



**Computer Science** - Computer Fundamentals

# eLitmus Previous Year Papers and study materials



Topics	Subtopics	
Aptitude Module (45 min)	<ul style="list-style-type: none"> <li>• Number Systems (4 Ques)</li> <li>• Probability (2 Ques)</li> <li>• Permutation Combination (2 Ques)</li> <li>• Geometry (3 Questions)</li> <li>• Equations and Inequalities (1-2 Ques)</li> <li>• AP ,GP, HP : (1-2 Ques)</li> <li>• Logarithms (1 Ques)</li> <li>• Speed, Time and Distance (1-3 Ques)</li> <li>• Time and Work (1-2 Ques)</li> <li>• Mixture and alligation (1 Ques),</li> <li>• Percentage (1 Ques)</li> </ul>	<ul style="list-style-type: none"> <li>• 30 m ~ 70 percentile</li> <li>• 40 m ~ 80 percentile</li> <li>• 50 m ~ 90 percentile</li> <li>• 60 m ~ 95 percentile</li> <li>• And if you score more than 60 marks, You will get good percentile 95-100 Percentile.</li> </ul>
	<ul style="list-style-type: none"> <li>• Analytical Reasoning</li> </ul>	
	<ul style="list-style-type: none"> <li>• Numerical Reasoning</li> </ul>	

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### Computer Fundamentals (15 min)

Topics	Subtopics	
Problem Solving Section	<ul style="list-style-type: none"> <li>• Data Tabulation based Questions</li> <li>• Crypt arithmetic Problem</li> <li>• Arrangement Based Problems</li> <li>• Bar Graphs/Pie Charts</li> <li>• Few Miscellaneous Questions</li> </ul>	<ul style="list-style-type: none"> <li>• 30 marks ~ 70 percentile</li> <li>• 40 marks ~ 80 percentile</li> <li>• 50 marks ~ 90 percentile</li> <li>• 60 marks ~ 95+ percentile</li> <li>• And if you score more than 60 marks, You will get more percentile 95-100 Percentile.</li> </ul>

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## English

Topics	Type Questions	
English	<ol style="list-style-type: none"> <li>1. Questions Related To Grammatical Concepts</li> <li>2. Paragraph Based Questions</li> <li>3. Fill In The Blanks</li> <li>4. Reading Comprehension</li> <li>5. Questions Related To Grammatical Concepts</li> <li>6. Paragraph Based Questions</li> <li>7. Fill In The Blanks</li> <li>8. Reading Comprehension</li> </ol>	<ul style="list-style-type: none"> <li>• 60 marks ~ 60 percentile</li> <li>• 70 marks ~ 70 percentile</li> <li>• 80 marks ~ 80 percentile</li> <li>• 90 marks ~ 85 percentile</li> <li>• 100 marks ~ 90 percentile</li> <li>• If you score more than 100, be sure to get above 90 percentile.</li> </ul>

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## Elitmus Syllabus 2017:

### Elitmus Syllabus : Negative Marking Scheme

Elitmus test contains 60 questions and those 60 questions to be solved in 120 minutes (2 Hours), Each question carries 10 marks in all the sections. Every section will have 20 questions and it carries 200 marks in all sections. Negative marking will be calculated through the student wrong attempts. For example, If you did more than 25% Wrongly attempted questions then you will get negative marking for questions wrongly done. You will lose 5 marks out of 10 marks for question which you wrongly attempted in the outer part of 25% and questions which are Unattempted doesn't follow any penalty.

***Example:***

**Case 1:** Student 'A' attempts 12 questions in a section.

Output Result: 9 Right, 3 Wrong, 8 Unattempted.

He did exactly 25% wrong in his total no of attempts. Out of 12 questions 9 questions 75% correct 3 questions 25% wrong. So he does not have any negative marking.

Score: 90 (9 Correct questions , 10 marks gets each questions  $9 \times 10 = 90$ )

**Case 2:** Student 'B' attempts 12 questions in a section.

Output Result: 8 Right , 4 Wrong, 8 Unattempted.

He did 33% wrong in his total no of attempts which is more than 25% wrong attempts made. Out 12 questions 8 questions correct 66% 4 questions 33% wrong. So he will have negative marking for only wrong attempts over the 25% i.e., only 1 question will have the penalty of 5 marks in the wrongly attempted questions.

**Score:** 75 (8 Correct questions, 10 marks for each question  $8 \times 10 = 80$ , Wrong attempts over 25%  $1 \times 5 = 5$  ,  $80 - 5 = 75$ )

Mode of exam will be Pen/Paper OMR mode. Students should mark their answers in the OMR Sheets. E-litmus test will conduct every week or twice in a month. It will conducted in only big cities.

## QUESTIONS

Ques0. There is a new data-type which can take as values natural numbers between (and including) 0 and 25. How many minimum bits are required to store this datatype.

Op 1: 4

Op 2: 5

Op 3: 1

Op 4: 3

Op 5:

Correct Op : 2

Ques1. A data type is stored as an 6 bit signed integer. Which of the following cannot be represented by this data type?

Op 1: -12

Op 2: 0

Op 3: 32

Op 4: 18

Op 5:

Correct Op : 3

Ques2

(Image taken While taking AMCAT EXAM)

Correct Op: 4

Ques3. A language has 28 different letters in total. Each word in the language is composed of maximum 7 letters. You want to create a data-type to store a word of this language. You decide to store the word as an array of letters. How many bits will you assign to the data-type to be able to store all kinds of words of the language.

Op 1: 7

Op 2: 35

Op 3: 28

Op 4: 196

Op 5:

Correct Op : 2

Ques4. A 10-bit unsigned integer has the following range:

Op 1: 0 to 1000

Op 2: 0 to 1024

Op 3: 1 to 1025

Op 4: 0 to 1023

Op 5:

Correct Op : 4

Ques5. Rajni wants to create a data-type for the number of books in her book case. Her shelf can accommodate a maximum of 75 books. She allocates 7 bits to the datatype. Later another shelf is added to her book-case. She realizes that she can still use the same data-type for storing the number of books in her book-case. What is the maximum possible capacity of her new added shelf?

Op 1: 52

Op 2: 127

Op 3: 53

Op 4: 75

Op 5:

Correct Op : 1

Ques6. A new language has 15 possible letters, 8 different kinds of punctuation marks and a blank character. Rahul wants to create two data types, first one which could store the letters of the language and a second one which could store any character in the language. The number of bits required to store these two data-types will respectively be:

Op 1: 3 and 4

Op 2: 4 and 3

Op 3: 4 and 5

Op 4: 3 and 5

Op 5:

Correct Op : 3

Ques7. Parul takes as input two numbers: a and b. a and b can take integer values between 0 and 255. She stores a, b and c as 1-byte data type. She writes the following code statement to process a and b and put the result in c.

