find the output			
	#include <stdio.h></stdio.h>	1.		
	int main() {	\0IncludeHelpTRUE 2.		
	char result,str[]="\0IncludeHelp"; result=printf("%s",str);	\0IncludeHelpFALSE 3.		
	if(result) printf("TRUE");	Error 4.	4	
	else	FALSE	*	
	printf("FALSE"); return 0;			
	}			
-	Find the output			
	#include <stdio.h> int main()</stdio.h>	1. value is = %d		
	{ char str[]="value is =%d";	2. value is = %c		
	tint a="7"; str[11]='c';	3. value is = 55	4	
	printf(str,a);	4.	*	
	return 0; }	value is = 7		
	Find the output			
1246	#include <stdio.h></stdio.h>	I.		
	int main() {	HelloFriends HelloFriends		
	char str[]="Hello%s%dFriends"; printf(str);	2. Hello%s%dFriends		
	printf("\"); printf("%s",str);	Hello%s%dFriends 3.	3	
	printi("%s",str); return 0;	Hello(null)0Friends		
	}	Hello%s%dFriends 4.		
	Find the output #include <stdio.h></stdio.h>	Garbage value  1.		
	#include <string.h></string.h>	IncludeHelp.Com		
	int main() {	2. udeHelp		
	<pre>char str1[]="IncludeHelp",str2[]=".Com"; printf("%s",str1+strlen(str2));</pre>	3. Error	2	
	return 0;	4. IncludeHelp4		
	,			
	Find the output  A mailer that transforms a message body of an e-mail into a web page is called a	1.		
	and a man more man and a man and a	Browser enriched mail client		
		L. HTML-enabled mail client	2	
		3. Rich Text mail client		
		4. client server mail client		
			1	

1249	#include <stdio.h></stdio.h>	1.		
1247	int main()	44,44,300		
	{ union values	2. 1,2,300		
	{ unsigned char a;	3. 2,2,300		
	unsigned char b;	4.		
	unsigned int c; };	256,256,300		
			1	
	union values val; val.a=1;			
	val.b=2;			
	val.c=300;			
	printf("%d,%d,%d",val.a,val.b,val.c); return 0;			
	}			
	Find the output			
1250	#include <stdio.h></stdio.h>	1.		
	int main()	IncludeHelp 2.		
	char str[8]="IncludeHelp";	IncludeH		
	<pre>printf("%s",str); return 0;</pre>	3. Error	3	
	}	4.		
	Find the output	No output		
1251	#include <stdio.h<< td=""><td>1.</td><td></td><td></td></stdio.h<<>	1.		
	#include <string.h></string.h>	Hello 2.		
	int main()	Error		
	{ char str[];	3. NULL	2	
	strcpy(str,"Hello");	4.		
	<pre>printf("%s",str); return 0;</pre>	NO OUTPUT		
	}			
	Find the output #include <stdio.h></stdio.h>	1.		
	#include <string.h></string.h>	0		
	int main() {	2. 1		
	int val=0;	3.		
	char str[]="IncludeHelp.Com";	-1  4.	3	
	val=strcmp(str,"includehelp.com");	Error		
	printf("%d",val); return 0;			
	}			
	Find the output			
	rina the output			
	Function templates can accept	Only parameters of the basic type		
		Only parameters of the basic type     Only one parameter     Any type of parameters	1	
1253	Function templates can accept	Only one parameter     Any type of parameters     Only parameters of the derived type	1	
1253	Function templates can accept  #include <stdio.h></stdio.h>	Only one parameter     Any type of parameters	1	
1253 1254	Function templates can accept	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1 2 3 4 5 2.	1	
1253 1254	Function templates can accept  #include <stdio.h> int main()</stdio.h>	Only one parameter     Any type of parameters     Only parameters of the derived type     1.     1 2 3 4 5	1	
1253 1254	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;</stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1 2 3 4 5 2. 10 20 30 40 50 3. 11 22 33 44 55	1	
1253 1254	#include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++)</stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1 2 3 4 5 2. 10 20 30 40 50 3.	3	
1253	#include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt; 5;++tally) *(a+tally)=*(tally+a)+*(b+tally);</stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1. 2 3 4 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4.		
1253 1254	#include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++)</stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1. 2 3 4 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4.		
1253 1254	#include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));</stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1. 2 3 4 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4.		
1253	#include <stdio.h> int main() { int d[s]={1,2,3,4,5},b[s]={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));  return 0; } Find the output</stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1 2 3 4 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error		
1253 1254	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally)         *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) print("%d ",*(a+tally));  return 0; }  Find the output #include <stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1.2 3 4 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error		
1253 1254	#include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt; 5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt; 5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output #include <stdio.h> int main() { static int array ]={10,20,30,40,50};</stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type  1. 1 2 3 4 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error		
1253 1254	#include <stdio.h> int main() {i mt a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output #include <stdio.h> int main() {static int array  ={10,20,30,40,50}; printf("%d%d",*array,*(array+3)**array);</stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1.2 3 4 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error  1. Error		
1253 1254	#include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt; 5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt; 5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output #include <stdio.h> int main() { static int array ]={10,20,30,40,50};</stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type  1. 1 2 3 4 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error	3	
1253	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;}  for(tally=0;tally&lt;5;++tally)     *(a+tally)=*(tally+a)+*(b+tally);}  for(tally=0;tally&lt;5;tally++)     printf("%d ",*(a+tally));  return 0; }  Find the output  #include <stdio.h> int main() { static int array[]={10,20,30,40,50};     printf("%d%d",*array,*(array+3)* *array);     return 0; }</stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1.2 3 4 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error  1. Error 2. 1040 3. 10300 4.	3	
1253 1254 1255	#include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;</stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type  1. 1 2 3 4 5 2. 10 20 30 40 50 3. 11 22 23 3 44 55 4. Error  1. Error 2. 1040 3. 10300 4. 10400 1.	3	
1253 1254 1255	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally)     *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++)     print(f"%d ",*(a+tally));  return 0; }  Find the output  #include <stdio.h> int main() { static int array  ={10,20,30,40,50};     print(f"%d%d",*array,*(array+3)**array);     return 0; }  Find the output  #include <stdio.h> int main()</stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1. 2. 34 5 2. 10 20 30 40 50 3. 11. 22 33 44 55 4. Error  1. Error  2. 1040 3. 10300 4. 10400 1. Error	3	
1253 1254 1255	#include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;     for(tally=0;tally&lt;-5;++tally)     *(a+tally)=*(tally+a)+*(b+tally);     for(tally=0;tally&lt;-5;tally++)     printf("%d ",*(a+tally));     return 0; }  Find the output #include <stdio.h> int main() { static int array  ={10,20,30,40,50};     printf("%d%d",*array,*(array+3)**array);     return 0; }  Find the output #include <stdio.h> int main() { static int array  ={10,20,30,40,50};     printf("%d%d",*array,*(array+3)**array);     return 0; }  Find the output #include <stdio.h> int main() { static int x  ={"A','B','C','D','E'},tally;     for(tally=0;tally&lt;-sizeof(x)/sizeof(int); tally+=1)</stdio.h></stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type  1. 1 2 3 4 5 2. 10 20 30 40 50 3. 11 22 23 3 44 55 4. Error  1. Error  2. 1040 3. 10300 4. 10400 1. Error 2. 2. 4.,4,A	3	
1253 1254 1255	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally)</stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1. 2. 34 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error  1. Error 2. 1040 3. 10300 4. 10400 1. Error 2. A,A,A,B,B,B,B	3	
1253 1254 1255	#include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;     for(tally=0;tally&lt;-5;++tally)     *(a+tally)=*(tally+a)+*(b+tally);     for(tally=0;tally&lt;-5;tally++)     printf("%d ",*(a+tally));     return 0; }  Find the output #include <stdio.h> int main() { static int array  ={10,20,30,40,50};     printf("%d%d",*array,*(array+3)**array);     return 0; }  Find the output #include <stdio.h> int main() { static int array  ={10,20,30,40,50};     printf("%d%d",*array,*(array+3)**array);     return 0; }  Find the output #include <stdio.h> int main() { static int x  ={"A','B','C','D','E'},tally;     for(tally=0;tally&lt;-sizeof(x)/sizeof(int); tally+=1)</stdio.h></stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type  1. 1. 2. 3. 4. 5. 2. 10. 20. 30. 40. 50. 3. 3. 11. 22. 33. 44. 55. 4. Error  1. Error  2. 1040 3. 10300 4. 10400 1. Error 2. A,A,A,B,B,B,B,C,C,C,C,D,D,D,D	3	
1253 1254 1255	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output  #include <stdio.h> int main() { static int array  ={10,20,30,40,50}; printf("%d%d",*array,*(array+3)**array); return 0; }  Find the output  #include <stdio.h> int main() { static int x  ={1,4,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1</stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1. 2. 34 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error  1. Error 2. 1040 3. 10300 4. 10400 1. Error 2. A,A,A,B,B,B,C,C,C,C,D,D,D,D,E,E,E,E	3	
1253 1254 1255	#include <stdio.h> int main() {int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally; for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally); for(tally=0;tally&lt;5;tally++) printf("%d",*(a+tally)); return 0; }  Find the output #include <stdio.h> int main() { static int array[]={10,20,30,40,50}; printf("%d%d",*array,*(array+3)**array); return 0; }  Find the output #include <stdio.h> int main() { static int array[]={10,20,30,40,50}; printf("%d%d",*array,*(array+3)**array); return 0; }  Find the output #include <stdio.h> int main() { static int array[]={'A','B','C','D','E'},tally; for(tally=0;tally&lt; sizeof(x)/sizeof(int); tally+=1) printf("%c,%c,%c,%c'n",*(x+tally)+1,x[tally]+1,*(tally+x)+1); return 0;</stdio.h></stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type  1. 1. 2. 3. 4. 5. 2. 10. 20. 30. 40. 50. 3. 3. 11. 22. 33. 44. 55. 4. Error  1. Error  2. 1040 3. 10300 4. 10400 1. Error 2. A,A,A,B,B,B,B,C,C,C,C,D,D,D,D,E,E,E,E,S,B,B,B,B,B,B,B,B,B,B,B,B,B,B,B	3	
1253 1254 1255	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output  #include <stdio.h> int main() { static int array  ={10,20,30,40,50}; printf("%d%d",*array,*(array+3)**array); return 0; }  Find the output  #include <stdio.h> int main() { static int x  ={1,4,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1</stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1. 2. 34 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error  1. Error 2. 1040 3. 10300 4. 10400 1. Error 2. A,A,A B,B,B C,C,C D,D,D E,E,E 3. B,B,B C,C,C,C C,C,C,C C,C,C C,C C,C,C C,C,C C,C C,C,C C,C C,C,C C,C C,C C,C,C C,C C,C,C C,C C,C,C C,C C,C,C C,C,C C,C C,C,C C,C C,	4	
1253 1254 1255	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output  #include <stdio.h> int main() { static int array  ={10,20,30,40,50}; printf("%d%d",*array,*(array+3)**array); return 0; }  Find the output  #include <stdio.h> int main() { static int x  ={1,4,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1</stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type  1. 12 3 4 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error  1. Error 2. 1040 3. 10300 4. 10400 1. Error 2. A,A,A B,B,B C,C,C D,D,D E,E,E 3. B,B,B C,C,C D,D,D E,E,E 5. B,B,B C,C,C D,D,D E,E,E,E 5. B,B,B C,C,C D,D,D E,E,E,E 5. B,B,B C,C,C D,D,D E,E,E,E E,E E,E E,E E,E E,E E,E E	4	
1253 1254 1255	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output  #include <stdio.h> int main() { static int array  ={10,20,30,40,50}; printf("%d%d",*array,*(array+3)**array); return 0; }  Find the output  #include <stdio.h> int main() { static int x  ={1,4,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1</stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1. 2. 34 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error  1. Error 2. 1040 3. 10300 4. 10400 1. Error 2. A,A,A,B,B,B,B,C,C,C,C,D,D,D,E,E,E,E,E,F,F,F,F,F,F,F,F,F,F,F,F	4	
1253 1254 1255	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output  #include <stdio.h> int main() { static int array  ={10,20,30,40,50}; printf("%d%d",*array,*(array+3)**array); return 0; }  Find the output  #include <stdio.h> int main() { static int x  ={1,4,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1</stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1. 2. 34 5 2. 10 20 30 40 50 3. 11. 22 33 44 55 4. Error  1. Error  2. 1040 3. 10300 4. 10300 4. 10400 1. Error 2. A,A,A B,B,B C,C,C D,D,D D,D E,E,E 3. B,B,B C,C,C D,D,D E,E,E F,F,F 4. E,E,E	4	
1253 1254 1255	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output  #include <stdio.h> int main() { static int array  ={10,20,30,40,50}; printf("%d%d",*array,*(array+3)**array); return 0; }  Find the output  #include <stdio.h> int main() { static int x  ={1,4,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1</stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type  1. 1 2 3 4 5 2. 10 20 30 40 50 3. 11 12 2 33 44 55 4. Error  1. Error  2. 1040 3. 10300 4. 10400 1. Error 2. A,A,A B,B,B,C,C,C,C,D,D,D,E,E,E,E,S,B,B,B,B,C,C,C,C,C,D,D,D,D,E,E,E,E,F,F,F,F,F,F,F,F,F,F,F,F	4	
1253 1254 1255	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output  #include <stdio.h> int main() { static int array  ={10,20,30,40,50}; printf("%d%d",*array,*(array+3)**array); return 0; }  Find the output  #include <stdio.h> int main() { static int x  ={1,4,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1</stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1. 2. 34 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error  1. Error 2. 1040 3. 10300 4. 10400 1. Error 2. A,A,A,B,B,B,B,B,B,B,B,B,B,B,B,B,B,B,B,B	4	
1253 1254 1255	#include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output #include <stdio.h> int main() { static int array  ={10,20,30,40,50};     printf("%d%d",*array,*(array+3)**array);     return 0; }  Find the output #include <stdio.h> int main() { static int x  ={^A',^B',^C',^D','E'},tally;     for(tally=0;tally&lt; sizeof(x)/sizeof(int); tally+=1)     printf("%c%c.%c.%c.\n",*(x+tally)+1,x[tally]+1,*(tally+x)+1);     return 0; }  Find the output</stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1. 2. 3 4 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error  1. Error 2. 1040 3. 10300 4. 10400 1. Error 2. A,A,A B,B,B C,C,C D,D,D E,E,E,E 3. B,B,B C,C,C C,C,C D,D,D E,E,E,E 4. E,E,E F,F,F 4. E,E,E E,F,F,F 4. E,E,E E,E,E D,D,D C,C,C B,B,B B,B A,A,A	4	
1253 1254 1255	Function templates can accept  #include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output  #include <stdio.h> int main() { static int array  ={10,20,30,40,50}; printf("%d%d",*array,*(array+3)**array); return 0; }  Find the output  #include <stdio.h> int main() { static int x  ={1,4,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1</stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type 1. 1. 2. 34 5 2. 10 20 30 40 50 3. 11 22 33 44 55 4. Error  1. Error 2. 1040 3. 10400 1. Error 2. A.A.A B.B.B C.C.C D.D.D E.E.E 3. B.B.B C.C.C D.D.D E.E.E 5.F.F.F 4. E.E.E D.D.D C.C.C B.B.B B.B A.A.A 1. sizeof( int ) * 2 2. sizeof( int ) + sizeof( float )	3 3	
1253 1254 1255	#include <stdio.h> int main() { int a 5 ={1,2,3,4,5},b 5 ={10,20,30,40,50},tally;  for(tally=0;tally&lt;5;++tally) *(a+tally)=*(tally+a)+*(b+tally);  for(tally=0;tally&lt;5;tally++) printf("%d ",*(a+tally));  return 0; }  Find the output #include <stdio.h> int main() { static int array  ={10,20,30,40,50};     printf("%d%d",*array,*(array+3)**array);     return 0; }  Find the output #include <stdio.h> int main() { static int x  ={^A',^B',^C',^D','E'},tally;     for(tally=0;tally&lt; sizeof(x)/sizeof(int); tally+=1)     printf("%c%c.%c.%c.\n",*(x+tally)+1,x[tally]+1,*(tally+x)+1);     return 0; }  Find the output</stdio.h></stdio.h></stdio.h>	2. Only one parameter 3. Any type of parameters 4. Only parameters of the derived type  1. 1 2 3 4 5 2. 10 20 30 40 50 3. 11 12 2 33 44 55 4. Error  1. Error 2. 1040 3. 10300 4. 10400 1. Error 2. A,A,A B,B,B C,C,C D,D,D E,E,E,E 3. B,B,B C,C,C D,D,D E,E,E,E F,F,F 4. E,E,E D,D,D C,C,C B,B,B,B A,A,A 1. sizeof( int ) * 2	4	

