

Sample Paper
COMPUTER SCIENCE (Theory)
SET - 4
Class-XII

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| 1(a) | Name the header file to which the following belong: i. pow() ii. random() | 1 |
| Ans. | i. math.h ii. stdlib.h | |
| (b) | Illustrate the use of inline function in C++ with the help of an example. | 2 |
| Ans. | <p>C++ inline function is powerful concept that is commonly used with classes. If a function is inline, the compiler places a copy of the code of that function at each point where the function is called at compile time.</p> <p>Example:</p> <pre>#include <iostream> inline int Max(int x, int y) { return (x > y)? x : y; } // Main function for the program int main() { cout << "Max (20,10): " << Max(20,10) << endl; cout << "Max (0,200): " << Max(0,200) << endl; cout << "Max (100,1010): " << Max(100,1010) << endl; return 0; }</pre> <p>output:</p> <p>Max (20,10): 20 Max (0,200): 200 Max (100,1010): 1010</p> | |
| (c) | Rewrite the following program after removing the syntactical error(s), if any. Underline each correction. | 2 |
| | <pre>#include <iostream.h> void main() { struct movie { char movie_name [20]; char movie_type; int ticket cost = 100; }MOVIE; gets(movie_name); gets(movie_type); }</pre> | |
| Ans. | <pre>#include<iostream.h> #include<stdio.h> void main() { struct movie { char movie_name[20]; char movie_type; int ticket_cost;</pre> | |

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| | <pre>//Initialization of variables inside a structure is not allowed. }MOVIE; gets(MOVIE.movie_name); cin>>MOVIE.movie_type; //A single character cannot be read using get }</pre> | |
| (d) | <p>Find the output of the following program:</p> <pre>#include<iostream.h> #include<string.h> class student { char *name; int l ; public: student() {l=0; name=new char l+1;} student (char *s) { l=strlen(s); name=new char[l+1]; strcpy (name,s); } void display() {cout<<name<<endl;} void manipulate(student & a, student & b) { l = a. l + b.l; delete name; name=new char[l+1]; strcpy(name, a.name); strcat(name, b.name); } }; void main() { char * temp = "Jack"; student name1 (temp), name2(" Jill"), name3("John"),S1,S2; S1.manipulate (name1, name2); S2.manipulate (S1, name3); S1.display (); S2.display (); }</pre> | 3 |
| Ans. | <p>output:</p> <p>Jack Jill</p> <p>Jack JillJohn</p> | |
| (e) | <p>Find the output of the following program:</p> <pre>#include<iostream.h> void main() { long Number = 7583241; int First=0, Second=0; do { int R=Number%10; if (R%2==0) First+=R; else Second+=R; Number /=10; } while (Number>0); cout<<First-Second;</pre> | 2 |

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| | } | |
| Ans. | output -2 | |
| (f) | What is a default constructor? How does it differ from destructor? | 2 |
| Ans. | <p>Default constructor: A constructor that accepts no parameter is called the default constructor. With a default constructor, objects are created just the same way as variables of other data types are created.</p> <pre> class X { int i; public: int j, k; ----- // Members Functions ----- }; </pre> <p>Eg: X ob1; Student s1;</p> <p>A default constructor also called as non-parameterized constructor will take no argument and initialize the object with the predefined values in that constructor whereas A destructor is used to destroy the objects that have been created by a constructor. A destructor destroys the values of the object being destroyed.</p> | |
| 2(a) | What is "this" pointer? Give an example to illustrate the use of it in C++. | 2 |
| Ans. | <p>A special pointer known as this pointer stores the address of the object that is currently invoking a member function. The this pointer is implicitly passed to the member functions of a class whenever they are invoked.</p> <p>Example</p> <pre> #include<iostream.h> #include<conio.h> class Rectangle { float area,len,bre; public: void input() { cout<<"\nEnter the length and breadth: "; cin>>this->len>>this->bre; } void calculate() { area=len*bre;//Here Implicit 'this' pointer will be worked. } void output() { cout<<"\nThe Area of the Rectangle: "<<this->area; } }; void main() { Rectangle R; clrscr(); R.input(); R.calculate(); R.output(); getch(); } </pre> | |