$c = a + 2*b$

To her surprise her program gives the right output with some input values of a and b, while gives an erroneous answer for others. For which of the following inputs will it give a wrong answer?

Op 1:  $a = 10$   $b = 200$

Op 2:  $a = 200$   $b = 10$

Op 3:  $a = 50$   $b = 100$

Op 4:  $a = 100$   $b = 50$

Op 5:

Correct Op : 1

Ques8. Prashant takes as input 2 integer numbers, a and b, whose value can be between 0 and 127. He stores them as 7 bit numbers. He writes the following code to process these numbers to produce a third number c.

$c = a - b$

In how many minimum bits should Prashant store c?

Op 1: 6 bits

Op 2: 7 bits

Op 3: 8 bits

Op 4: 9 bits

Op 5:

Correct Op : 3

Ques9. Ankita takes as input 2 integer numbers, a and b, whose value can be between 0 and 31. He stores them as 5 bit numbers. He writes the following code to process these numbers to produce a third number c.

$c = 2*(a - b)$

In how many minimum bits should Ankita store c?

Op 1: 6 bits

Op 2: 7 bits

Op 3: 8 bits

Op 4: 9 bits

Op 5:

Correct Op : 2

Ques10. A character in new programming language is stored in 2 bytes. A string is represented as an array of characters. A word is stored as a string. Each byte in the memory has an address. The word "Mahatma Gandhi" is stored in the memory with starting address 456. The letter 'd' will be at which memory address?

Op 1: 468

Op 2: 480

Op 3: 478

Op 4: 467

Op 5:

Correct Op : 3

Ques11. Stuti is making a questionnaire of True-false questions. She wants to define a data-type which stores the response of the candidate for the question. What is the most-suited data type for this purpose?

Op 1: integer

Op 2: boolean

Op 3: float

Op 4: character

Op 5:

Correct Op : 2

Ques12. What will be the output of the following pseudo-code statements:

integer a = 456, b, c, d = 10

b = a/d

c = a - b

print c

Op 1: 410

Op 2: 410.4

Op 3: 411.4

Op 4: 411

Op 5:

Correct Op : 4

Ques13. What will be the output of the following pseudo-code statements:

integer a = 984, b, c, d = 10

print remainder(a,d) // remainder when a is divided by d

a = a/d

print remainder(a,d) // remainder when a is divided by d

Op 1: 48

Op 2: Error

Op 3: 84

Op 4: 44

Op 5:

Correct Op : 1

Ques. What will be the output of the following code statements?

integer a = 50, b = 25, c = 0

print ( a > 45 OR b > 50 AND c > 10 )

Op 1: 1

Op 2: 0

Op 3: -1

Op 4: 10

Op 5:

Correct Op : 1

Ques14. What will be the output of the following code statements?

integer a = 50, b = 25, c = 5

print a \* b / c + c

Op 1: 120

Op 2: 125



Op 3: 255  
 Op 4: 250  
 Op 5:  
 Correct Op : 3

Ques15. What will be the output of the following code statements?

integer a = 10, b = 35, c = 5

print a \* b / c - c

Op 1: 65  
 Op 2: 60  
 Op 3: Error  
 Op 4: 70  
 Op 5:  
 Correct Op : 1

Ques16. integer a = 10, b = 35, c = 5

Comment about the output of the two statements?

print a \* b + c / d

print c / d + a \* b

Op 1: Differ due to left-to-right precedence  
 Op 2: Differ by 10  
 Op 3: Differ by 20  
 Op 4: Same  
 Op 5:  
 Correct Op : 4

Ques17. integer a = 40, b = 35, c = 20, d = 10

Comment about the output of the following two statements:

print a \* b / c - d

print a \* b / (c - d)

Op 1: Differ by 80  
 Op 2: Same  
 Op 3: Differ by 50  
 Op 4: Differ by 160  
 Op 5:  
 Correct Op : 1

Ques18. integer a = 60, b = 35, c = -30

What will be the output of the following two statements:

print ( a > 45 OR b > 50 AND c > 10 )

print ( ( a > 45 OR b > 50 ) AND c > 10 )

Op 1: 0 and 1

Op 2: 0 and 0  
 Op 3: 1 and 1  
 Op 4: 1 and 0  
 Op 5:  
 Correct Op : 4

Ques19. What will be the output of the following pseudo-code statements:

```
integer a = 984, b=10
//float is a data-type to store real numbers.
float c
c = a / b
print c
```

Op 1: 984  
 Op 2: 98.4  
 Op 3: 98  
 Op 4: Error  
 Op 5:  
 Correct Op : 3

Ques20. What will be the output of the following pseudo-code statements:

```
integer a = 984
//float is a data-type to store rational numbers.
float b= 10, c
c = a / b
print c
```

Op 1: 984  
 Op 2: Error  
 Op 3: 98.4  
 Op 4: 98  
 Op 5:  
 Correct Op : 3

Ques21. Smriti wants to make a program to print the sum of square of the first 5 whole numbers (0...4). She writes the following program:

```
integer i = 0 // statement 1
integer sum = 0 // statement 2
while ( i < 5 ) // statement 3
{
  sum = i*i // statement 4
  i = i + 1 // statement 5
}
print sum // statement 6
```

Is her program correct? If not, which statement will you modify to correct it?

Op 1: No error, the program is correct.

Op 2: Statement 1

Op 3: Statement 4

Op 4: statement 6

Op 5:

Correct Op : 3

Ques22. Shashi wants to make a program to print the sum of the first 10 multiples of 5. She writes the following program, where statement 5 is missing:

```
integer i = 0
integer sum = 0
while ( i <= 50 )
{
    sum = sum + i
    -- MISSING STATEMENT 5 --
}
print sum
```

Which of the following will you use for statement 5?

Op 1:  $i = 5$

Op 2:  $i = 5 * i$

Op 3:  $i = i + 1$

Op 4:  $i = i + 5$

Op 5:

Correct Op : 4

Ques23. Shantanu wants to make a program to print the sum of the first 7 multiples of 6. He writes the following program:

```
integer i = 0 // statement 1
integer sum // statement 2
while ( i <= 42 ) // statement 3
{
    sum = sum + i // statement 4
    i = i + 6;
}
print sum // statement 6
```

Does this program have an error? If yes, which one statement will you modify to correct the program?