(int array[MAX]=[1,23],tally;   13 4 5 6 7 8 9 10 11	
return 0;	
Find the output	
Which of the following is shared between all of the threads in a process? Assume a kernel level thread implementation   Register values   Register value	
2	
Second content of the station of t	
1260	
1260	
Int MAX=10;	
int array[MAX]; printf("size of array is = %d", sizeof(array); return 0;   4.   Error	
Printf("size of array is = %d", sizeof(array);   Size of array is = 4	
Find the output   Error	
1261	
int main() {	
Static int var[5];	
int count=0;  var[++count]=++count; for(count=0;count<5;count++) printf("%d ",var[count]);  return 0; } Find the output  1262 #include <stdio.h> #define TRUE 1 int main() { int loop=10; }  3.  0 0 2 0 0 4.  0 0 0 0 0  1.  Hello 2.  Hello Hello Hello Hello Hello (infinite times) 3.  4</stdio.h>	
var[++count]=++count;   for(count=9;count<5;count++)   printf("%d ",var[count]);   return 0;   Find the output	
printf("%d ",var[count]);   return 0;   Find the output	
Find the output	
1262   #include <stdio.h>   1.                                  </stdio.h>	
1262   #include <stdio.h>   1.                                  </stdio.h>	
#define TRUE 1	
Hello Hello Hello Hello Hello (infinite times)  int loop=10;  3. 4	
while(printf("Hello ") && loop); Hello (10 times)	
4. Hello (11 times)	
Find the output  1263 #include <stdio.h>  1.</stdio.h>	
void main()   After loop cnt= 1	
int cnt=1; 1,	
while(ent>=10)       After loop ent= 2         {       3.	
printf("%d,",ent);       After loop cnt= 2         cnt+=1;       4.	
}   printf("\nAfter loop cnt=%d",cnt);	
printf("\n");  }	
Find the output	
1264 #include <stdio.h> 1.</stdio.h>	
void main()         A B C D E           {         A B C D E	
int i,j,charVal='A';  ABCDE ABCDE	
for(i=5;i>=1;i→)   A B C D E   2.	
for(j=0;j <i;j++)< th=""><th></th></i;j++)<>	
printf("\n");  ABCD	
<del> </del>   3.	
A B C D Identify the output A B C	
A B A	
4. A B C D E	
A B C D A B C	
A B A	
1265 #include <stdio.h> 1.</stdio.h>	
void main()	
int tally; #0#1#2#3#4#5#6#7#8#9#10 for(tally=0;tally<10;++tally) 3.	
{     #0#1#2#3#4#5##7#8#9#10 printf("#"); 4.	
if(tally>6) #0#1#2#3#4#5#	
printf("%d",tally); }	
Find the output	

1266	Find the output	1.		
	#include < stdio.h >	012345678910		
	int main() {	0 1 2 3 infinte times 3.		
	int tally=0; for(;;)	12345678910	3	
	{ if(tally==10)	123456789		
	break; printf("%d ",++tally);			
	} return 0;			
1267	} #include <stdio.h></stdio.h>	1.		
	void main() {	Error 2.		
	int i=1; while (i<=5)	12345includehelp.com 3.		
	{ printf("%d",i);	1234includehelp.com 4.		
	if (i==5) goto print;	1 includehelp.com 2 includehelp.com 3 includehelp.com 4 includehelp.com 5 includehelp.com		
	i++; }		1	
	} fun()			
	{ print:			
	<pre>printf("includehelp.com"); }</pre>			
	Find the output			
1268	#include <stdio.h> void main()</stdio.h>	1. 0 1 2 infinity		
	{ char cnt=0;	2. I 2 2 127		
	for(;cnt++;printf("%d",cnt)); printf("%d",cnt);	3. 0	4	
	}	4.		
-	Find the output  Consider the below code fragment:	1.		
	if(fork k() = = 0)	u=x+10 and $v=y$		
	d a= a+5; printf("%d, %d \n", a, &a);	2. $u = x + 10$ and $v! = y$		
	else {	3.	3	
	a=a ? 5; printf("%d %d \n", 0, &a);			
	Let u, v be the values printed by parent process and x, y be the values printed by child	u + 10 = x  and  v != y		
	process. Which one of the following is true? #include < stdio.h >	1.		
12/0	#miclude Stude   Void main() { unsigned char var=0;	0.1 2 255 2.		
	{ unsigned that var=0, for(var=0;var<=255;var++);	2.55 3.		
	printf("%d ",var);	2.56 4.	1	
	}	blank screen as output		
1251	Find the output			
1271	Which of the following is valid reason for collecting customer feedback concerning delivered software?	Do not allows developers to make changes to the delivered increment		
		2.		
		Delivery schedule can be revised to reflect changes	4	
		3.		
45-		Developers can not identify changes to incorporate into next increment 4.Delivery schedule can't be revised to reflect changes		
	#include <stdio.h> int main()</stdio.h>	1. A 0 0 0 0 0 0 0 0 0		
	{     char X[10]={'A'},i;	2. A		
	for(i=0; i<10; i++) printf("%d ",X[i]);	3. A 32 32 32 32 32 32 32 32 32 32	4	
	return 0; }	4. Error		
	Find the output			
1273	#include <stdio.h> void main()</stdio.h>	1. Case-2		
	{ int a=2;	2. Error: case expression not constant		
	int b=a;	3. Message		
	switch(b) {	Case-2 4.		
	case a: printf("Case-a\n"); break;	Case-2 Case-3	2	
	case 3: printf("Case-3\n"); break;	Exit from switch		
	default: printf("No option\n"); break;			
	} printf("Exit from switch");			
	} Find the output			