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| | } | |
| (b) | <p>Answer the questions (i) and (ii) after going through the following class:</p> <pre>class Exam { int year; public: Exam(int y) {year=y;} //Constructor 1 Exam(Exam & t); ///Constructor 2 };</pre> <p>i. Create an object, such that it invokes Constructor 1.</p> <p>ii. Write complete definition for Constructor 2.</p> | 2 |
| Ans. | <p>i. Exam A(10); //invoking constructor 1 by passing a number.</p> <p>ii. Exam (Exam &t) //This is a copy constructor.</p> <pre>{ year=t.year; }</pre> | |
| (c) | <p>Define a class named HOUSING in C++ with the following descriptions:</p> <p>Private members</p> <p>REG_NO integer(Ranges 10 — 1000)</p> <p>NAME Array of characters(String)</p> <p>TYPE Character</p> <p>COST Float</p> <p>Public Members</p> <ul style="list-style-type: none"> Function Read_Data() to read an object of HOUSING type Function Display() to display the details of an object Function Draw Nos() to choose and display the details of 2 houses selected randomly from an array of 10 objects of type HOUSING Use random function to generate the registration nos. to match with REGNO from the array. | 4 |
| Ans. | <pre>class HOUSING { int REG_NO; char NAME[31]; char TYPE; float COST; public: void Read_Data() { cout<<"\nEnter the House Registration Number: cin>>REG_NO; cout<<"\nEnter the House Name: "; gets(NAME); cout<<"\nEnter the House Type: "; cin>>TYPE; cout<<"\nEnter the House Cost: "; cin>>COST; } void Display() { cout<<"\nThe Registration Number of the House: "<<REG_NO; cout<<"\nThe name of the House: "<<NAME; cout<<"\nThe Type of the House: "<<TYPE;</pre> | |

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| | <pre> cout<<"\nThe Cost of the House: "<<COST; } void Draw_Nos(); }; void HOUSING::Draw_Nos() { //Dear Students, a test for you. Complete this member function. } </pre> | |
| (d) | <p>Answer the questions (i) to (iii) based on the following code:</p> <pre> class furniture { char Type; char Model[10]; public: furniture(); void Read_fur_details(); void Disp_fur_detailsO; }; class sofa : public furniture { int no_of_seats; float cost_of_sofa; public: void Read_sofa_details(); void Disp_sofa_details(); }; class office: private sofa { int no_of_pieces; char delivery_datel10l; public: void Read_office_details(); void Disp_office_details(); }; void main() { office MyFurniture; } </pre> <ul style="list-style-type: none"> • Mention the member names which are accessible by MyFurniture declared in main () function. • What is the size of MyFurniture in bytes? • Mention the names of functions accessible from the member function Read_office_details () of class office. | <p>1</p> <p>1</p> <p>2</p> |
| Ans. | <p>(i) Mention the member names which accessible by Myfurniture declared in main() function.</p> <p>Ans – Data Members: No data member can be called from Myfurnitureobject.</p> <p>Member Functions:</p> <pre> Furniture::Read_fur_details() Furniture::Disp_fur_details() Sofa::Read_sofa_details() Sofa::Disp_sofa_details() Office::Read_office_details() Office::Didp_office_details() </pre> | |