Op 1: Statement 1

Op 2: Statement 2

Op 3: Statement 3

Op 4: Statement 4

Op 5:

Correct Op : 2

Ques24. Sharmili wants to make a program to print the sum of all perfect cubes, where the value of the cubes go from 0 to 100. She writes the following program:

```
integer i = 0, a // statement 1
integer sum = 0;
a = ( i * i * i )
while ( i < 100 ) // statement 2
{
sum = sum + a // statement 3
i = i + 1
a = ( i * i * i ) // statement 4
}
print sum
```

Does this program have an error? If yes, which one statement will you modify to correct the program?

Op 1: Statement 1

Op 2: Statement 2

Op 3: Statement 3

Op 4: Statement 4

Op 5: No error

Correct Op : 2

Ques25. Bhavya wants to make a program to print the sum of all perfect squares, where the value of the squares go from 0 to 50. She writes the following program:

```
integer i = 1, a // statement 1
integer sum = 0
while ( a < 50 ) // statement 2
{
sum = sum + a // statement 3
i = i + 1
a = ( i * i ); // statement 4
}
print sum
```

Does this program have an error? If yes, which one statement will you modify to correct the program?

Op 1: Statement 1

Op 2: Statement 2

Op 3: Statement 3

Op 4: Statement 4

Op 5: No error

Correct Op : 1

Ques26. Vijay wants to print the following pattern on the screen:

```
2
2 4
2 4 6
2 4 6 8
```

He writes the following program:

```
integer i = 1, j=2 // statement 1
while ( i <= 4 ) // statement 2
{
j = 2;
while ( j <= ? ) // Statement 3
{
    print j
    print blank space
    j = j + 2
}
print end-of-line \takes the cursor to the next line
i = i + 1
}
```

What is the value of ? in statement 3 ::

Op 1: 8

Op 2: i

Op 3: 2\*i

Op 4: 4

Op 5:

Correct Op : 3

Ques27. Shravanti writes the following program:

```
integer i = 0, j
while ( i < 2 )
{
j = 0;
while ( j <= 3*i )
{
    print j
    print blank space
    j = j + 3
}
print end-of-line \takes the cursor to the next line
i = i + 1
}
```

What will be the output of the program?

Op 1: 0

0 3  
 Op 2: 0 3  
 0 3 6  
 Op 3: 0  
 0 3 6  
 0 3 6 9  
 Op 4: 0 3 6  
 0 3 6 9  
 0 3 6 9 12  
 Op 5:  
 Correct Op : 1

Ques28. Vijay wants to print the following pattern on the screen:

1  
 1 2  
 1 2 3

He writes the following program:

```
integer i = 1 // statement 1
while ( i <= 3 )
{
  int j // Statement 2
  while ( j <= i ) // Statement 3
  {
    print j
    print blank space
    j = j + 1 // Statement 4
  }
  print end-of-line \takes the cursor to the next line
  i = i + 1
}
```

Will this program function correctly? If not which one statement will you modify to make the program function correctly?

Op 1: Statement 1  
 Op 2: Statement 2  
 Op 3: Statement 3  
 Op 4: Statement 4  
 Op 5: Program does not have error.  
 Correct Op : 2

Ques29. Charu writes the following program:

```
integer i = 1, j, a
while ( i <= 4 )
```

```

{
j = 1;
a = 0;
while ( a <= 5*i )
{
a = 2^j;
print a
print blank space
j = j + 1
}
print end-of-line \takes the cursor to the next line
i = i + 1
}

```

What will be the output of the program?

Op 1: 2

2 4

2 4 8

2 4 8 16

Op 2: 2 4

2 4 8

2 4 8 16

2 4 8 16 32

Op 3: 2 4

2 4 8

2 4 8

2 4 8 16

Op 4: 2

2 4

2 4

2 4 8 16

Op 5:

Correct Op : 3

Ques30. Himanshu wants to write a program to print the larger of the two inputted number. He writes the following code:

```

int number1, number 2
input number1, number 2
if (??) // Statement 1
print number1
else
print number2
end if

```

Fill in the ?? in statement 1.

Op 1: number1 > number2

Op 2: number2 > number1

Op 3: number2 equals number1

Op 4: number1 <= number2

Op 5:

Correct Op : 1

Ques31. Shalini wants to program to print the largest number out of three inputted numbers. She writes the following program:

```
int number1, number 2, number3, temp;
```

```
input number1, number2, number3;
```

```
if (number1 > number2)
```

```
temp = number1
```

```
else
```

```
temp = number2
```

```
end if
```

```
if (??) // Statement 1
```

```
temp = number3
```

```
end if
```

```
print temp
```

Fill in the ?? in Statement 1

Op 1: number3 > number2

Op 2: number3 > temp

Op 3: number3 < temp

Op 4: number3 > number1

Op 5:

Correct Op : 2

Ques32. Rohit writes the following program which inputs a number and prints "Double digit" if the number is composed of two digits and "Not a double digit" if it is not.

```
int number;
```

```
if (number > 10 AND number < 100)
```

```
print "Double digit"
```

```
else
```

```
print "Not a double digit"
```

```
end if
```

Rohit tries the following inputs: 5 and 66. The program works fine. He asks his brother Ravi to try the program. When Ravi enters a number, the program doesn't work correctly. What did Ravi enter?

Op 1: 8

Op 2: 100



Op 3: 99  
Op 4: 10  
Op 5:  
Correct Op : 4

Ques33. Rohan writes the following program which inputs a number and prints "Triple digit" if the number is composed of three digits and "Not triple digit" if it is not.

```
int number;  
if (number>99)  
    print "Triple digit"  
else  
    print "Not triple digit"  
end if
```

Rohan tries the following inputs: 25 and 566. The program works fine. He asks his brother Ravi to try the program. When Ravi enters a number, the program doesn't work correctly. What did Ravi enter?

Op 1: 99  
Op 2: 100  
Op 3: 0  
Op 4: 1000  
Op 5:  
Correct Op : 4

Ques34. Abhinav wants to find the largest number in a given list of 20 numbers. Which of the following is an efficient approach to do this?

Op 1: Use bubble sort to sort the list in descending order and then print the first number of the series.  
Op 2: Use selection sort to sort the list in descending order and then print the first number of the series.  
Op 3: Implement one iteration of selection sort for descending order and print the first number in the series.  
Op 4: None of these  
Op 5:  
Correct Op : 3

Ques35. Lavanya wants to find the smallest number out of 26 inputted numbers. How many minimum comparisons he has to make?