	#include <stdio.h> void main(){</stdio.h>	1. Case NULL		
	int a=1;	2.		
	switch(a/2) {	Case ZERO 3.		
	case NULL:	Case DEFAULT		
	printf("Case NULL\n");	4. Error		
	break; case 0:	EIIOI	4	
	printf("Case ZERO\n");		4	
	break; default:			
	<pre>printf("DEFAULT\n");</pre>			
	break;			
	}			
	Find the output			
	#include <stdio.h></stdio.h>	1.		
	void main()	Case-2		
	{ int a=2;	2. Message		
	switch(a)	3.		
	{ printf("Message\n");	Message Case-2		
	default:	4.		
	printf("Default\n"); case 2:	Case-2 Case-3	4	
	printf("Case-2\n");	Exit from switch		
	case 3: printf("Case-3\n");			
	}			
	printf("Exit from switch\n");			
	Find the output			
1276	#include <stdio.h></stdio.h>	1.		
	int main()	Garbage 2.		
	{	2. B		
	char *text="Hi Babs.";	3. Error		
	<pre>char x=(char)(text[3]);</pre>	4. Null	2	
	printf("%c\n",x);	IVUII		
	return 0; }			
	Find the output			
1277	#include <stdio.h></stdio.h>	1. Garbage		
	int main()	2.		
	{ char *text="Hi Babs.";	B 3.		
		Error		
	char x = (char)(text + 3);	4.		
		Null	4	
	printf("%c\n",x);	Null	4	
		Null	4	
	return 0; }	Null	4	
-	return 0; } Find the output		4	
1278	return 0; } Find the output #include <stdio.h> void main(){</stdio.h>	1.	4	
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar;</stdio.h>	1. 0 2.	4	
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar;</stdio.h>	1. 0 2.	4	
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){</stdio.h>	1. 0 2.	4	
1278	return 0; } Find the output #include <stdio.h> void main()  static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1:</stdio.h>	1. 0 2. 1 3. 2	4	
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1: staticVar++; break;</stdio.h>	1. 0 2.	4	
1278	return 0; } Find the output #include <stdio.h> void main() static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1: staticVar++;</stdio.h>	1. 0 2. 1 3. 2		
1278	return 0; } Find the output #include <stdio.h> void main(){     static int staticVar;     int j;     for(j=0;j&lt;=5;j+=2)     switch(j){     case 1:     staticVar++;     break;     case 2:     staticVar+=2;     case 4:</stdio.h>	1. 0 2. 1 3. 2	1	
1278	return 0; } Find the output #include <stdio.h> void main() {     static int staticVar;     int j;     for(j=0;j&lt;=5;j+=2)     switch(j){     case 1:     staticVar++;     break;     case 2:     staticVar+=2;</stdio.h>	1. 0 2. 1 3. 2		
1278	return 0; } Find the output #include <stdio.h> void main(){     static int staticVar;     int j;     for(j=0;j&lt;=5;j+=2)     switch(j){     case 1:     staticVar++;     break;     case 2:     staticVar+=2;     case 4:     staticVar%=2;     j=-1;     continue;</stdio.h>	1. 0 2. 1 3. 2		
1278	return 0; } Find the output #include <stdio.h> void main() {     static int staticVar;     int j;     for(j=0;j&lt;=5;j+=2)     switch(j){       case 1:       staticVar++;       break;       case 2:       staticVar+=2;       case 4:       staticVar%=2;       j=-1;       continue;       default:      staticVar;</stdio.h>	1. 0 2. 1 3. 2		
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1: staticVar++; break; case 2: staticVar+=2; case 4: staticVar%=2; j=-1; continue; default:staticVar; continue;</stdio.h>	1. 0 2. 1 3. 2		
1278	return 0; } Find the output #include <stdio.h> void main() {     static int staticVar;     int j;     for(j=0;j&lt;=5;j+=2)     switch(j){       case 1:       staticVar++;       break;       case 2:       staticVar+=2;       case 4:       staticVar%=2;       j=-1;       continue;       default:      staticVar;</stdio.h>	1. 0 2. 1 3. 2		
1278	return 0; } Find the output #include <stdio.h> void main() static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1: staticVar++; break; case 2: staticVar+=2; case 4: staticVar+=2; case 4: staticVar+=2; case 4: staticVar+=2; case 6: staticVar+=2; case 6: staticVar+=2; case 7: staticVar+=2; case 6: staticVar+=2; case 6: staticVar+=2; case 7: staticVar+=2; case 6: staticVar+=2; case 6: staticVar+=2; case 7: staticVar+=2; case 6: staticVar+=2; case 7: staticVar+=2; case 7: staticVar+=3: staticVar+=4: staticVar+=6: staticVar+</stdio.h>	1. 0 2. 1 3. 2		
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1: staticVar++; break; case 2: staticVar+=2; case 4: staticVar*=2; j=-1; continue; default:staticVar; continue; } printf("%d",staticVar); } Find the output</stdio.h>	1. 0 2. 1 3. 2		
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1: staticVar++; break; case 2: staticVar+=2; case 4: staticVar+=2; case 4: staticVar*=2; j=-1; continue; default:staticVar; continue; } printf("%d",staticVar); } Find the output Find the output</stdio.h>	1. 0 2. 1 3. 2 4. Error		
1278	return 0; } Find the output #include <stdio.h> void main(){     static int staticVar;     int j;     for(j=0;j&lt;=5;j+=2)     switch(j){         case 1:         static Var++;         break;         case 2:         staticVar+=2;         case 4:         staticVar*=2;         case 4:         staticVars*=2;         case 4:         staticVars*=2;         case 5:         pint j minute;         default:        staticVar;         continue;         default:        staticVar;         continue;     }     printf("%d",staticVar); } Find the output #include <stdio.h></stdio.h></stdio.h>	1. 0 2. 1 3. 2 4. Error		
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1: staticVar++; break; case 2: staticVar+=2; case 4: staticVar+=2; case 4: staticVar*=2; j=-1; continue; default:staticVar; continue; } printf("%d",staticVar); } Find the output Find the output #include <stdio.h> int main()</stdio.h></stdio.h>	1. 0 2. 1 3. 2 4. Error  1. Error 2. 65		
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1: staticVar++; break; case 2: staticVar+=2; case 4: staticVar*=2; case 4: staticVar*=62; j=-1; continue; default:staticVar; continue; } printf("%d",staticVar); } Find the output Find the output #include <stdio.h> int main() {</stdio.h></stdio.h>	1. 0 2. 1 3. 2 4. Error  1. Error  2. 65 3.	1	
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1: staticVar++; break; case 2: staticVar+=2; case 4: staticVar*=2; case 4: staticVar*=62; j=-1; continue; default:staticVar; continue; } printf("%d",staticVar); } Find the output Find the output #include <stdio.h> int main() {</stdio.h></stdio.h>	1. 0 2. 1 3. 2 4. Error  1. Error  2. 65 3. A 4.		
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1: staticVar++; break; case 2: staticVar+=2; case 4: staticVar*=2; case 4: staticVar*=2; case 4: staticVar*=3; continue; default:staticVar; continue; default:staticVar; continue; } printf("%d",staticVar); } Find the output Find the output #include <stdio.h> int main() { int main() { int main() { int x=65; const unsigned char c=(int)x;</stdio.h></stdio.h>	1. 0 2. 1 3. 2 4. Error  Error  2. 65 3. A	1	
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1: staticVar++; break; case 2: staticVar+=2; case 4: staticVar+=2; case 4: staticVary=0; j=-1; continue; default:staticVar; continue; } printf("%d",staticVar); } Find the output Find the output #include <stdio.h> int main() { int x=65; const unsigned char c=(int)x; printf("%c\n",c);</stdio.h></stdio.h>	1. 0 2. 1 3. 2 4. Error  1. Error  2. 65 3. A 4.	1	
1278	return 0; } Find the output #include <stdio.h> void main(){ static int staticVar; int j; for(j=0;j&lt;=5;j+=2) switch(j){ case 1: staticVar++; break; case 2: staticVar+=2; case 4: staticVar*=2; case 4: staticVar*=2; case 4: staticVar*=3; continue; default:staticVar; continue; default:staticVar; continue; } printf("%d",staticVar); } Find the output Find the output #include <stdio.h> int main() { int main() { int main() { int x=65; const unsigned char c=(int)x;</stdio.h></stdio.h>	1. 0 2. 1 3. 2 4. Error  1. Error  2. 65 3. A 4.	1	

1200	T. 10 ( )			
1280	Find the output: #include <stdio.h></stdio.h>	1. Error		
	int main()	2.		
	{	101,		
	int a=100; printf("%d\n"+1,a);	Value is = 103 3.	3	
	printf("Value is = %d"+3,a);	d		
	return 0;	ue is = 100		
	}	4. 100		
		100		
1281	What will be the output?	1.		
	#include <stdio.h> int main()</stdio.h>	Declaration Error 2.		
	Int main()	value of ok = 1000		
	extern int ok;	3.	2	
	printf("value of ok = %d",ok); return 0;	value of $ok = 0$		
	}	Linking Error		
	extern int ok=1000;			
1282	Find the output: #include <stdio.h></stdio.h>	1.		
	int main()	23 2.		
	{	Error		
	int a=23;	3.	1	
	;;;printf("%d",a);	;23; 4.		
	;	;23		
	return 0;			
1283	#include <stdio.h></stdio.h>	1.		
1200		Error		
	int main()	2.		
	{   int x=2.3;	2.3,2 3.		
	const char c1=(float)x;	2.3000000,2		
	const char c2=(int)x;	4.	2	
	printf("%d,%d\n",c1,c2);	2,2		
	return 0;			
1284	#include <stdio.h></stdio.h>	1.		
	int main()	24, 24		
	{ int intVar=24;	2. 24, 0		
	static int x=intVar;	3.	3	
	printf("%d,%d",intVar,x);	Error: Illegal Initialization	3	
	return 0;	4. Run time error		
	J	Run unic circi		
	Find the output of this program, (program name is: static_ec.c)			
1285	#include <stdio.h> void main()</stdio.h>	1. 2 nd		
	{	2.		
	short day=2;	22 nd		
	switch(day) {	3. Error		
	case 2:    case 22:	4.		
	printf("%d nd",day); break;	2 nd 22 nd	3	
	default:	22 Hd		
	printf("%d th",day);			
	break;			
	}			
	Find the output			
1286	#include <stdio.h></stdio.h>	1.		
	int main() {	1, 0.8, 0.75 2.		
	float a,b;	0, 0.7, 0.75		
	a=3.0f; b=4.0f;	3.	3	
	b=4.0t; printf("%.0f,%.1f,%.2f",a/b,a/b,a/b);	0, 0.8, 0.75 4.	3	
	return 0;	Error: Invalid format Specifier		
	}			
	Find the output.			
1287	#include <stdio.h></stdio.h>	1.		
	void main()	One 2.		
	{   int a=2;	Z. Two		
1				
	switch(a/2*1.5)	3.	1 1	
	switch(a/2*1.5) {	Other		- 1
	switch(a/2*1.5) { { case 1:	Other 4.		
	switch(a/2*1.5) { case 1: printf("One"); break;	Other		
	switch(a/2*1.5) {	Other 4.	4	
	switch(a/2*1.5) {	Other 4.	4	
	switch(a/2*1.5) { case 1: printf("One"); break; case 2: printf("Two"); break; default:	Other 4.	4	
	switch(a/2*1.5) {	Other 4.	4	
	switch(a/2*1.5) { case 1: printf("One"); break; case 2: printf("Two"); break; default:	Other 4.	4	
	switch(a/2*1.5) {	Other 4.	4	
	switch(a/2*1.5) {	Other 4.	4	