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| | <p>(ii) What is the size of Myfurniture in bytes? Ans –29 Bytes</p> <p>(iii) Mention the names of functions accessible from the member function read_office_details() of class office. Ans – Furniture::Read_fur_details() Furniture::Disp_fur_details() Sofa::Read_sofa_details() Sofa::Disp_sofa_details() Office::Disp_office_details()</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3(a) | <p>Write a function in C++ which accepts an integer array and its size as arguments/parameters and assign the elements into a two dimensional array of integers in the following format: If the array is 1, 2, 3,4,5,6 if the array is 1, 2, 3 The resultant 2 D array is given below The resultant 2 D array is given below</p> <div><div><p>If the array is 1, 2, 3, 4, 5, 6 The resultant 2 D array is given below</p><table><tr><td>1</td><td>2</td><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td>1</td><td>2</td><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td>1</td><td>2</td><td>3</td><td>0</td><td>0</td><td>0</td></tr><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>0</td><td>0</td></tr><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>0</td></tr><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>0</td></tr></table></div><div><p>If the array is 1, 2, 3 The resultant 2 D array is given below</p><table><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>2</td><td>0</td></tr><tr><td>1</td><td>2</td><td>3</td></tr></table></div></div> | 1 | 2 | 0 | 0 | 0 | 0 | 1 | 2 | 0 | 0 | 0 | 0 | 1 | 2 | 3 | 0 | 0 | 0 | 1 | 2 | 3 | 4 | 0 | 0 | 1 | 2 | 3 | 4 | 5 | 0 | 1 | 2 | 3 | 4 | 5 | 0 | 1 | 0 | 0 | 1 | 2 | 0 | 1 | 2 | 3 | 4 |
| 1 | 2 | 0 | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 0 | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 3 | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 3 | 4 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 3 | 4 | 5 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 3 | 4 | 5 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 2 | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Ans. | <pre>void Change2Darray(int x[],int size) { for(i=0;i<size;i++) { for(int j=0;j< size;j++) { if(i>=j) { y[i][j]=x[j]; } else { y[i][j]=0; } } } for(i=0;i< size;i++) { for(int j=0;j< size;j++) { cout<<y[i][j]<<" "; } cout<<endl; } }</pre> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| (b) | <p>An array MAT [20] [10] is stored in the memory along the row with each element occupying 4 bytes of memory. Find out the base address and the address of element MATE[10][5] if the location of MAT [3][7] is stored at the address 1000.</p> | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| Ans. | <p>For Row wise allocation Address of $A[I][J] = BA + W((I-LBR) \times N + (J-LBC))$ Where BA = Base Address W = Size of each element in bytes = 4 bytes (given) N = No. of columns in the 2D Array = 10 (given) Address of MAT[3][7] given is 1000. Therefore (Assumption 1: LBR = LBC = 0) $MAT[3][7] = 1000 = BA + 4(10(3-0) + (7-0))$ $= BA + 148$ $BA = 1000 - 148$ $= 852$ Therefore, Base Address = 852 Thus, Address of MAT[10][5] = $852 + 4(10(10-0) + (5-0))$ $= 852 + 420$ $= 1272$</p> | |
| (c) | <p>Introduction class stack</p> <pre> { int data [10]; int top; public: stack() { top=-1 } void push(); //to push an element into the stack void pop(); //to pop an element from the stack void Delete(int ITEM); //To delete all elements which are equal to ITEM }; </pre> <p>Complete the class with all function definitions. Use another stack to transfer data temporarily.</p> | 4 |
| Ans. | <pre> class stack { int data[10]; int top; public: stack() { top= -1; } void push(); void pop(); void delete (int item); void display(); }; void stack::push() { if (top == 9) { cout<<"Over flow"; return; } int x; cout<< "Enter data"; cin>>x; top++; data[top]=x; } void stack::pop() </pre> | |

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| | <pre> { if (top == -1) { cout<<"Under flow"; return; } int x; x= data[top]; top - -; cout<< x << removed; } void stack: : display () { for(int i=top; i>=0;i--) cout<< data[i]; } void stack:: delete (int item) { stack t; if (top== -1) { cout<< "Under flow"; return; } while(top>=0) { if (data [top]!=item) { t.top++; t.data[t.top]=data[top]; } top--; } while(t.top>=0) { top++; data[top]= t.data[t.top]; t.top--; } } </pre> | |
| (d) | Write a function in C++ to perform Insert operation in dynamically allocated Queue containing names of students. | 3 |
| Ans. | <pre> struct NODE { }; char Name[20]; NODE *Link; class QUEUE { NODE *R,*F; public: }; QUEUE(); void Insert(); void Delete(); </pre> | |