Op 1: 25  
Op 2: 13  
Op 3: 26  
Op 4: 52  
Op 5:

Correct Op : 1

Ques36. A company offers commission for selling its products to its salesperson. The commission rate is Rs. 5 per product. However if the salesperson sells more than 200 items, he gets a commission of Rs. 10 on all items he sold after the first 200. Kanu writes a program to calculate the commission for the salesperson:

```
integer numberProducts, commission
input numberProducts
if ( numberProducts > 200 )
-- MISSING STATEMENT --
else
commission = numberProducts * 5
end if
print commission
```

Fill in the missing statement.

Op 1:  $\text{commission} = (\text{numberProducts} - 200) * 10$

Op 2:  $\text{commission} = 200 * 5 + (\text{numberProducts} - 200) * 10$

Op 3:  $\text{commission} = \text{numberProducts} * 10$

Op 4: None of these

Op 5:

Correct Op : 2

Ques37. Vikram wants to write a program which checks whether the inputted number is divisible by any of the first 6 natural numbers (excluding 1). He writes the following efficient code for it.

```
int number, n = 2, isdivisible=0
input number
while ( n <=6) // Statement 1
{
if ( remainder (number, n) == 0)
isdivisible = 1
end
n = n+1 // Statement 2
}
if (isdivisible equals 1)
print "It is divisible"
else
print "It is not divisible"
end
```

Vikram takes the program to Hari. Hari tells Vikram that though the code is correct, it can be made more efficient. Hari modifies a single statement and makes the code more efficient. Which statement does he modify and how?

Op 1: Statement 1 is changed to:  
while (n <=6 AND isdivisible==0)

Op 2: Statement 1 is changed to:  
while (n <=6 OR isdivisible==0)

Op 3: Statement 1 is changed to:  
while (isdivisible==0)

Op 4: Statement 2 is changed to:  
n = n + 2

Op 5:

Correct Op : 1

Ques38. Rajiv wants to make a program which inputs two numbers: a and b ( $a > b$ ) and computes the number of terms between a and b (including a and b). What will be code statement to do this:

Op 1: a - b

Op 2: a - b + 1

Op 3: a + b

Op 4: a - b - 1

Op 5:

Correct Op : 2

Ques39. I have a problem to solve which takes as input a number n. The problem has a property that given the solution for (n-1), I can easily solve the problem for n. Which programming technique will I use to solve such a problem?

Op 1: Iteration

Op 2: Decision-making

Op 3: Object Oriented Programming

Op 4: Recursion

Op 5:

Correct Op : 4

Ques40. What is the output of the following code statements? The compiler saves the first integer at the memory location 4062. Integer is one byte long.

integer a

pointer b

a = 20

b = &a

print \*b

Op 1: 4062

Op 2: 4063

Op 3: 20

Op 4: 10

Op 5:

Correct Op : 3

Ques41. What is the output of the following code statements? The compiler saves the first integer at the memory location 4165 and the rest at consecutive memory spaces in order of declaration. Integer is one byte long.

```
integer a, b
pointer c, d
a = 30
c = &a
b = *c
a = a + 10
```

print b

Op 1: 30

Op 2: 4165

Op 3: 40

Op 4: 4166

Op 5:

Correct Op : 1

Ques42. What is the output of the following code statements? The compiler saves the first integer at the memory location 4165 and the rest at consecutive memory spaces in order of declaration. Integer is one byte long.

```
integer a
pointer c, d
a = 30
c = &a
d = c
a = a + 10
```

print \*c

Op 1: 30

Op 2: 4165

Op 3: 40

Op 4: 4166

Op 5:

Correct Op : 3

Ques43. What is space complexity of a program?

Op 1: Amount of hard-disk space required to store the program

Op 2: Amount of hard-disk space required to compile the program

Op 3: Amount of memory required by the program to run

Op 4: Amount of memory required for the program to compile

Op 5:

Correct Op : 3

Ques44. The memory space needed by an algorithm has a fixed part independent of the problem instance solved and a variable part which changes according to the problem instance solved. In general, which of these two is of prime concern to an algorithm designer?

Op 1: Fixed part

Op 2: Variable Part

Op 3: Product of fixed part and variable part

Op 4: None of these

Op 5:

Correct Op : 2

Ques45. While calculating time complexity of an algorithm, the designer concerns himself/herself primarily with the run time and not the compile time. Why?

Op 1: Run time is always more than compile time.

Op 2: Compile time is always more than run time.

Op 3: Compile time is a function of run time.

Op 4: A program needs to be compiled once but can be run several times.

Op 5:

Correct Op : 4

Ques46. Pankaj and Mythili were both asked to write the code to evaluate the following expression:

$$a - b + c/(a-b) + (a-b)^2$$

Pankaj writes the following code statements (Code A):

```
print (a-b) + c/(a-b) + (a-b)*(a-b)
```

Mythili writes the following code statements (Code B):

```
d = (a-b)
```

```
print d + c/d + d*d
```

If the time taken to load a value in a variable, for addition, multiplication or division between two operands is same, which of the following is true?

Op 1: Code A uses lesser memory and is slower than Code B

Op 2: Code A uses lesser memory and is faster than Code B

Op 3: Code A uses more memory and is faster than Code B

Op 4: Code A uses more memory and is slower than Code B

Op 5:

Correct Op : 1

Ques47. Vrinda writes an efficient program to sum two square diagonal matrices (matrices with elements only on diagonal). The size of each matrix is  $n \times n$ . What is the

time complexity of Vrinda's algorithm?

Op 1:  $\Theta(n^2)$

Op 2:  $\Theta(n)$

Op 3:  $\Theta(n \log(n))$

Op 4: None of these

Op 5:

Correct Op : 2

Ques48. Tarang writes an efficient program to add two upper triangular  $10 \times 10$  matrices (elements on diagonal retained). How many total additions will his program make?

Op 1: 100

Op 2: 55

Op 3: 25

Op 4: 10

Op 5:

Correct Op : 2

Ques49. Ravi and Rupali are asked to write a program to sum the rows of a  $2 \times 2$  matrices stored in the array A.

Ravi writes the following code (Code A):

for  $n = 0$  to 1

sumRow1[n] = A[n][1] + A[n][2]

end

Rupali writes the following code (Code B):

sumRow1[0] = A[0][1] + A[0][2]

sumRow1[1] = A[1][1] + A[1][2]

Comment upon these codes (Assume no loop-unrolling done by compiler):

Op 1: Code A will execute faster than Code B.

Op 2: Code B will execute faster than Code A

Op 3: Code A is logically incorrect.