int main()   1.234   2   2   1.234000   3   3   1.234000   3   1.234000   3   1.234000   3   1.234000   3   1.234000   4   4   4   4   4   4   4   4   4					
Trace   Trac	1288				
Death of 1.234		{	2.		
President of the compart		float b=1.234;	3.	3	
Proceedings   Process			4.		
1399   REMONTED FOR PUTTY   Value = 1-25 2-2   Va		Budlath and a	Elloi		
Standard - contain-brown   Value in = 100   Value in =	1289		1. Value is =1250 2.		
		#include <stdio.h></stdio.h>	Value is =80		
Series   S		{	Value is =125	2	
200		x=a+b*a+10/2*a;			
Internation		<pre>printf("value is =%d",x); }</pre>			
	1290				
Fortified Section   Sect		{	2.		
			3.		
che		{ if(i*i > 30)	4.		
Print the output			Error	,	
Print(I'Help' 7):   Test the contpot				1	
Find the output					
Find the output		}			
1292		return v; }			
1292		Find the output			
	1291	#include <stdio.h></stdio.h>			
If (101 = a)		{	2.		
che (fi(10-m)   print("10");   che   che		if(10L == a)	3.		
Print the output		else if(10==a)	4.	,	
print(""");   return 0;   Find the output.			Error		
Find the output.		printf("0");			
1292		}			
int main()					
i=4; white(a i )	1292	int main()			
white(a  )		{ int a [5]={0x00,0x01,0x02,0x03,0x04},i; i=4;			
printf("%.02d ", "a+i);		while(a[i])	3.		
Find the output		printf("%02d ",*a+i);	4.	3	
Find the output		}	01 02 03 04		
1293		return v; }			
int main()		Find the output			
int main() {     int a=10;     int b=2;     int c:         c=(a & b);     printf("c= %cd",c);     return 0; } Find the output.  #include <stdio.h> #define MOBILE 0x01 #define LAPPY 0x02 int main() {     usigned char item=0x00;     item  =MOBILE;     item  =MAPPY;     printf("I have purchased:");     if(item &amp; MOBILE)     printf("I have purchased:");     if(item &amp; LAPPY);     printf("I have purchased:");     if(item &amp; LAPPY);     printf("I have purchased:");     if(item &amp; LAPPY);     printf("Lappy"); }</stdio.h>	1293	#include <stdio.h></stdio.h>			
int a=10; int b=2; int c;  c=(a & b); printf("c=%d",c);  return 0; } Find the output.  #define MOBILE 0x01 #define LAPPY 0x02 int main() { unsigned char item=0x00; item  =MOBILE; item  =LAPPY; printf("I have purchased:"); if(item & MOBILE) printf("Mobile, "); } if(item & LAPPY)( printf("Lappy"); }		int main()	2.		
int c;			3.		
c=(a & b);     printf("c= %d",c);  return 0; } Find the output.  1294  #include <stdio.h>  #define MOBILE 0x01  #define LAPPY 0x02  int main() {     unsigned char item=0x00;  item  =MOBILE;     item  =LAPPY;     printf("I have purchased:");     if(item &amp; MOBILE);     irit("Mobile, ");     }     if(item &amp; LAPPY){         printf("Lappy");     }  if(item &amp; LAPPY){         printf("Lappy");     } }</stdio.h>			4.	3	
printf("c= %d",c);   return 0;   Find the output.		c=(a & b);	c = 0	Ĭ	
Find the output.		printf("c= %d",c);			
1.	1	return 0;			
#define MOBILE 0x01 #define LAPPY 0x02  int main() { unsigned char item=0x00;  item  =MOBILE; item  =LAPPY;  printf("I have purchased:"); if(item & MOBILE){ printf("Mobile, "); } if(item & LAPPY){ printf("Lappy"); }  I have purchased:Mobile, Lappy  1 have purchased:Mobile, 4. I have purchased:Lappy  2  2  2  2  4  1 have purchased:Lappy  2  2  2  2  2  4  4  4  4  5  6  7  8  8  8  9  8  9  9  9  9  9  9  9  9	1		l	1	
#define LAPPY 0x02  int main() { unsigned char item=0x00;  item  =MOBILE; item  =LAPPY;  printf("I have purchased:"); if(item & MOBILE){ printf("Mobile, "); } if(item & LAPPY){ printf("Lappy"); }	125				
int main() { unsigned char item=0x00;  item  =MOBILE; item  =LAPPY;  printf("I have purchased:"); if(item & MOBILE){ printf("Mobile, "); } if(item & LAPPY){ printf("Lappy"); }	1294	#include <stdio.h></stdio.h>	I have purchased:		
{     unsigned char item=0x00;      item  =MOBILE;     item  =LAPPY;      printf("I have purchased:");     if(item & MOBILE){         printf("Mobile, ");     }     if(item & LAPPY){         printf("Lappy");     }	1294	#include <stdio.h> #define MOBILE 0x01</stdio.h>	I have purchased: 2.		
item  =MOBILE; item  =LAPPY;  printf("I have purchased:"); if(item & MOBILE){  printf("Mobile, ");  } if(item & LAPPY){  printf("Lappy");  }	1294	#include <stdio.h> #define MOBILE 0x01 #define LAPPY 0x02</stdio.h>	I have purchased: 2. I have purchased:Mobile, Lappy 3.		
item  = LAPPY;  printf("I have purchased:"); if(item & MOBILE){ printf("Mobile, "); } if(item & LAPPY){ printf("Lappy"); }	1294	#include <stdio.h>  #define MOBILE 0x01  #define LAPPY 0x02  int main()  {</stdio.h>	I have purchased: 2. I have purchased:Mobile, Lappy 3. I have purchased:Mobile, 4.		
printf("I have purchased:"); if(item & MOBILE){     printf("Mobile, "); } if(item & LAPPY){     printf("Lappy"); }	1294	#include <stdio.h>  #define MOBILE 0x01  #define LAPPY 0x02  int main() { unsigned char item=0x00;</stdio.h>	I have purchased: 2. I have purchased:Mobile, Lappy 3. I have purchased:Mobile, 4.		
if(item & MOBILE){     printf("Mobile, ");     }     if(item & LAPPY){     printf("Lappy");     }	1294	#include <stdio.h>  #define MOBILE 0x01 #define LAPPY 0x02  int main() {  unsigned char item=0x00;  item  =MOBILE;</stdio.h>	I have purchased:  2. I have purchased:Mobile, Lappy 3. I have purchased:Mobile, 4. I have purchased:Lappy	2	
if(item & LAPPY){ printf("Lappy"); }	1294	#include <stdio.h>  #define MOBILE 0x01 #define LAPPY 0x02 int main() {     unsigned char item=0x00; item  =MOBILE;     item  =LAPPY;     printf("I have purchased:");</stdio.h>	I have purchased:  2. I have purchased:Mobile, Lappy 3. I have purchased:Mobile, 4. I have purchased:Lappy	2	
printf("Lappy"); }	1294	#include <stdio.h>  #define MOBILE 0x01 #define LAPPY 0x02  int main() {     unsigned char item=0x00;     item  =MOBILE;     item  =LAPPY;  printf("I have purchased:");     if(item &amp; MOBILE){</stdio.h>	I have purchased:  2. I have purchased:Mobile, Lappy 3. I have purchased:Mobile, 4. I have purchased:Lappy	2	
return 1;	1294	#include <stdio.h>  #define MOBILE 0x01 #define LAPPY 0x02 int main() {     unsigned char item=0x00;     item  =MOBILE;     item  =LAPPY;     printf("I have purchased:");     if(item &amp; MOBILE){         printf("Mobile,");     }</stdio.h>	I have purchased:  2. I have purchased:Mobile, Lappy 3. I have purchased:Mobile, 4. I have purchased:Lappy	2	
return 1;  }	1294	#include <stdio.h>  #define MOBILE 0x01 #define LAPPY 0x02  int main() {     unsigned char item=0x00;  item  =MOBILE;     item  =LAPPY;  printf("I have purchased:");     if(item &amp; MOBILE){     printf("Mobile, ");     } }</stdio.h>	I have purchased:  2. I have purchased:Mobile, Lappy 3. I have purchased:Mobile, 4. I have purchased:Lappy	2	
	1294	#include <stdio.h>  #define MOBILE 0x01 #define LAPPY 0x02 int main() {     unsigned char item=0x00;     item  =MOBILE;     item  =LAPPY;     printf("I have purchased:");     if(item &amp; MOBILE){         printf("Mobile, ");     }     if(item &amp; LAPPY){         printf("Lappy");     }</stdio.h>	I have purchased:  2. I have purchased:Mobile, Lappy 3. I have purchased:Mobile, 4. I have purchased:Lappy	2	

46.		L		
1295	#include <stdio.h></stdio.h>	1. 13		
	int main()	2.		
	{ char flag=0x0f;	d 3.		
		22	1	
	flag &= ~0x02; printf("%d",flag);	4.		
	return 0;			
	Predict the Output.			
	#include <stdio.h> int main()</stdio.h>	1. Hello		
	{	2.		
	int a=10; if(a==10)	HelloOK 3.		
	{	OK		
	printf("Hello"); break;	4. Error		
	printf("Ok");		4	
	} else			
	{			
	printf("Hii"); }			
	return 0;			
	} Find the output.			
1297	Find the output:	1.		
	#include <stdio.h> void main()</stdio.h>	B 2.		
	{	A	3	
	const char var='A'; ++var;	3. ERROR		
	printf("%c",var);	4.		
1298	} #include <stdio.h></stdio.h>	1.		
	int main()	No output		
	{ int pn=100;	2. Hiiiii		
	if(pn>20)	3.		
	<pre>if(pn&lt;20) printf("Heyyyyy");</pre>	Heyyyyy 4.	2	
	else	HeyyyyHiiiii		
	printf("Hiiiii"); return 0;			
	}			
	Find the output.			
1299	#include <stdio.h></stdio.h>	I.		
	int main() {	Condition is True 2.		
	if( (-100 && 100)  (20 && -20) ) printf("%s","Condition is true.");	Condition is False 3.		
	else	No output	1	
	printf("%s","Condition is false."); return 0;	4. Error		
	}	Envi		
	Find the output			
	#include <stdio.h></stdio.h>	1.		
	#define TRUE 1	1 2.		
	int main() {	Error		
	if(TRUE) printf("1");	3. 2		
	printf("2");	4.	2	
	else printf("3");	12		
	printf("4");			
	return 0;			
	Find the output			
	Find the output. #include <stdio.h></stdio.h>	1.		
"	void main(){	Value of intVar=23, x=21		
	int intVar=20,x; x=++intVar,intVar++,++intVar;	2. Value of intVar=23, x=23		
	printf("Value of intVar=%d",intVar,x);	3.	1	
	j	Value of intVar=21, x=21 4.ERROR		
100-	Find the output			
	FIND THE OUTPUT: #include <stdio.h></stdio.h>	1. 44		
	void main()	2.		
	{     int x=10;	45 3.	2	
	x + = (x + +) + (+ + x) + x;	46		
	printf("%d",x); }	4. 47		
1303	#include <stdio.h></stdio.h>	1.		
		34	1	
	void main(){ unsigned char c=290;	2.		
	void main(){ unsigned char c=290; printf("%d",c);	2. 290	1	
	unsigned char c=290;	2.	1	
	unsigned char c=290;	2. 290 3.	1	