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| | <pre> void QUEUE::Insert() { NODE *Temp; Temp=new NODE; gets(Temp->Name); Temp->Link=NULL; if (Rear==NULL) { Rear=Temp; Front=Temp; } else { Rear->Link=Temp; Rear=Temp; } } </pre> | |
| (e) | Write the equivalent infix expression for 10,3, *, 7,1, *, 23, + | 2 |
| Ans. | 10*3*(7-1)+23 | |
| 4(a) | <pre> void main() { char ch='A'; fstream fileout(" data.dat", ios::app); fileout<<ch; int p fileout.tellg(); cout<<p; </pre> <p>What is the output if the file content before the execution of the program is the string ? "ABC" (Note that " are not part of the file)</p> | 1 |
| Ans. | 4 | |
| (b) | Write a function to count the number of blanks present in a text file named "PARA.TXT". | 2 |
| Ans. | <pre> void CountSpace() { fstream fin; fin.open("PARA.TXT", ios::in); //OR ifstream fin("PARA.TXT"); char ch ; int count = 0; while(!fin.eof()) { ch = fin.get(); if (ch == ' ') //(ch==32) OR (ch==255) count ++; } cout<<"Number of spaces = "<<count; //Ignore fin.close(); //Ignore } </pre> | |
| (c) | <p>Following is the structure of each record in a data file named "PRODUCT.DAT".</p> <pre> struct PRODUCT { char Product_Code[10]; char Product_Description[10]; </pre> | 3 |