Op 4: Code B is logically incorrect.

Op 5:

Correct Op : 2

Ques50. There is an array of size  $n$  initialized with 0. Akanksha has to write a code which inserts the value  $3k$  at position  $3k$  in the array, where  $k=0,1,\dots$ (till possible). Akanksha writes an efficient code to do so. What is the time complexity of her code?

Op 1:  $\Theta(n^2)$

Op 2:  $\Theta(n)$

Op 3:  $\Theta(\log_3(n))$

Op 4:  $\Theta(3n)$

)

Op 5:

Correct Op : 3

Ques51. There are two matrices A and B of size  $n \times n$ . The data in both these matrices resides only at positions where both the indices are a perfect square. Rest all positions have 0 as the data. Manuj has available a third matrix initialized with 0's at all positions. He writes an efficient code to put the sum of A and B in C. What is the time complexity of Manuj's program?

Op 1:  $\Theta(n^2)$

Op 2:  $\Theta(n)$

Op 3:  $\Theta(n^{1/2})$

Op 4:  $\Theta(\log(n))$

Op 5:

Correct Op : 2

Ques52. Ravi has to add an strictly upper triangular (no elements at diagonal) and a strictly lower triangular square matrix (no elements at diagonal) and put the result in a third matrix. What is the time complexity of Ravi's algorithm? Assume that storing a value in a memory space takes negligible time, while each addition between values takes the dominating amount of time.

Op 1:  $\Theta(n^2)$

Op 2:  $\Theta(n)$

Op 3:  $\Theta(1)$

Op 4: None of these

Op 5:

Correct Op : 3

Ques53. We have two  $100 \times 3$  (rows  $\times$  column) matrices containing mid-term exam marks and end-term exam marks of 100 students. Each row refers to a particular student, while columns refer to marks in English, Social Sciences and Maths. The end-term and mid-term marks of each student in each subject have to be added to get his total score in each subject, to be put in a third matrix ( $100 \times 3$ ). Parinidhi writes a code (Code A), where the outer loop iterates over the rows, while the inner loop iterates over the columns. Shashi writes a code (Code B), where the outer loop iterates over the columns, while the inner loop iterates over rows. Which of the following is true with regard to their code ignoring any caching or memory storage effects?

Op 1: Code A is faster than Code B

Op 2: Code B is faster than Code A

Op 3: Code A and Code B will run in the same amount of time

Op 4: The comparison between the speed of the codes cannot be made.

Op 5:

Correct Op : 2

Ques54. A code takes the following code steps (equivalently time unit) to execute:  
 $5*n^3 + 6*n^2 + 1$ . Which of the following is not true about the time complexity of the program?

- Op 1: It has a time complexity of  $O(n^3)$
  - Op 2: It has a time complexity of  $O(n^4)$
  - Op 3: It has a time complexity of  $O(n^2)$
  - Op 4: It has a time complexity of  $\Theta(n^3)$
  - Op 5:
- Correct Op : 3

Ques55. We have two programs. We know that the first has a time complexity  $O(n^2)$ , while the second has a complexity  $\Omega(n^2)$ . For sufficiently large  $n$ , which of the following cannot be true?

- Op 1: Both codes have same complexity
  - Op 2: The first code has higher time complexity than the second
  - Op 3: The second code has lower time complexity than the first code.
  - Op 4: Both codes are the same.
  - Op 5:
- Correct Op : 2

Ques56. The time complexity of code A is  $\Theta(n)$ , while for Code B it is  $\Theta(\log(n))$ . Which of the following is true for sufficiently large  $n$ ?

- Op 1: Both code have the same time complexity
  - Op 2: Code A has higher time complexity
  - Op 3: Code B has higher time complexity
  - Op 4: No comparison can be made between the time complexity of the two codes.
  - Op 5:
- Correct Op : 2

Ques57. Rajini is given an efficient code for summing two  $n \times n$  matrices and putting the result in a third matrix. She is asked to find it's time complexity. She realizes that the number of iterations required is more than  $n$ . What can she claim with regard to the complexity of the code?

- Op 1: It is  $O(n)$
- Op 2: It is  $O(n^2)$



)

Op 3: It is  $\Theta(n)$

Op 4: It is  $\Omega(n)$

Op 5:

Correct Op : 4

Ques58. Gautam is given two codes, A and B, to solve a problem, which have complexity  $\Theta(n)$  and  $\Theta(n^2)$

) respectively. His client wants to solve a problem

of size k, which Gautam does not know. Which code will Gautam deliver to the client, so that the execution is faster?

Op 1: Code A

Op 2: Code B

Op 3: Gautam cannot determine

Op 4: Both codes have the same execution time, so deliver any.

Op 5:

Correct Op : 3

Ques59. Surbhi is given two codes, A and B, to solve a problem, which have complexity  $O(n^3)$

) and  $\Omega(n^4)$

) respectively. Her client wants to solve a problem of size k,

which is sufficiently large. Which code will Surbhi deliver to the client, so that the execution is faster?

Op 1: Code A

Op 2: Code B

Op 3: Surbhi cannot determine

Op 4: Both codes have the same execution time, so deliver any.

Op 5:

Correct Op : 1

Ques60. Vibhu is given two codes, A and B, to solve a problem, which have complexity  $O(n^4)$

) and  $\Omega(n^3)$

) respectively. Her client wants to solve a problem of size k,

which is sufficiently large. Which code will Gautam deliver to the client, so that the execution is faster?

Op 1: Code A

Op 2: Code B

Op 3: Vibhu cannot determine

Op 4: Both codes have the same execution time, so deliver any.

Op 5:

Correct Op : 3

Ques61. Pavithra is given two codes, A and B, to solve a problem, which have complexity  $\Theta(n^3)$  and  $\Omega(n^3)$  respectively. Her client wants to solve a problem of size k, which is sufficiently large. Which code should she deliver to the client in the present scenario?

Op 1: Code A

Op 2: Code B

Op 3: Both codes have the same execution time, so deliver any.

Op 4: None of these

Op 5:

Correct Op : 1

Ques61. Code A has to execute  $4n^2 + 64$  program statements, while Code B has to execute  $32n$  program statements for a problem of size n. The time for executing a single program statement is same for all statements. Rajesh was given a problem with a certain size k and he delivered Code A. What could be the possible value of k?

Op 1: 1000

Op 2: 5

Op 3: 10

Op 4: 3

Op 5:

Correct Op : 4

Ques63. Saumya writes a code which has a function which calls itself. Which programming concept is Saumya using?

Op 1: This is bad programming practice and should not be done.