1304	#include <stdio.h> void main(){</stdio.h>	1. 2		
	int a=0;	2.		
	a=5  2 1;	1	2	
	printf("%d",a);	3.	ı~	
	}	4		
	Find the output.	8		
1305	#include <stdio.h></stdio.h>	1.		
	int main()	value of var = 250 includehelp.com		
	int var=250;	2.		
	printf("value of var = %d\n",var);	value of var = 250		
	200+50; "includehelp.com";	includehelp 3.	2	
	printf("%s\n","includehelp");	Error		
	return 0;	4.		
	}	value of var = 250 Garbage		
	Find the output	Gaibage		
1306	#include <stdio.h></stdio.h>	1.		
	int main()	ERROR		
	int var;	2. value of var= -10		
	var=10;	value of var= 10		
	printf("value of var= %d\n",var);	3.	3	
	var=++10; printf("value of var= %d\n",var);	value of var= 10 value of var= 10		
	return 0;	4.		
	}	value of var= 10		
	Find the output	value of var= 11		
1307	#include <stdio.h></stdio.h>	1.		
	int main()	0 0 1 2 1		
	{	2.		
	$\begin{array}{l} \text{int } i{=}-1, j{=}{-}1, k{=}0, l{=}2, m; \\ m{=}i{+}+\&\&j{+}{+}\&\&k{+}{+}  l{+}{+}; \end{array}$	0 0 1 3 2		
	printf("%d %d %d %d %d",i,j,k,l,m);	0 0 1 3 1	3	
	return 0;	4.		
	}	0 1 1 3 1		
	Find the output			
1308	#include <stdio.h></stdio.h>	1.		
	int main(){	x=100		
	int x; x=100,30,50;	x=100 2.		
	$rintf("x=%d\n",x);$	x=100		
	x=(100,30,50);	x=50	2	
	<pre>printf("x=%d\n",x); return 0;</pre>	3. x=50	- I	
	}	x=50		
	Find the output	4.		
		x=50 x=100		
1309	#include <stdio.h></stdio.h>	1.		
100)	#define TRUE 1	Hello		
	int main()	2. ERROR		
	{ switch(TRUE)	3.		
	{	No output	3	
	printf("Hello");	4.		
	}	Garbage		
	Find the output			
1310	#include <stdio.h></stdio.h>	1.		
	void main()	One 2.		
	{ short a=2;	Two		
	switch(a)	3.		
	{	Else		
	case II:	14		
	case 1L: printf("One\n");	4. Error		
	printf("One\n"); break;		2	
	printf("One\n"); break; case 21:		2	
	<pre>printf("One\n"); break; case 2L: printf("Two\n");</pre>		2	
	printf("One\n"); break; case 2L: printf("Two\n"); break; default:		2	
	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n");</pre>		2	
	printf("One\n"); break; case 2L: printf("Two\n"); break; default:		2	
	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } }</pre>		2	
	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output</pre>	Епог	2	
1311	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } Find the output #include <stdio.h></stdio.h></pre>	1.	2	
1311	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output #include <stdio.h> int main(){</stdio.h></pre>	Епог	2	
1311	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output #include <stdio.h> int main(){ float a; (int)a= 10;</stdio.h></pre>	1. value of a=10 2. value of a=10.000000		
1311	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output #include <stdio.h> int main(){ float a; (int)a= 10; printf("value of a=%d",a);</stdio.h></pre>	1. value of a=10 2. value of a=10.000000 3.	2	
1311	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output #include <stdio.h> int main(){ float a; (int)a= 10;</stdio.h></pre>	1. value of a=10 2. value of a=10.000000		
1311	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output #include <stdio.h> int main(){ float a; (int)a= 10; printf("value of a=%d",a);</stdio.h></pre>	1. value of a=10 2. value of a=10.000000 3. value of a=0		
1312	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output #include <stdio.h> int main(){ float a; (int)a=10; printf("value of a=%d",a); return 0; } Find the output</stdio.h></pre>	I. value of a=10 2. value of a=10.000000 3. value of a=0 4. L-Value required 1.		
1312	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output #include <stdio.h> int main(){ float a; (int)a= 10; printf("value of a=%d",a); return 0; } Find the output #include <stdio.h> int main(){ float a; (int)a= 10; printf("value of a=%d",a); return 0; } Find the output #include <stdio.h> int main(){</stdio.h></stdio.h></stdio.h></pre>	I. value of a=10 2. value of a=10.000000 3. value of a=0 4. L-Value required 1.		
1312	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output #include <stdio.h> int main(){ float a; (int)a=10; printf("value of a=%d",a); return 0; } Find the output</stdio.h></pre>	1. value of a=10 2. value of a=10.000000 3. value of a=0 4. L-Value required		
1312	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output #include <stdio.h> int main(){ float a; (int)a= 10; printf("value of a=%d",a); return 0; } Find the output #include <stdio.h> int main(){ float a; (int)a= 10; printf("value of a=%d",a); return 0; } Find the output #include <stdio.h> int main(){ char val=250; int ans; ans= val+ !val + ~val + ++val;</stdio.h></stdio.h></stdio.h></pre>	1. value of a=10 2. value of a=10.000000 3. value of a=0 4. L-Value required 15 26 3.		
1312	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output #include <stdio.h> int main(){ float a; (int)a= 10; printf("value of a=%d",a); return 0; } Find the output #include <stdio.h> int main(){ float a; (int)a= 10; printf("value of a=%d",a); return 0; } Find the output #include <stdio.h> int main(){ char val=250; int ans; ans= val+!val+~val+++val; printf("%d",ans);</stdio.h></stdio.h></stdio.h></pre>	I. value of a=10 2. value of a=10.000000 3. value of a=0 4. L-Value required 15 26 3. 0	4	
1312	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output #include <stdio.h> int main(){ float a; (int)a= 10; printf("value of a=%d",a); return 0; } Find the output #include <stdio.h> int main(){ float a; (int)a= 10; printf("value of a=%d",a); return 0; } Find the output #include <stdio.h> int main(){ char val=250; int ans; ans= val+ !val + ~val + ++val;</stdio.h></stdio.h></stdio.h></pre>	1. value of a=10 2. value of a=10.000000 3. value of a=0 4. L-Value required 15 26 3.	4	
1312	<pre>printf("One\n"); break; case 2L: printf("Two\n"); break; default: printf("Else\n"); break; } } Find the output #include <stdio.h> int main(){ float a; (int)a= 10; printf("value of a=%d",a); return 0; } Find the output #include <stdio.h> int main(){ float a; (int)a= 10; printf("value of a=%d",a); return 0; } Find the output #include <stdio.h> int main(){ char val=250; int ans; ans= val+!val+~val+++val; printf("%d",ans);</stdio.h></stdio.h></stdio.h></pre>	1. value of a=10 2. value of a=10.000000 3. value of a=0 4. L-Value required 15 26 3. 0 4.	4	

1.50   Winter the emerged					
	1313	#include <stdio.h></stdio.h>	1,2		
		{	3,2	1	
114		a=a==b==0;	0,0		
Vote of main()   AADD   AADD   AADD		}	2,3		
	1314		AABB1		
The content of the company   Content of the		{ int x;			
priority "="		x=(printf("AA")  printf("BB"));	1-		
Act		printf("\n");		4	
Paid the suspired					
Pland the nutry tar		}	AA1		
### ### ### ### ### ### ### ### ### ##	1217				
	1315	#include <stdio.h></stdio.h>	x= 60		
		{	x= 70	4	
			x=0		
ERROR: Law on on modify war.		}			
Volume (and in the print (" var is = %id", +tyar+);	1316	#include <stdio.h></stdio.h>			
Characteristic   Char			2.	2	
Second			3.	2	
1317   months estdinh   months   mont		}	4.		
	1317		1.		
vari = 2; vari + 2; vari + 3; vari		{	2.		
Printff(""a" - %c, %ed", var,var);   4		var+=2;	3.	1	
Find the output			4.		
1318		}	var : D, 68		
int ab.e;	1318		1.		
a=\$\(\frac{\text{a}}{\text{c}}\)   \(\text{Pol10}\); \\ \(\text{c}'' \)   \(\text{c}'' \)   \(\text{Addition is = 24} \\ \text{a ddition is = 6 arbage} \\ \text{4} \\ \text{Eiror} \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\			Addition is = 20 2.		
printf("in Addition is = Surbage   4		a=0x10; b=010;		2	
Find the output.		<pre>printf("\nAddition is= %d",c);</pre>	Addition is = Garbage	2	
1.		}			
caum numbers	1210				
zero, one, two, three, four=3, five, six, seven=0, eight	1319		0, 1, 2, 3, 3, 4, 5, 0, 1		
void main()			0, 1, 2,3,3,1,2,3,4		
cight);   What will be the output.				1	
What will be the output.			4.   0, 1, 2, 3, 3, 4, 5, 0, 9		
1320   The number of tokens in the following C statement is   1.   3   2.		eight); }			
printf("i = %d, &i = %x", i, &i);   3	L	What will be the output.		L	
3	1320	The number of tokens in the following C statement is	1. 3		
3		printf("i = %d, &i = %x", i, &i);	2. 10		
4,   21			3.		
			4.		
{     int ok=-100;     -100;     -100;     printf("%d",ok);     return 0; }  Find the output.  1322 #include <stdio.h>     int main(){     float a=125.50;     int b=125.50;     int b=125.50;     char c='A';      printf("%d,%d,%d\n",sizeof(a),sizeof(b),sizeof(125.50));     printf("%d,%d,%d\n",sizeof(c),sizeof(65));     return 0; }  4  4  4  4  4  4  4  4  4  4  4  4</stdio.h>	1321		1.		
-100; printf("%d",ok); 100  return 0; 4.  Find the output.  1322 #include <stdio.h> int main(){     float a=125.50; 1, 4     int b=125.50; 2.     char c='A'; 4, 4, 8  printf("%d,%d,%d\n",sizeof(a),sizeof(b),sizeof(125.50)); 3.     printf("%d,%d,%d\n",sizeof(c),sizeof(65)); 1, 1     return 0; 1, 1 }</stdio.h>		{	2.		
printf("%d(%ok); return 0; }  Find the output.  1322 #include <stdio.h> int main(){     float a=125.50;     int b=125.50;     char c='A';      printf("%d,%d,%d\n",sizeof(a),sizeof(b),sizeof(125.50));     printf("%d,%d,%d\n",sizeof(c),sizeof(65));     return 0;  }  4  4  4  4  4  4  4  4  4  4  4  4</stdio.h>		-100;	3.	2	
Find the output.    1322   #include <stdio.h>   1.     4, 4, 4                            </stdio.h>			4.		
#include <stdio.h>   1.     4, 4, 4                            </stdio.h>		}	Error		
int main(){     float a=125.50;     int b=125.50;     char c='A';      printf("%d,%d,%d\n",sizeof(a),sizeof(125.50));     printf("%d,%d\n",sizeof(c),sizeof(65));     int b=125.50;     int b=12	1322	#include <stdio.h></stdio.h>	1.		
int b=125.50; char c='A';  printf("%d,%d,%d\n",sizeof(a),sizeof(b),sizeof(125.50)); printf("%d,%d\n",sizeof(c),sizeof(65));  return 0;  4 4 4 4 4 4 4 4 4 8		int main(){	4, 4, 4 1, 4		
printf("%d,%d,%d\n",sizeof(a),sizeof(125.50)); printf("%d,%d\n",sizeof(c),sizeof(65)); 1, 1 return 0; 1, 1 4 return 0; 4, 4, 4 4, 4, 8		int b=125.50;	2. 4, 4, 8		
printf("%d,%d\n",sizeof(c),sizeof(65)); 4, 4, 4 return 0; 1, 1 } 4.4.4 4.4.4			1, 1 3.	4	
4. 4, 4, 8		printf("%d,%d\n",sizeof(c),sizeof(65));	4, 4, 4		
		}	4.		
		What will be the output on a 32 bit compiler.			

1222		1	1	
1323	states that it is Optimal Replacement algorithm	Replace the page that will not be used for a longest period of time		
		2. Replace the page that will not be used for a shortest period of time	1	
		3. Replace the page that will be used for a longest period of time	1	
		4. Replace the page that will be used for a shortest period of time		
1324	In which mode FTP, the client initiates both the control and data connections.	1.		
		active mode 2		
		passive mode 3.	2	
		active mode and passive mode 4.		
1225	Which of the following energial combal is allowed in a contable name?	none of the mentioned  1. (underscore)		
1323	Which of the following special symbol is allowed in a variable name?	2 (hyphen)	1	
		3.   (pipeline) 4. * (asterisk)		
	Consider an undirected graph G with 100 nodes. The maximum number of edges to be included is	1.2451 2.4950 3.9900 4.4851	4	
_	The minimum number of arithmetic operations required to evaluate the polynomial P(X) =	1.6 2.9 3.8 4.7	4	
1328	X^5 + 4X^3 + 6^X + 5 for a given value of X using only one temporary variable is.  The stage delays in a 4-stage pipeline are 800, 500, 400 and 300 picoseconds. The first stage	1.		
	(with delay 800 picoseconds) is replaced with a functionally equivalent design involving two stages with respective delays 600 and 350 picoseconds. The throughput increase of the	33 2.		
	pipeline is percent.	34	1	
		3. 35		
		4. 32		
1329	Adding 1001 and 0010 gives	1. 1011		
		2.		
		2. 1111	1	
		3.		
		0 4.		
1330	A wireless network interface controller can work in	1010		
1330	A WILCIESS HELWOLK INTELLECT CONTROLLS CAIL WOLK III	infrastructure mode		
		ad-hoc mode	3	
		3. both infrastructure and ad-hoc mode	5	
		4. none		
1331	Multiple object can be sent over a TCP connection between client and server in	1.		
		persistent HTTP 2.		
		nonpersistent HTTP 3.	1	
		both persistent HTTP and nonpersistent HTTP 4.		
1222	What are the three Analysis models that depict software?	p-persistent HTTP		
1332	what are the three Analysis models that depict software:	architecture, interface, component		
		2. cost, risk, schedule	1	
		3. Information, function, behavior		
		4. NONE		
1333	Software prototyping helps to	1.		
		generate code 2.		
		provide thorough testing 3.	2	
		explore possible software solutions 4.		
1334	What is the most common approach for the development of application system now?	collect initial software requirements  1.		
1334	approach ion the development of approach system flow:	Incremental development		
		2. Agile	1	
		3. Waterfall		
		4. None of the options		
1335	The design process related to data structures and their representation is	1. Architectural design		
		2.		
		Interface design 3.	4	
		Component design 4.		
1336	The segment number S is legal if	Database design 1.		
1330	and segment number is is regain	S < STBR		
		2. S > STBR	3	
		3. S < STLR		
		4. S>STLR		
		O. DIEK	I	