| | <pre>int Stock; };</pre> <p>Write a function in C++ to update the file with a new value of Stock. The Stock and the Product Code, whose Stock to be updated, are read during the execution of the program.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------|--|-----------------|------------|----------|--|--|-------|----------|--------|------------|----------|-------|--------|-------|---|---|-------|-----------|-------|---|---|-------|--------|--------|---|---|-------|-------|--------|---|---|-------|--------|-----------|---|---|-------|--------|-------|---|---|-------|-------|------------|---|---|-------|--------|--------|---|---|--|
| Ans. | <pre>void modify() { fstream out; out.open("PRODUCT.DAT",ios::binary ios::in ios::out); PRODUCT P1; int flag=0,stock;char PCode[10]; gets(PCode); cin>>stock; while (out.read((char*)&P1, sizeof(P1)) if (strcmp(P1.Product_code,Pcode)==0) // strcmpi()may also be considered { flag=1; P1.Stock=stock; int Position=out.tellg()-sizeof(P1); out.seekp(Position); //OR out.seekp(-sizeof(P1),ios::cur); out.write((char*)&P1, sizeof(P1); } } if (flag==0) cout<<"Product Code does not match"; //OR if (!flag) cout<<"Product Code does not match"; out.close(); }</pre> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5(a) | What are DDL and DML? | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Ans. | <p>DDL means Data Definition Language. DDL provides statements for the creation and deletion of tables and indexes.</p> <p>DML Means Data Manipulation Language. The DML provides statements to enter, update, delete data and perform complex queries on these tables.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| (b) | Study the following tables FLIGHTS and FARES and write SQL commands for the questions (i) to (iv) and give outputs for SQL queries (v) to (vi). | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th colspan="5">TABLE : FLIGHTS</th></tr><tr><th>FL_NO</th><th>STARTING</th><th>ENDING</th><th>NO_FLIGHTS</th><th>NO_STOPS</th></tr><tr><td>IC301</td><td>MUMBAI</td><td>DELHI</td><td>8</td><td>0</td></tr><tr><td>IC799</td><td>BANGALORE</td><td>DELHI</td><td>2</td><td>1</td></tr><tr><td>MC101</td><td>INDORE</td><td>MUMBAI</td><td>3</td><td>0</td></tr><tr><td>IC302</td><td>DELHI</td><td>MUMBAI</td><td>8</td><td>0</td></tr><tr><td>AM812</td><td>KANPUR</td><td>BANGALORE</td><td>3</td><td>1</td></tr><tr><td>IC899</td><td>MUMBAI</td><td>KOCHI</td><td>1</td><td>4</td></tr><tr><td>AM501</td><td>DELHI</td><td>TRIVANDRUM</td><td>1</td><td>5</td></tr><tr><td>MU499</td><td>MUMBAI</td><td>MADRAS</td><td>3</td><td>3</td></tr></table> | TABLE : FLIGHTS | | | | | FL_NO | STARTING | ENDING | NO_FLIGHTS | NO_STOPS | IC301 | MUMBAI | DELHI | 8 | 0 | IC799 | BANGALORE | DELHI | 2 | 1 | MC101 | INDORE | MUMBAI | 3 | 0 | IC302 | DELHI | MUMBAI | 8 | 0 | AM812 | KANPUR | BANGALORE | 3 | 1 | IC899 | MUMBAI | KOCHI | 1 | 4 | AM501 | DELHI | TRIVANDRUM | 1 | 5 | MU499 | MUMBAI | MADRAS | 3 | 3 | |
| TABLE : FLIGHTS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| FL_NO | STARTING | ENDING | NO_FLIGHTS | NO_STOPS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| IC301 | MUMBAI | DELHI | 8 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| IC799 | BANGALORE | DELHI | 2 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MC101 | INDORE | MUMBAI | 3 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| IC302 | DELHI | MUMBAI | 8 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| AM812 | KANPUR | BANGALORE | 3 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| IC899 | MUMBAI | KOCHI | 1 | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| AM501 | DELHI | TRIVANDRUM | 1 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MU499 | MUMBAI | MADRAS | 3 | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| IC701 | DELHI | AHMEDABAD | 4 | 0 |
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TABLE : FARES

| FL_NO | AIRLINES | FARE | TAX% |
|-------|-----------------|-------|------|
| 1C701 | Indian Airlines | 6500 | 10 |
| MU499 | Sahara | 9400 | 5 |
| AM501 | Jet Airways | 13450 | 8 |
| IC899 | Indian Airlines | 8300 | 4 |
| 1C302 | Indian Airlines | 4300 | 10< |
| 1C799 | Indian Airlines | 10500 | 10 |
| MC101 | Deccan Airlines | 3500 | 4 |

- Display FL_NO and NO_FLIGHTS from “KANPUR” to “BANGALORE” from the table FLIGHTS.
- Arrange the contents of the table FLIGHTS in the ascending order of FL_NO.
- Display the FLNO and fare to be paid for the flights from DELHI to MUMBAI using the tables FLIGHTS and FARES, where the fare to be paid = FARE +FARE*TAX%/100.
- Display the minimum fare “Indian Airlines” is offering from the table FARES.
- SELECT FL_NO, NO_FLIGHTS, AIRLINES from FLIGHTS, FARES where STARTING=“DELHI” and FLIGHTS.FL_NO=FARES.FL_NO.
- SELECT count (distinct ENDING) from FLIGHTS.

Ans. (i) Display FL_NO and NO_FLIGHTS from “KANPUR” TO “BANGALORE” from the table FLIGHTS.

Ans: Select FL_NO, NO_FLIGHTS from FLIGHTS where
Starting=“KANPUR” AND ENDING=“BANGALORE”

(ii) Arrange the contents of the table FLIGHTS in the ascending order of FL_NO.

Ans: SELECT * FROM FLIGHTS ORDER BY FL_NO;

(iii) Display the FL_NO and fare to be paid for the flights from DELHI to MUMBAI using the tables FLIGHTS and FARES, where the fare to be paid = FARE+FARE*TAX%/100.