Op 2: Recursion

Op 3: Decision Making

Op 4: Overloading

Op 5:

Correct Op : 2

Ques64. Shrishti writes the code for a function that computes the factorial of the inputted number n.

function factorial(n)

{

if(n equals 1)

return 1

else

```
-- MISSING STATEMENT --
```

```
end
```

```
}
```

Fill in the missing statement.

Op 1: return factorial(n-1)

Op 2: return n\*factorial(n)

Op 3: return n\*(n-1)

Op 4: return n\*factorial(n-1)

Op 5:

Correct Op : 4

Ques65. Tanuj writes the code for a function that takes as input n and calculates the sum of first n natural numbers.

```
Function sum( n )
```

```
{
```

```
if(??)
```

```
    return 1
```

```
else
```

```
    return (n + sum(n-1))
```

```
end
```

```
}
```

Fill in ?? in the code.

Op 1: n equals 1

Op 2: n equals 2

Op 3:  $n \geq 1$

Op 4:  $n > 1$

Op 5:

Correct Op : 1

Ques66. Saloni writes the code for a function that takes as input n, an even integer and calculates the sum of first n even natural numbers.

```
function sum( n )
```

```
{
```

```
if(n equals 2)
```

```
    return 2
```

```
else
```

```
    return (n + sum(n-2))
```

```
end
```

```
}
```

She then calls the function by the statement, sum(30). How many times will the function sum be called to compute this sum.

Op 1: 1

Op 2: 30  
 Op 3: 15  
 Op 4: 16  
 Op 5:  
 Correct Op : 3

Ques67. Consider the following function

```
function calculate( n )
{
  if(n equals 5)
    return 5
  else
    return (n + calculate(n-5))
  end
}
```

Shishir calls the function by the statement, calculate(20). What value will the function return?

Op 1: 50  
 Op 2: 200  
 Op 3: 35  
 Op 4: 20  
 Op 5:  
 Correct Op : 1

Ques68. Ravi is writing a program in C++. C++ uses the 'for' keyword for loops. Due to distraction, Ravi writes 'gor' instead of 'for'. What will this result to?

Op 1: The code will not compile.  
 Op 2: The code will give an error while in execution  
 Op 3: The code may work for some inputs and not for others.  
 Op 4: It will create no problems.  
 Op 5:  
 Correct Op : 1

Ques69. What does a compiler do?

Op 1: Converts code from a high level language to a low level language  
 Op 2: Necessarily converts the code into assembly language  
 Op 3: Converts code from a low level language to a high level language  
 Op 4: Necessarily converts the code into machine language  
 Op 5:  
 Correct Op : 1

Ques70. A program is compiled by Tarun on his machine. Whether it will run on a

different computer will depend upon:

- Op 1: Operating system on the computer
  - Op 2: Hardware configuration of the computer
  - Op 3: Both operating system and hardware configuration
  - Op 4: The language of the program
  - Op 5:
- Correct Op : 3

Ques71. Sakshi writes a code in a high-level programming language on a Pentium-III machine, which she wants to execute on a Motorola chip. What of the following will she run on the code?

- Op 1: An interpreter
  - Op 2: A compiler
  - Op 3: A cross-compiler
  - Op 4: Linker
  - Op 5:
- Correct Op : 3

Ques72. Shahaana has a 10,000 line code. She is trying to debug it. She knows there is a logical error in the first 25 lines of the code. Which of the following will be an efficient way of debugging:

- Op 1: Compile the whole code and step into it line by line
  - Op 2: Use an interpreter on the first 25 lines.
  - Op 3: Compile the whole code and run it
  - Op 4: None of these
  - Op 5:
- Correct Op : 2

Ques73. Farhan writes a code to find the factorial of an inputted number. His code gives correct answer for some inputs and incorrect answers for others. What kind of error does his program have?

- Op 1: Syntactical error
  - Op 2: Run-time Error
  - Op 3: Logical Error
  - Op 4: None of these
  - Op 5:
- Correct Op : 3

Ques74. Reshama is debugging a piece of code which takes several iterations of modifying and executing code, while Mohammad has to deliver a product to the customer, which the customer will run multiple times. Reshama wants her debug cycle to take minimum possible time, while Mohammad wants that his products run

time is minimum. What tools should Reshama and Mohammad respectively use on their code?

Op 1: Compiler, Interpreter

Op 2: Interpreter, Compiler

Op 3: Compiler, Compiler

Op 4: Interpreter, Interpreter

Op 5:

Correct Op : 2

Ques75. Gautam writes a program to run on a Motorola processor on his Pentium computer. He wants to see how the program will execute on the Motorola processor using his Pentium machine. What tool will he use?

Op 1: Compiler

Op 2: Interpreter

Op 3: Assembler

Op 4: Simulator

Op 5:

Correct Op : 4

Ques76. Consider the following code:

```
function modify(y,z)
```

```
{
```

```
y = y + 1;
```

```
z = z + 1;
```

```
return y - z
```

```
}
```

```
function calculate( )
```

```
{
```

```
integer a = 5, b = 10, c
```

```
c = modify(a, b);
```

```
print a
```

```
print space
```

```
print c
```

```
}
```

Assume that a and b were passed by value. What will be the output on executing function calculate( )?

Op 1: 11 -5

Op 2: 10 -5

Op 3: 6 -5

Op 4: 5 -5

Op 5:

Correct Op : 4

Ques77. Consider the following code:

```
function modify(b,a)
{
return a - b
}
function calculate( )
{
integer a = 5, b = 12, c
c = modify(a, b);
print c
}
```

Assume that a and b were passed by reference. What will be the output of the program on executing function calculate( ) ?

Op 1: 7

Op 2: -7

Op 3: Error

Op 4: 8

Op 5:

Correct Op : 1

Ques78. Consider the following code:

```
function modify(y,z)
{
y = y + 1
z = z + 1
return y - z
}
function calculate( )
{
integer a = 12, b = 20, c
c = modify(a, b);
print a
print space
print c
}
```

Assume that a and b were passed by reference. What will be the output of the function calculate( ) ?

Op 1: 12 -8

Op 2: 13 -8

Op 3: 12 8

Op 4: 13 8

Op 5:

Correct Op : 2

Ques79. Afzal writes a piece of code, where a set of three lines occur around 10 times in different parts of the program. What programming concept can he use to shorten his program code length?

Op 1: Use for loops

Op 2: Use functions

Op 3: Use arrays

Op 4: Use classes

Op 5:

Correct Op : 2

Ques80. Geetika writes a piece of code, where a set of eight lines occur around 10 times in different parts of the program (Code A). She passes on the code to Deva. Deva puts the set of eight lines in a function definition and calls them at the 10 points in the program (Code B). Which code will run faster using an interpreter?