1327	Which of the following is example of in-place algorithm?	1.		
1337	which of the following is example of in-prace algorithm:	Bubble Sort		
		2. Merge Sort	3	
		3. Insertion Sort		
1338	Which one of the following is not correct?	1.		
1556	which one of the following is not confect.	application layer protocols are used by both source and destination devices during a communication session		
		application layer protocols implemented on the source and destination host must match	3	
		3. both the options		
1339	In 8086 microprocessor the following has the highest priority among all type interrupts	4. 1.TYPE 255 2.DIV 0 3.NMI 4.OVER FLOW	3	
1340	Assume that a mergesort algorithm in the worst case takes 30 seconds for an input of size	1.256 2.2048 3.1024 4.512	4	
	64. Which of the following most closely approximates the maximum input size of a problem that can be solved in 6 minutes?		4	
1341	A primary key, if combined with a foreign key creates	1.Many to many relationships between the tables that connect them 2.Network model between the tables connect them 3.one to many relationship between the tables that connect them 4.Parent child relationship between the tables that connect them	4	
1342	In wireless network an extended service set is a set of	1. connected basic service sets		
		2.		
		all stations 3.	1	
		all access points 4.		
1343	In binary heap, whenever the root is removed then the	all nodes  1.To make sure that it is still complete binary tree 2.It is the easiest possible way 3.		
	rightmost element of last level is replaced by the root. Why?	Because left and right subtree might be missing 4.maximum value is contained by the root node	1	
1344	Which of the following algorithm is Minimum Spanning Tree in graph	1.Dijiktra's algorithm 2.AVL Tree algorithm 3.Kruskal's algorithm 4.Merge algorithm	3	
1345	If X->Y and X->Z then	1. Y->Z		
		2.		
		Z->Y 3.	3	
		X->YZ 4.		
1346	If x> y then y> x. This statement is	Doesn't hold  1.		
10.10	and the state of t	True 2.		
		False	3	
		3. Can't Say		
		4. Doesn't hold		
	Given the functional dependencies, $\{AB - CDE \text{ and } A - E\}$ , for relation schema $R = (A, B, C, D, E)$ we can infer the following:	1. A is a key for R		
		2. BE is a key for R	2	
		3. AB is a key for R	3	
		4. B is a key for R		
	What kind of schema it is?	1.Relaional		
	Student(sid, sname, dob, address, pincode)	2.Logical Schema		
		3.Conceptual Schema 4.External View	1	
1349	Which one of the following is currently the most popular data model?		4	
	Which one of the following is currently the most popular data model?  Updating a database means	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file	4 2	
1350		4.External View  1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database		
1350	Updating a database means	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database 1. Half the baud rate. 2.		
1350	Updating a database means	4.External View  1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database		
1350	Updating a database means	4.External View  1.Network Model  2.Object Model 3.Notation Model  4.Relational Model  1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database  1.  Half the baud rate.  2.  Twice the baud rate.	2	
1350 1351	Updating a database means  In Ethernet when Manchester encoding is used, the bit rate is:	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database 1. Half the baud rate. 2. Twice the baud rate. 3. Same as the baud rate. 4. Grows exponentially	2	
1350 1351	Updating a database means  In Ethernet when Manchester encoding is used, the bit rate is:  In interactive environments such as time-sharing systems, the primary requirement is to provide reasonably good response time and in general, to share system resources	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database 1. Half the baud rate. 2. Twice the baud rate. 3. Same as the baud rate. 4. Grows exponentially 1. Shortest Remaining Time Next (SRTN) Scheduling	2	
1350 1351	Updating a database means  In Ethernet when Manchester encoding is used, the bit rate is:  In interactive environments such as time-sharing systems, the primary requirement is to	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database 1. Half the baud rate. 2. Twice the baud rate. 3. Same as the baud rate. 4. Grows exponentially 1. Shortest Remaining Time Next (SRTN) Scheduling 2. Priorities Based Preemptive Scheduling	2	
1350 1351	Updating a database means  In Ethernet when Manchester encoding is used, the bit rate is:  In interactive environments such as time-sharing systems, the primary requirement is to provide reasonably good response time and in general, to share system resources	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database 1. Half the baud rate. 2. Twice the baud rate. 3. Same as the baud rate. 4. Grows exponentially 1. Shortest Remaining Time Next (SRTN) Scheduling 2. Priorities Based Preemptive Scheduling 3. Round Robin Scheduling	1	
1350 1351	Updating a database means  In Ethernet when Manchester encoding is used, the bit rate is:  In interactive environments such as time-sharing systems, the primary requirement is to provide reasonably good response time and in general, to share system resources	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database 1. Half the baud rate. 2. Twice the baud rate. 3. Same as the baud rate. 4. Grows exponentially 1. Shortest Remaining Time Next (SRTN) Scheduling 2. Priorities Based Preemptive Scheduling 3.	1	
1350 1351 1352	Updating a database means  In Ethernet when Manchester encoding is used, the bit rate is:  In interactive environments such as time-sharing systems, the primary requirement is to provide reasonably good response time and in general, to share system resources equitably. In such situations, the scheduling algorithm that is most popularly applied is  A computer has a 256 KByte, 4-way set associative, write back data cache with block size of 32 Bytes. The processor sends 32 bit addresses to the cache controller. Each cache tag	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database 1. Half the baud rate. 2. Twice the baud rate. 3. Same as the baud rate. 4. Grows exponentially 1. Shortest Remaining Time Next (SRTN) Scheduling 2. Priorities Based Preemptive Scheduling 3. Round Robin Scheduling 4.	1	
1350 1351 1352	Updating a database means  In Ethernet when Manchester encoding is used, the bit rate is:  In interactive environments such as time-sharing systems, the primary requirement is to provide reasonably good response time and in general, to share system resources equitably. In such situations, the scheduling algorithm that is most popularly applied is  A computer has a 256 KByte, 4-way set associative, write back data cache with block size	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database 1. Half the baud rate. 2. Twice the baud rate. 3. Same as the baud rate. 4. Grows exponentially 1. Shortest Remaining Time Next (SRTN) Scheduling 2. Priorities Based Preemptive Scheduling 3. Round Robin Scheduling 4. First Come First Serve 1. 11	3	
1350 1351 1352	Updating a database means  In Ethernet when Manchester encoding is used, the bit rate is:  In interactive environments such as time-sharing systems, the primary requirement is to provide reasonably good response time and in general, to share system resources equitably. In such situations, the scheduling algorithm that is most popularly applied is  A computer has a 256 KByte, 4-way set associative, write back data cache with block size of 32 Bytes. The processor sends 32 bit addresses to the cache controller. Each cache tag directory entry contains, in addition to address tag, 2 valid bits, 1 modified bit and 1	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database 1. Half the baud rate. 2. Twice the baud rate. 3. Same as the baud rate. 4. Grows exponentially 1. Shortest Remaining Time Next (SRTN) Scheduling 2. Priorities Based Preemptive Scheduling 3. Round Robin Scheduling 4. First Come First Serve 1. 11 2. 11 3.	1	
1350 1351 1352	Updating a database means  In Ethernet when Manchester encoding is used, the bit rate is:  In interactive environments such as time-sharing systems, the primary requirement is to provide reasonably good response time and in general, to share system resources equitably. In such situations, the scheduling algorithm that is most popularly applied is  A computer has a 256 KByte, 4-way set associative, write back data cache with block size of 32 Bytes. The processor sends 32 bit addresses to the cache controller. Each cache tag directory entry contains, in addition to address tag, 2 valid bits, 1 modified bit and 1	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database 1. Half the baud rate. 2. Twice the baud rate. 3. Same as the baud rate. 4. Grows exponentially 1. Shortest Remaining Time Next (SRTN) Scheduling 2. Priorities Based Preemptive Scheduling 3. Round Robin Scheduling 4. First Come First Serve 1. 11 2. 14 3. 27 4.	3	
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1350 1351 1352 1353	Updating a database means  In Ethernet when Manchester encoding is used, the bit rate is:  In interactive environments such as time-sharing systems, the primary requirement is to provide reasonably good response time and in general, to share system resources equitably. In such situations, the scheduling algorithm that is most popularly applied is  A computer has a 256 KByte, 4-way set associative, write back data cache with block size of 32 Bytes. The processor sends 32 bit addresses to the cache controller. Each cache tag directory entry contains, in addition to address tag, 2 valid bits, 1 modified bit and 1	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database 1. Half the baud rate. 2. Twice the baud rate. 3. Same as the baud rate. 4. Grows exponentially 1. Shortest Remaining Time Next (SRTN) Scheduling 2. Priorities Based Preemptive Scheduling 3. Round Robin Scheduling 4. First Come First Serve 1. 11 2. 14 3. 27 4.	3	
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1350 1351 1352 1353	Updating a database means  In Ethernet when Manchester encoding is used, the bit rate is:  In interactive environments such as time-sharing systems, the primary requirement is to provide reasonably good response time and in general, to share system resources equitably. In such situations, the scheduling algorithm that is most popularly applied is  A computer has a 256 KByte, 4-way set associative, write back data cache with block size of 32 Bytes. The processor sends 32 bit addresses to the cache controller. Each cache tag directory entry contains, in addition to address tag, 2 valid bits, 1 modified bit and 1 replacement bit. The size of the cache tag directory is	4.External View 1.Network Model 2.Object Model 3.Notation Model 4.Relational Model 1.deleting database 2.modifying or adding record occurrences 3.revising the file structure 4.reorganizing the database 1. Half the baud rate. 2. Twice the baud rate. 3. Same as the baud rate. 4. Grows exponentially 1. Shortest Remaining Time Next (SRTN) Scheduling 2. Priorities Based Preemptive Scheduling 3. Round Robin Scheduling 4. First Come First Serve 1. 11 2. 14 3. 2. 4. 16 1. Web Servers 2.	3 3	

		[ .		
1355	What is the purpose of \$_SESSION[]?	Used to register a global variable		
		2. Used to initialize a session		
		3.	3	
		Used to store variables of the current session 4.		
1356	What is the correct way to connect to a MySQL database?	Used to initialize a cookie  1.mysqli db(host,username,password,dbname);		
1550	what is the correct way to connect to a MySQL database.	1.mysqi_ub(nost,username,password,ubname),		
		2.mysqli_connect(host,username,password,dbname);		
			2	
		3.mysqli_open(host,username,password,dbname);		
		4. mysqli_connect(,,)		
	What does parseFloat(9+10) evaluates to in JavaScript?	1.19 2.910 3.9109 4.91	1	
1358	What will happen if the first argument of open() is omitted?	1.Error Page 2.Remains in the same page 3.about:blank 4.Open the first page in the history	3	
1359	Which of the following can't be done with client-side JavaScript?	1. Validating a form 2. Sending a form's contents by email 3. Storing the form's	3	
1360	In javascript, RegExp Object Method test() is used to search a string and returns	contents to a database file on the server 4.Testing the form  1.true or false 2.found value 3.index 4.Matched or not matched		
	<u> </u>		1	
1361	Let G be the CFG, l be the number of left most derivations, r be the number of right most derivations and P be the number of parse trees. Assume l, r and P are computed for a	1.  =P=r		
	particular string. For a given CFG 'G' and given string 'w', what is the relation between l , P , r ?	2.  <=P>=r		
	1,1.	3.	1	
		>=P<=r 4.		
1362	A value that has no defined value is expressed in PHP with the following keyword:	1<=P<=r 1.undef 2.null 3.Cant Define 4.There is no such concept in PHP	2	
	The Document object is which part of the object?	1.Tree 2.System 3.Window 4.Screen	3	
1364	#include <stdio.h> void main()</stdio.h>	1. Hello		
	{	2.		
	int a=10; switch(a){	OK 3.		
	case 5+5: printf("Hello\n");	Hello OK	3	
	default:	4.		
	<pre>printf("OK\n"); }</pre>	Error		
	} Find the output			
1365	#include <iostream.h></iostream.h>	1.		
	using namespace std; int main()	20 2.		
	{ int x=20;	10 3.		
	if(!(!x)&&x) cout< <x;< th=""><th>1 4.</th><th></th><th></th></x;<>	1 4.		
	else	0		
	{ x=10;		1	
	cout< <x; return 0;</x; 			
	} <th></th> <th></th> <th></th>			
	√A,			
	}			
1366	The recognizing capabilities of NDFSM and DFSM	1.		
		may be different 2.		
		must be different 3.	3	
		must be same 4.		
		none of the mentioned		
1367	Pre-emptive scheduling is the strategy of temporarily suspending a running process	1. before the CPU time slice expires		
		2.		
		to allow starving processes to run	1	
		3. when it requests IO		
		4. None of mentioned		
1368	1. Software Specification is the process where	1.		
		you decide what software you will use to program 2.		
		you develop a prototype and show it to the client 3.	3	
		You find out what services are required from the system 4.		
		4. none		
1369	1. What is an advantage of incremental delivery?	everything is coded at once, so the customer receives the full product		
		2.		
		replacement systems are easily developed with full features that clients expected from the old system	3	
		Customers can use prototypes and gain experience that informs their requirements	3	
		for later systems		
		4. none of the mentioned		
1370	Manager salary details are hidden from the employee. This is	Conceptual level data hiding 2.Physical level data hiding 3.External level data hiding 4.None of mentioned	1	
		manig 7.140HC 01 HICHHOHCU		