Ans: SELECT FLIGHTS.FL_NO, FARE+FARE*TAX/100
FROM FLIGHTS, FARES WHERE FLIGHTS.STARTING=‘DELHI’ AND
FLIGHTS.ENDING=‘MUMBAI’ AND FLIGHTS.FL_NO=FARES.FL_NO;
***Assuming TAX% as TAX**

(iv) Display the minimum fare “Indian Airlines” is offering from the tables FARES.

Ans: SELECT MIN(FARE) FROM FARES WHERE AIRLINES=‘INDIAN AIRLINES’;

**v)Select FL_NO,NO_FLIGHTS,AIRLINES from FLIGHTS, FARES
Where STARTING = “DELHI” AND FLIGHTS.FL_NO = FARES.FL_NO**

Ans:

| FL_NO | NO_FLIGHTS | AIRLINES |
|-------|------------|-----------------|
| IC302 | 8 | Indian Airlines |
| AM501 | 1 | Jet Airways |

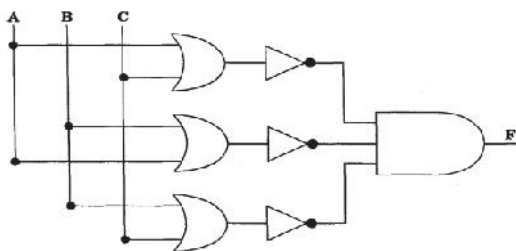
Ans: 7

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| X | Y | Z | Y+Z | X+Y | X+(Y+Z) | (X+Y)+Z |
|---|---|---|-----|-----|---------|---------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 | 1 | 1 | 1 |
| 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 | 1 | 1 | 1 |
| 1 | 0 | 1 | 1 | 1 | 1 | 1 |
| 1 | 1 | 0 | 1 | 1 | 1 | 1 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |

| X | Y | Z | YZ | X.Y | X.(YZ) | (X.Y).Z |
|---|---|---|----|-----|--------|---------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 | 0 |
| 0 | 1 | 1 | 1 | 0 | 0 | 0 |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 | 0 | 1 | 0 | 0 | 0 | 0 |
| 1 | 1 | 0 | 0 | 1 | 0 | 0 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |

2



2

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| | | | | | | | | | | | | | | | | | | |
|------------------|---|------------------|------|------------------|------|------------------|------|------------------|------|------------------|------|------------------|------|---|---|----|----|--|
| (d) | Reduce the following Boolean expression using K-Map: $F(P, Q, R, S) = \pi (0,3,5,6,7, 11, 12, 15)$ | 3 | | | | | | | | | | | | | | | | |
| Ans. | <div><div><div>Single II</div><div>Pair II</div></div><div><div>RS</div><div>PQ</div><div>R+S</div><div>R+S'</div><div>R'+S'</div><div>R'+S</div><div>Quad I</div><div>Pair I</div><div>Single I</div></div><table><tr><td>0</td><td>1</td><td>3</td><td>2</td></tr><tr><td>4</td><td>5</td><td>7</td><td>6</td></tr><tr><td>12</td><td>13</td><td>15</td><td>14</td></tr><tr><td>8</td><td>9</td><td>11</td><td>16</td></tr></table><div>$F(P,Q,R,S)=(P+Q+R+S).(P'+Q'+R+S).(P+Q'+R').(P+Q'+S').(R'+S')$</div></div> | 0 | 1 | 3 | 2 | 4 | 5 | 7 | 6 | 12 | 13 | 15 | 14 | 8 | 9 | 11 | 16 | |
| 0 | 1 | 3 | 2 | | | | | | | | | | | | | | | |
| 4 | 5 | 7 | 6 | | | | | | | | | | | | | | | |
| 12 | 13 | 15 | 14 | | | | | | | | | | | | | | | |
| 8 | 9 | 11 | 16 | | | | | | | | | | | | | | | |
| 7(a) | Name two transmission media for networking. | 2 | | | | | | | | | | | | | | | | |
| Ans. | <div><div><div>✓</div><div>Optical Fiber</div></div><div><div>✓</div><div>Ethernet Cable or twisted pair cable or UTP or STP</div></div><div><div>✓</div><div>Co-axial Cable</div></div><div><div>✓</div><div>Infrared</div></div><div><div>✓</div><div>Radio Link OR Radiowave</div></div><div><div>✓</div><div>Microwave link OR Microwave</div></div><div><div>✓</div><div>Satellite Link</div></div></div> | | | | | | | | | | | | | | | | | |
| (b) | Expand the following terms: i. XML ii. GSM iii. SMS iv. MAN | 2 | | | | | | | | | | | | | | | | |
| Ans. | <div><div><div>✓</div><div>XML –Extensible Markup Language</div></div><div><div>✓</div><div>GSM –Global System for Mobile communication</div></div><div><div>✓</div><div>SMS –Short Messaging Service</div></div><div><div>✓</div><div>MAN –Metropolitan Area Network</div></div></div> | | | | | | | | | | | | | | | | | |
| (c) | Differentiate between Hackers and Crackers. | 2 | | | | | | | | | | | | | | | | |
| Ans. | <div><div><div>Hackers</div><div>–Computer enthusiasts who enjoy learning about computer systems and get into other system/network for gaining more knowledge or may find flaws in the system for rectification purposes.</div></div><div><div>Crackers</div><div>–Malicious programmers who break into secure systems for stealing and corrupting/spoiling data.</div></div></div> | | | | | | | | | | | | | | | | | |
| (d) | <div>INDIAN PUBLIC SCHOOL in Darjeeling is setting up the network between its different wings. There are 4 wings named as SENIOR(S), JUNIOR(J), ADMIN(A) and HOSTEL(H). Distance between various wings are given below:</div> <table><tr><td>Wing A to Wing S</td><td>100m</td></tr><tr><td>Wing A to Wing J</td><td>200m</td></tr><tr><td>Wing A to Wing H</td><td>400m</td></tr><tr><td>Wing S to Wing J</td><td>300m</td></tr><tr><td>Wing S to Wing H</td><td>100m</td></tr><tr><td>Wing J to Wing H</td><td>450m</td></tr></table> | Wing A to Wing S | 100m | Wing A to Wing J | 200m | Wing A to Wing H | 400m | Wing S to Wing J | 300m | Wing S to Wing H | 100m | Wing J to Wing H | 450m | 4 | | | | |
| Wing A to Wing S | 100m | | | | | | | | | | | | | | | | | |
| Wing A to Wing J | 200m | | | | | | | | | | | | | | | | | |
| Wing A to Wing H | 400m | | | | | | | | | | | | | | | | | |
| Wing S to Wing J | 300m | | | | | | | | | | | | | | | | | |
| Wing S to Wing H | 100m | | | | | | | | | | | | | | | | | |
| Wing J to Wing H | 450m | | | | | | | | | | | | | | | | | |

| | | | |
|-------------|---|------------|--|
| | Number of Computers | | |
| | Wing A | 10 | |
| | Wing S | 200 | |
| | Wing J | 100 | |
| | Wing H | 50 | |
| | i. Suggest a suitable Topology for networking the computer of all wings. ii. Name the wing where the Server is to be installed. Justify your answer. iii. Suggest the placement of Hub/Switch in the network. iv. Mention an economic technology to provide internet accessibility to all wings. | | 1 1 1 1 |
| Ans. | (i) Star or Bus or any other valid topology or diagram. (ii) Wing S, because maximum number of computer are located at Wing S. (iii) Hub/Switch in all the wings. (iv) Coaxial cable/Modem/LAN/TCP-IP/Dialup/DSL/Leased Lines or any other valid technology. | | |