Op 1: Code A

Op 2: Code B

Op 3: Code A and Code B will run with the same speed

Op 4: None of these

Op 5:

Correct Op : 1

Ques81. Consider the following code:

```
function modify(a,b)
{
integer c, d = 2
c = a*d + b
return c
}
function calculate( )
{
integer a = 5, b = 20, c
integer d = 10
c = modify(a, b);
c = c + d
print c
}
```

Assume that a and b were passed by value. What will be the output of the function calculate( ) ?

Op 1: 80



Op 2: 40  
 Op 3: 32  
 Op 4: 72  
 Op 5:  
 Correct Op : 2

Ques82. Consider the following code:

```
function modify(w,u)
{
w = w + 2
u = u - 3
return (w - u)
}
function calculate( )
{
integer a = 10, b = 20, c
c = modify(a, b);
print a
print space
print b
}
```

Assume that a was passed by value and b was passed by reference. What will be the output of the program on executing function calculate( ) ?

Op 1: 12 17  
 Op 2: 10 17  
 Op 3: 12 20  
 Op 4: 10 20  
 Op 5:  
 Correct Op : 2

Ques83. Consider the following function:

```
function run( )
{
integer a = 0 // Statement 1
while (a < 5)
{
integer c = 0 // Statement 2
c = c + 1 // Statement 3
a = a + 1
}
print c // Statement 4
}
```

At which statement in this program will the compiler detect an error?

Op 1: Statement 1

Op 2: Statement 2

Op 3: Statement 3

Op 4: Statement 4

Op 5:

Correct Op : 4

Ques85. Which one of the following is the lowest level format to which the computer converts a higher language program before execution?

Op 1: English code

Op 2: Machine Code

Op 3: Assembly Language

Op 4: System Language

Op 5:

Correct Op : 2

Ques86. If you want to write a function that swaps the values of two variables, you must pass them by:

Op 1: Value only

Op 2: Reference only

Op 3: Either A or B

Op 4: Neither A nor B

Op 5:

Correct Op : 2

Ques87. Consider the following code:

```
if (condition 1) {
if (condition 2)
{ // Statement A }
else
if (condition 3)
{ // Statement B }
else
{ // Statement C }
else
if (condition 4)
{ // Statement D }
else
{ // Statement E}
}
```

Which of the following conditions will allow execution of statement C?

Op 1: condition1 AND condition3  
 Op 2: condition1 AND condition4 AND !condition2  
 Op 3: NOT(condition2) AND NOT(condition3)  
 Op 4: condition1 AND NOT(condition2) AND NOT(condition3)  
 Op 5:  
 Correct Op : 4

Ques88. Consider the following code:

```
if (condition 1) {
  if (condition 2)
  { // Statement A }
  else
  if (condition 3)
  { // Statement B}
  else
  { // Statement C }
  else
  if (condition 4)
  { // Statement D}
  else
  { // Statement E}
}
```

Which of the following conditions will allow execution of statement E?

Op 1: condition1 AND condition3  
 Op 2: NOT(condition1) AND condition2 AND NOT(condition4)  
 Op 3: NOT(condition2) AND NOT(condition3)  
 Op 4: condition1 AND condition4 AND NOT(condition2) AND NOT(condition3)  
 Op 5:  
 Correct Op : 2

Ques89. Consider the following code:

```
if (condition 1) {
  if (condition 2)
  { // Statement A }
  else
  if (condition 3)
  { // Statement B}
  else
  { // Statement C }
  else
  if (condition 4)
  { // Statement D}
```

```

else
{// Statement E}
}

```

Which of the following condition will allow execution of statement A?

Op 1: NOT(condition2) AND NOT(condition3)

Op 2: condition1 AND condition4 AND NOT(condition2) AND NOT(condition3)

Op 3: condition1 AND condition2 AND condition4

Op 4: NOT(condition1) AND condition2 AND NOT(condition4)

Op 5:

Correct Op : 3

Ques90. What does the following function do?

```

function operation (int a, int b)

```

```

{
if (a < b)
{ return operation(b, a) }
else
{ return a }
}

```

Op 1: Returns the max of (a,b)

Op 2: Returns the min of (a,b)

Op 3: Loops forever

Op 4: Always returns the second parameter

Op 5:

Correct Op : 1

Ques91. What does the following function do?

```

function operation (int a, int b)

```

```

{
if (a > b)
{ return operation(b, a) }
else
{ return a; }
}

```

Op 1: Always returns the first parameter

Op 2: Returns the min of (a,b)

Op 3: Returns the max of (a,b)

Op 4: Loops forever

Op 5:

Correct Op : 2

Ques92. function g(int n)

```
{
if (n > 0) return 1;
else return -1;
}
```

```
function f(int a, int b)
```

```
{
if (a > b) return g(b-a);
if (a < b) return g(a-b);
return 0;
}
```

If f(a,b) is called, what is returned?

Op 1: Always -1

Op 2: 1 if a > b, -1 if a < b, 0 otherwise

Op 3: -1 if a > b, 1 if a < b, 0 otherwise

Op 4: 0 if a equals b, -1 otherwise

Op 5:

Correct Op : 4

Ques93. function g(int n)

```
{
if (n > 0) return 1;
else return -1;
}
```

```
function f(int a, int b)
```

```
{
if (a > b) return g(a-b);
if (a < b) return g(b-a);
return 0;
}
```

If f(a,b) is called, what is returned?

Op 1: 1 if a > b, -1 if a < b, 0 otherwise

Op 2: Always +1

Op 3: 0 if a equals b, +1 otherwise

Op 4: -1 if a > b, 1 if a < b, 0 otherwise

Op 5:

Correct Op : 3

Ques94. function g(int n)

```
{
if (n > 0) return 1;
else return -1;
}
```

```
function f(int a, int b)
```

```
{
```

```
if (a > b) return g(a-b);
```

```
if (a < b) return g(-b+a);
```

```
return 0;
```

```
}
```

If f(a,b) is called, what is returned?

Op 1: Always +1

Op 2: 1 if a > b, -1 if a < b, 0 otherwise

Op 3: -1 if a > b, 1 if a < b, 0 otherwise

Op 4: 0 if a equals b, -1 otherwise

Op 5:

Correct Op : 2

Ques95. function g(int n)

```
{
```

```
if (n > 0) return 1;
```

```
else return -1;
```

```
}
```

```
function f(int a, int b)
```

```
{
```

```
if (a > b) return g(b-a);
```

```
if (a < b) return g(-a+b);
```

```
return 0;
```

```
}
```

If f(a,b) is called, what is returned?