1371	SELECT last_name, SYSDATE-hire_date FROM employees;	1		
13/1	SELECT fast_name, STSDATE-mre_date r ROM employees;	Displays number of days an employee has worked in the company.		
		Displays number of months an employee has worked in the company.	1	
		3. Error	-	
		4. None of the mentioned		
1372	The number of states in DFA is the number of states in NFA for the same	1.		
	Language.	Greater then		
		2. equal to 3.	3	
		less then		
		4. greater then or equal to		
1373	The access method used for magnetic tape is	1.		
		Direct 2.		
		Random 3.	3	
		Sequential 4.		
1274	The Learner de table consistency of the large terms	None of these		
13/4	The language that the computer can understand and execute is called	1. Machine language		
		2. Application software	1	
		3. System program		
		4. None of these		
1375	Syntax for creating a RegExp object: (i). var txt=new RegExp(pattern,modifiers); (ii). var	1.(i) only 2.(ii) only 3.Both (i) and (ii) 4.None of these	3	
1376	txt=/pattern/modifiers; Which of the above mentioned syntax is correct?  A tree sturctured file directory system	1.		
	• • • • • • • • • • • • • • • • • • • •	allows easy storage and retrieval of file names 2.		
		is not essential when we have millions of files	1	
		is a much debated unnecessary feature		
		4. none of these		
1377	Information retrieval is faster from	1. Floppy disk		
		2.		
		Magnetic tape 3.	3	
		Hard disk 4.		
1250	A Winchester disk is a	CD I.		
137/8		Disk stack		
13/8	William D a	2. Removable disk	1	
13/8	Control Control of the Control of th	2. Removable disk 3. Flexible disk	1	
13/8	The state of the s	2. Removable disk 3.	1	
	Computers use addressing mode techniques for	2. Removable disk 3. Flexible disk 4. None of these 1.	1	
		2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control	1	
		2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction	1 4	
		2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction		
		2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3.		
1379		2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1.		
1379	Computers use addressing mode techniques for	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2.		
1379	Computers use addressing mode techniques for	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference		
1379	Computers use addressing mode techniques for	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3.	4	
1379	Computers use addressing mode techniques for	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule	4	
1379	Computers use addressing mode techniques for  The idea of cache memory is based	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4. all of these	4	
1379	Computers use addressing mode techniques for	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4.	4	
1379	Computers use addressing mode techniques for  The idea of cache memory is based	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4. all of these 1.	4	
1379	Computers use addressing mode techniques for  The idea of cache memory is based	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4. all of these 1. Counters which indicate how long ago their associated pages have been referenced. 2. Registers which keep track of when the program was last accessed 3.	4	
1379	Computers use addressing mode techniques for  The idea of cache memory is based	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4. all of these 1. Counters which indicate how long ago their associated pages have been referenced. 2. Registers which keep track of when the program was last accessed 3. Counters to keep track of last accessed instruction 4.	4	
1379	Computers use addressing mode techniques for  The idea of cache memory is based	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4. all of these 1. Counters which indicate how long ago their associated pages have been referenced. 2. Registers which keep track of when the program was last accessed 3. Counters to keep track of last accessed instruction 4. Counters to keep track of the latest data structures referred 1.	4	
1379	Computers use addressing mode techniques for  The idea of cache memory is based  *Aging registers' are	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4. all of these 1. Counters which indicate how long ago their associated pages have been referenced. 2. Registers which keep track of when the program was last accessed 3. Counters to keep track of last accessed instruction 4. Counters to keep track of the latest data structures referred 1. RAM 2.	4	
1379	Computers use addressing mode techniques for  The idea of cache memory is based  *Aging registers' are	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule  3. on the fact that references generally tend to cluster 4. all of these 1. Counters which indicate how long ago their associated pages have been referenced. 2. Registers which keep track of when the program was last accessed 3. Counters to keep track of last accessed instruction 4. Counters to keep track of the latest data structures referred 1. RAM 2. Cache Memory 3.	4	
1379	Computers use addressing mode techniques for  The idea of cache memory is based  *Aging registers' are	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4. all of these 1. Counters which indicate how long ago their associated pages have been referenced. 2. Registers which keep track of when the program was last accessed 3. Counters to keep track of last accessed instruction 4. Counters to keep track of the latest data structures referred 1. RAM 2. Cache Memory	1	
1379 1380 1381	Computers use addressing mode techniques for  The idea of cache memory is based  'Aging registers' are  Virtual memory is the portion of	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4. all of these 1. Counters which indicate how long ago their associated pages have been referenced. 2. Registers which keep track of when the program was last accessed 3. Counters to keep track of last accessed instruction 4. Counters to keep track of the latest data structures referred 1. RAM 2. Cache Memory 3. Hard Disc	1	
1379 1380 1381	Computers use addressing mode techniques for  The idea of cache memory is based  *Aging registers' are	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4. all of these 1. Counters which indicate how long ago their associated pages have been referenced. 2. Registers which keep track of when the program was last accessed 3. Counters to keep track of last accessed instruction 4. Counters to keep track of the latest data structures referred 1. RAM 2. Cache Memory 3. Hard Disc 4. None of these 1. Loutene with a small amount of isobutene,	1	
1379 1380 1381	Computers use addressing mode techniques for  The idea of cache memory is based  'Aging registers' are  Virtual memory is the portion of	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4. all of these 1. Counters which indicate how long ago their associated pages have been referenced. 2. Registers which keep track of when the program was last accessed 3. Counters to keep track of last accessed instruction 4. Counters to keep track of the latest data structures referred 1. RAM 2. Cache Memory 3. Hard Dise 4. None of these 1.	1 1 3	
1379 1380 1381	Computers use addressing mode techniques for  The idea of cache memory is based  'Aging registers' are  Virtual memory is the portion of	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4. all of these 1. Counters which indicate how long ago their associated pages have been referenced. 2. Registers which keep track of when the program was last accessed 3. Counters to keep track of last accessed instruction 4. Counters to keep track of the latest data structures referred 1. RAM 2. Cache Memory 3. Hard Disc 4. None of these 1. 1-butene with a small amount of isobutene, 2. isobutene with a small amount of 2-methylbutadiene (isoprene) 3.	1	
1379 1380 1381	Computers use addressing mode techniques for  The idea of cache memory is based  'Aging registers' are  Virtual memory is the portion of	2. Removable disk 3. Flexible disk 4. None of these 1. giving programming versatility to the user by providing facilities as pointers to memory counters for loop control 2. to reduce no. of bits in the field of instruction 3. specifying rules for modifying or interpreting address field of the instruction 4. All of these 1. on the property of locality of reference 2. on the heuristic 90-10 rule 3. on the fact that references generally tend to cluster 4. all of these 1. Counters which indicate how long ago their associated pages have been referenced. 2. Registers which keep track of when the program was last accessed 3. Counters to keep track of last accessed instruction 4. Counters to keep track of the latest data structures referred 1. RAM 2. Cache Memory 3. Hard Disc 4. None of these 1. I-butene with a small amount of isobutene, 2.	1 1 3	

				_
1384	What is Vinegar ?	1. dilute solution of acetic acid		
		2. double distilled alcohol		
		3.	1	X
		food grade phosphoric acid 4.		
1385	Raw materials for the production of urea are –	5% saline solution		
1000	The state of the production of the time	carbon dioxide and sodium chloride,		
		carbon dioxide and ammonia,	2	
		3. ammonia and carbon disulfide	_	
		4. Sodium chloride, ammonia and carbon disulfide		
1386	The minimum temperature to which the water can be cooled in a cooling tower is the	1.ambient 2.dry bulb 3.dew point 4.wet bulb	3	
1387	temperature of air.  In which type of impeller used in liquid agitation, the flow is coaxial?	1.	5	
1507	in which type of imperior used in riquid agreedon, the now is toasial.	Turbine		
		2. Propeller		v
		3. Paddle		, A
		4. SMX		
1388	Volumetric composition of flue gas analysed with the Orsat apparatus is : CO2 = 12%, O2	1.pure oxygen has been used for combustion. 2.nitrogen percentage in the fuel is very	3	
1389	= 8%, CO = nil, N2 = 80%. This flue gas composition indicates that  At the stagnation point,	high. 3.excess air has been used for combustion. 4.hydrogen is not present in the fuel.	3	-
1507	sanganuan poning	pressure is zero		
		2. velocity is zero	2	
		3. both pressure and velocity is zero	-	
		4.		
1390	The pressure within the soap bubble is	neither pressure non velocity is zero  1.		
	·	Less than the external pressure		
		greater than the external pressure	2	
		Equal to the external pressure		
		4. Equal to the vapour pressure at the prevailing temperature		
1391	Power number is proportional to the ratio of	1.		
		drag force acting on a unit area of impeller to the inertial stress 2.		
		gravity force acting on a unit area of impeller to the inertial stress  3.	1	
		the inertial stress to the gravitational force per unit area acting on the fluid		
		Inertial force to viscous force		
1392	For liquid water in equilibrium with a mixture of water vapour and nitrogen, the number of degrees of freedom is	1.0 2.1 3.2 4.3	3	
1393	The critical coefficient (RTc/PcVc) for all gases obeying VanderWaals equation of state is	1.		
	equal to	3/8 2.		
		8/3 3.	2	x
		5/2		
		4. 2/5		
_	Spherical shape of mercury droplets is due to its	1.high viscosity. 2.low surface tension. 3.high density. 4.high surface tension.	2	
1395	Which of the following is the most suitable material of construction for the condenser tubes, where the cooling medium is brine (salty water)?	1.Aluminium 2.Copper 3.Titanium 4.Stainless steel	3	
1396	An equimolar mixture of benzene and toluene is contained in a piston/cylinder	1.		
	arrangement at a temperature T. What is the maximum pressure below which the mixture exists as a vapour phase alone? At the given T, the vapour pressure of benzene and toluene	451.2 mm Hg 2.		
	are 765 and 320 mm Hg respectively. Assume Raoult's law is valid.	456.2 mm Hg		x
		466.2 mm Hg		
		4. 481.2 mm Hg		
1397	At a given temperature the volume of a gas dissolved in a solventwith	1.Increases 2.Decreases 3.Remains unchanged 4.Uncertain	3	
1398	increase in pressure  If vapour pressure at two temperatures of a solid phase in equilibrium with its liquid	1.Maxwells's equation 2.Clayperon-Claussius equation 3.Vander Waals equation 4.	2	
	phase are known, then latent heat of fusion can be calculated by	Nernst Heat Theorem	2	
1399 1400	When water is heated from 2 oC to 4 oC, it What is the mole fraction of methane, x1, dissolved in a light oil at 200K and 25 bar?	1.Expands 2.Contracts 3.Density remains the same 4.Volume remains the same 1.0.0655 2.0.0755 3.0.0855 4.0.0955		X
1100	Henry's law is valid for the liquid phase and gas may be assumed to be an ideal solution.  Data: At this condition Henry's law constant for methane in oil is 250 bar, fugacity coefficient of pure methane gas is 0.90 at y = 0.95 mole fraction of methane in gas phase.	1.0.000 2.0.010 3.0.000		x
1401	A mixture of A and B conforms closely to Raoults law. The pure component vapour pressures at ToC are given by	1. 89.6% A		
		2. 82.6% A		
	If the bubble point of a certain mixture of A and B is 80oC at a total pressure of 90kPa, find the composition of the first vapour.	3.		x
		82.6% A 4.		
4.7-		92.5% A		1
1402	At a given temperature k1; k2 and k3 are the equilibrium constants for the following reaction respectively	1. k3=k1*k2		
	TI 1112 112 112	2. k3=(k1*k2)0.5		x
	Then k1; k2; and k3 are related as	3. k3=(k1*k2)2		
		4. k3=sqrt (k1*k2)		
		No squaki (K1 K2)		

1403	Match the followings and select correct answer from the codes given below the lists	1.		
		A - 3; B - 1; C- 2; D - 4 2.		
		A - 2; B - 3; C- 4; D - 1 3.		x
		A - 4; B - 1; C-2; D - 3 4		
1404	A methanol-water vapor liquid system is at equilibrium at 60°C and 60 kPa. The mole	A - 1; B - 2; C- 4; D - 3 1.		
1404	fraction of methanol in liquid is 0.5 and in vapor is 0.8. Vapor pressure of methanol and	0.3		
	water at 60°C are 85 kPa and 20 kPa respectively. Assuming vapor phase to be an ideal gas mixture, what is the activity coefficient of water in the liquid phase ?	1.6	2	
		4. 7.5		
1405	Mass velocity is independent of temperature & pressure, when the flow is	1.unsteady through unchanged cross-section. 2.steady through changing cross-section. 3.steady and the cross-section is unchanged 4.unsteady and the cross-section	3	
1406	A mercury (specific gravity = 13.6) manometer connected across an orificemeter fitted in a	is changed. 1.17 2.42 3.18 4.1.8		
1400	A mercury (specine gravity = 15.6) inanometer connected across an orinteemeter inted in a pipe shows a manometer reading of 2 cms. If the manometer liquid is changed to carbon tetrachloride (specific gravity = 1.6), then for the same flow rate of water the new manometer reading will be cms	1.1/ 2.42 3.10 4.1.0	1	
1407	Viscosity of water at 40°C lies in the range of	1.1 x 10-3 to 2 x 10-3 kg/m.s 2.0.5 x 10-3 to 1 x 10-3 kg/m.s 3.1 to 2 kg/m.s 4.0.5 to	2	
1408	1. A centrifugal pump has the following specifications: Power = 4 H.P.; Speed = 800 rpm	1 kg/m.s 1.500 2.200 3.1000 4.750		
	Head = 8 metres Flow = 1000 litres/minutes. If its speed is halved, the new discharge will be litres/minute.		1	
1409	If two capillary tubes of dia 0.5 mm and 1 mm are dipped in a pot containing mercury, then the rise of mercury is	1.same in both the tubes. 2.greater in 1 mm dia tube. 3.greater in 0.5 mm dia tube. 4. zero in both the tubes.	3	
1410	Pressure drop (Δp) for a fluid flowing in turbulent flow through a pipe is a function of	1.		
	velocity (V) as	V1.8 2.		
		V-0.2 3.		X
		V2.7 4.		
1411	A pressure of 10 m head of water is equivalent to kN/m2.	V2.0 1.		
		98 2.		
		147 3.	1	
		196		
		4. 49		
1412	Identify the group in which all the polymers mentioned can be used to make fibers	Butadiene copolymers, Polyamides, Urea aldehydes		
		2. Cellulose derivatives, Polyisoprene, Polyethylene		
		3. Cellulose derivatives, Polyamides, Polyurethanes	2	
		4. Polypropylenes, Polyvinyl-chloride, Silicones		
1413	Drag co-efficient CD, in Stoke's law range is given by	1.		
		2.		
		3.		X
		4.		
1414	The phenomenon occuring during pumping of a liquid solution containing dissolved gases, which may come out of the solution giving rise to gas pockets, is termed as	1. evaporation		
	sime may come out of the souther giving the to gas poeters, is termed as	2. cavitation		
		3. sublimation	2	
		4.		
1415	The softness or hardness of a grinding wheel depends upon the type & amount of bonding	stripping 1.		
	material used. For general purpose cutter grinding grinding wheel is normally used.	hard 2.		
		soft 3.	4	
		silicon carbide		
1416	Earlis on arounds of collected system of	aluminium oxide		
1410	Fog is an example of colloidal system of	solid dispersed in gas.		
		2. solid dispersed in liquid.	3	
		3. liquid dispersed in gas.		
		4. gas dispersed in liquid.		
1417	Evaporative cooling process employs a combination of cooling and humidification in which the	1.sensible heat is added. 2.sensible heat is removed and the latent heat is added. 3. latent heat is removed. 4.sensible heat is added and latent heat is removed.	2	
1418	For nearly isothermal operation involving large reaction time in a liquid-phase reaction, the most suitable reactor is a reactor.	1. stirred tank		
		2. tubular flow		
		3. batch	1	
		4. fixed bed		
1419	In a reversible chemical reaction having two reactants in equilibrium, if the concentration	1.		
	of the reactants are doubled, then the equilibrium constant will	remain the same 2.		
		become one fourth 3.	1	
		be halved 4.		
		also be. doubled		

1420	For the liquid phase zero order irreversible reaction A B, the conversion of A in a CSTR is	1.		
	found to be 0.3 at a space velocity of 0.1min-1. What will be the conversion for a PFR with a space velocity of 0.2 min-1? Assume that all the other operating conditions are the same	0.15		
	for CSTR and PFR.	0.30	3	
		0.60 4.		
1421	In Langmuir treatment of adsorption,	0.90 1.		
		whole surface of the catalyst does not have the same activity for adsorption and there is attraction between the adsorbed molecule.		
		whole surface of the catalyst is essentially uniform and the adsorbed molecule has no effect on the rate of adsorption per site.	2	
		3. all the adsorption does not take place by the same mechanism.		
		4. extent of adsorption is more than one complete monomolecular layer on the surface.		
1422	A particle A of diameter 10 microns settles in an oil of specific gravity 0.9 and viscosity 10 poise under Stoke's law. A particle B with diameter 20 microns settling in the same oil will	1. same as that of A.		
	have a settling velocity	2. one fourth as that of A.		
		3. twice as that of A	2	
		4. four times as that of A.		
1423	A centrifugal pump is used to pump water through a horizontal distance of 150 m, and then raised to an overhead tank 10 m above. The pipe is smooth with an LD of 50 mm.	1. 10 m		
	What head (m of water) must the pump generate at its exit (E) to deliver water at a flow rate of 0.001 m3/s? The Fanning friction factor, f is 0.0062.	10 m 2. 11 m		
	Tate of 0.001 m.5/3. The Familing freeton factor, F15 0.0002.	3. 20 m	2	
		4. 22 m		
1424	Which of the following is a detergent ?	1. Benzene hexachloride		
		Benzene nexacinoride 2. Cellulose nitrate		
		Certainse intrate 3. Polyvinyl chloride	2	Х
		Polyvnyl enloride 4. Alkyl benzene sulfonate		
1425	Foot valves are provided in the suction line of a centrifugal pump to	1.		
		avoid priming, every time we start the pump. 2.		
		remove the contaminant present in the liquid. 3.	1	
		minimise the fluctuation in discharge. 4. control the liquid discharge.		
1426	Presence ofin a dry gaseous fuel does not contribute to its calorific value.	1.		
		sulphur		
		2.	2	
		oxygen 3.  hydrogen		
		Nydrogen 4. carbon		
1427	It takes 6 hours to dry a wet solid from 50% moisture content to the critical moisture	1.		
	content of 15%. How much longer it will take to dry the solid to 10% moisture content, under the same drying conditions? (The equilibrium moisture content of the solid is 5%).	15 min 2.		
		51 min 3. 71 min	3	
		71 mm 4. 94 min		
1428	In extractive distillation, solvent is	1.		
		added to alter the relative volatility of the mixture.  2.		
		of high volatility. 3. present in overhead stream.	1	
		present in overnead stream. 4. of high viscosity to give high tray efficiency.		
1429	Which of the following is the most commonly used leaching solvent in vegetable oil	1.		
	industry ?	Phenol 2. have an experience of the control of the		
		hexane 3. Furfurol	2	
		Furturoi 4. Liquid SO2		
1430	Mechanism of moisture removal in case of freeze drying of food stuff is by	1.		
		evaporation 2. debudetion		
		dehydration 3. departion	4	
		adsorption 4.		
1431	Pulverised coal passing through 200 mesh screen has a diameter of 0.074 mm (74 micron).	sublimation 1.		
	The same passing through 50 mesh screen will have a dia of mm.	0.007		
		0.03 3.		x
		50 4. 0.014		

1432	Three material A, B and C of equal thick-nes and of thermal conductivity of 20, 40 & 60 kcal/hr. m. °C respectively are joined together. The temperature outside of A and C are	1. 70		
	30°C and 100°C respectively. The interface between B and C will be at a temperature of °C.	2. 90		
		3. 60	1	
		4.		
1433	The equation, (NSt x N2/3Pr) = f/2, is the analogy.	50		
		Colburn 2.		
		Reynolds 3.	1	
		Prandtl 4.		
		Reynolds Transport		
1434	In a co-current double pipe heat exchanger used for condensing saturated steam over the inner tube, if the entrance and exit conditions of the coolant are interchanged, then the	1. increase		
	rate of condensation will	2. decrease	2	
		3. remain unchanged	3	
		4. either increase or decrease; depends on the coolant flow rate		
1435	The thermal boundary layer at NPr > 1	1.		
		is thicker than hydrodynamic boundary layer. 2.		
		is thinner than hydrodynamic boundary layer.	2	
		and the hydrodynamic boundary layer are identical.		
		disappears.		
1436	The units of resistance to heat transfer is	1. J.m-2.K-1		
		2. J.m-1.K-1	4	
		3.  W.m-2.K-1	4	
		W-Im2K		
1437	The overall heat transfer co-efficient for a shell and tube heat exchanger for clean surfaces	1.		
	is $U0 = 400 \text{ W/m2.K}$ . The fouling factor after one year of operation is found to be hd0 = $2000 \text{ W/m2.K}$ . The overall heat transfer co-efficient at this time is	1200W/m2.K 2.		
		894 W/m2.K 3.	3	
		333 W/m2.K 4.		
		287 W/m2.K		
1438	In the Tayler standard screen series, the ratio of the actual mesh dimension of any screen to that of the next smaller screen is	1. 1		
		2. 1.41		
		3. 1.71		X
		4. 2		
1439	In a ball mill most of the reduction is done by	1.		
		slow compression 2.		
		cutting 3.	4	
		attrition 4.		
		impact		
1440	The percentage available chlorine in a good commercial sample of bleaching powder is	1. 15 to 17 %,		
		2. 35 to 37 %,		
		3. 53 to 56 %,	2	
		4. 69 to 71.5%		
1441	Which of the following is an important reinforcing agent for various elastomers ?	1.		
		sodium sulfate, 2.		
		barium carbonate 3.	4	x
		sodium sesquisilicate, 4.		
		carbon black		
1442	The membranes employed in the membrane-cell (for chlorine and caustic soda production) are basically	perfluorinated polymers with occasional sulfonate and/or carboxylate groups,		
		2. nylon 6, 6,		
		3. polyvinyl acetate,		
		4. high density polyethylene,		
1443	Which of the following is polysaccharide?	1.		
		Sucrose 2.		
		Starch 3.	2	
		Glucose 4.		
1444		Fructose		
1444	A chemostat has a liquid volume of 2 litres and is being fed at a rate of 4 litres per hour. Dilution rate for this reactor will be	1. 2 litres		
		2. 2 litres per hour	4	
		3. 2 h-1	-	
		4. 4 litres per hour		
		Titues per nour		

1445	What is its percentage humidity? Vapour pressure of water at 200C is 17.5 mm Hg.	1.		
		80.38		
		2.		
		80	3	x
		79.62		
		/9.02 /		
		78.51		
1446	An aqueous solution of 2.45% by weight H2SO4 has a specific gravity of 1.011. The	1.		
	composition expressed in normality is	0.2528		
		2.		
		0.2000	4	
		0.500		
		4.		
		0.5055		
1447	Cavitation will not occur if the sum of the velocity and pressure heads at the suction is	1.		
		much larger than the vapour pressure of the liquid		
		2.		
		zero		x
		much smaller than the vapour pressure of the liquid		
		4		
		equal to the vapour pressure of the liquid.		