Op 1: Always +1

Op 2: -1 if a > b, 1 if a < b, 0 otherwise

Op 3: 1 if a > b, -1 if a < b, 0 otherwise

Op 4: 0 if a equals b, -1 otherwise

Op 5:

Correct Op : 2

Ques96. Consider the following code:

```
for i= m to n increment 2
```

```
{ print "Hello!" }
```

Assuming  $m < n$  and exactly one of (m,n) is even, how many times will Hello be printed?

Op 1:  $(n - m + 1)/2$

Op 2:  $1 + (n - m)/2$

Op 3:  $1 + (n - m)/2$  if m is even,  $(n - m + 1)/2$  if m is odd

Op 4:  $(n - m + 1)/2$  if m is even,  $1 + (n - m)/2$  if m is odd

Op 5:

Correct Op : 1

Ques97. Consider the following code:

```
for i= m to n increment 2
```

```
{ print "Hello!" }
```

Assuming  $m < n$  and  $(m,n)$  are either both even or both odd, How many times will Hello be printed?

Op 1:  $(n - m + 1)/2$

Op 2:  $1 + (n - m)/2$

Op 3:  $1 + (n - m)/2$  if  $m$  is even,  $(n - m + 1)/2$  if  $m$  is odd

Op 4:  $(n - m + 1)/2$  if  $m$  is even,  $1 + (n - m)/2$  if  $m$  is odd

Op 5:

Correct Op : 2

Ques98. Assuming  $n > 2$ , What value does the following function compute for odd  $n$ ?

```
function f (int n)
```

```
{
```

```
if (n equals 1) { return 1 }
```

```
if (n equals 2) { return f(n-1) + n/2 }
```

```
return f(n-2) + n;
```

```
}
```

Op 1:  $1 + 2 + 3 + 4 + \dots + n$

Op 2:  $1 + 3 + 5 + 7 + \dots + n$

Op 3:  $n/2 + (1 + 3 + 5 + 7 + \dots + n)$

Op 4:  $1 + (1 + 3 + 5 + 7 + \dots + n)$

Op 5:

Correct Op : 2

Ques99. Assuming  $n > 2$ , What value does the following function compute for even  $n$ ?

```
int f (int n)
```

```
{
```

```
if (n equals 1) { return 1 }
```

```
if (n equals 2) { return f(n-1) + n/2 }
```

```
return f(n-2) + n
```

```
}
```

Op 1:  $1 + 2 + 3 + 4 + \dots + n$

Op 2:  $1 + (2 + 4 + 6 + 8 + \dots + n)$

Op 3:  $1 + n/2 + (4 + 6 + 8 + \dots + n)$

Op 4:  $2 + 4 + 6 + 8 + \dots + n$

Op 5:

Correct Op : 4

Ques100. The for loop is equivalent to a while loop when

Op 1: There is no initialization expression

Op 2: There is no increment expression

Op 3: A and B combined are true

Op 4: It is never equivalent

Op 5:

Correct Op : 3

Ques101. Consider the statement

`while (a < 10.0) { a = a*a }`

Assuming a is positive, for what value of a will this code statement result in an infinite loop?

Op 1:  $a < 1.0$

Op 2:  $a < \sqrt{10}$

Op 3:  $a > \sqrt{10}$

Op 4:  $a = 0$

Op 5:

Correct Op : 1

Ques102. `int area(double radius)`

{

`return PI*radius*radius;`

}

Which of the following is always true about the function area?

Op 1: It returns the area of a circle within the limits of double precision.

Op 2: It returns the area of a circle within the limits of the constant PI.

Op 3: It returns the area of a circle within the limits of precision of double, or the constant PI, whichever is lower.

Op 4: None of the above.

Op 5:

Correct Op : 4

Ques103. What does this function compute for positive n?

`function f(int n)`

{

`if (n equals 1)`

`{ return 1 }`

`else`

`{ return f(n-1)/f(n-1) + n }`

}

Op 1:  $1 + n$



Op 2:  $1 + 2 + 3 + \dots + n$

Op 3:  $1 + n$ , if  $n > 1$ , 1 otherwise

Op 4: None of the above

Op 5:

Correct Op : 3

Ques104. Which of these is not a data type?

Op 1: integer

Op 2: character

Op 3: boolean

Op 4: array

Op 5:

Correct Op : 4

Ques105. The construct "if (condition) then A else B" is for which of the following purposes?

Op 1: Decision-Making

Op 2: Iteration

Op 3: Recursion

Op 4: Object Oriented Programming

Op 5:

Correct Op : 1

Ques106. In a sequential programming language, code statements are executed in which order?

Op 1: All are executed simultaneously

Op 2: From top to bottom

Op 3: From bottom to top

Op 4: None of these

Op 5:

Correct Op : 2

Ques107. A for-loop is used for which of the following purposes?

Op 1: Decision-Making

Op 2: Iteration

Op 3: Recursion

Op 4: None of these

Op 5:

Correct Op : 2

Ques108. There are two loops which are nested. This implies which one of the following?

Op 1: Two loop, one after the other

Op 2: Two loops, one inside the others  
Op 3: One loop with two different iteration counts  
Op 4: Two loops with the same iteration count  
Op 5:  
Correct Op : 2

Ques109. How will 47 be stored as an unsigned 8-bit binary number?

Op 1: 10111101  
Op 2: 00101111  
Op 3: 10111000  
Op 4: 00101101  
Op 5:  
Correct Op : 2

Ques110. An integer X is saved as an unsigned 8-bit number, 00001011. What is X?

Op 1: 22  
Op 2: 11  
Op 3: 10  
Op 4: None of these  
Op 5:  
Correct Op : 2

Ques111. A variable cannot be used...

Op 1: Before it is declared  
Op 2: After it is declared  
Op 3: In the function it is declared in  
Op 4: Can always be used  
Op 5:  
Correct Op : 1

Ques112. What is implied by the argument of a function?

Op 1: The variables passed to it when it is called  
Op 2: The value it returns on execution  
Op 3: The execution code inside it  
Op 4: Its return type  
Op 5:  
Correct Op : 1

Ques113. Which of the following is true about comments?

Op 1: They are executed only once.  
Op 2: They are not executed  
Op 3: A good program does not contain them

Op 4: They increase program execution time.

Op 5:

Correct Op : 2

Ques114. Neelam wants to share her code with a colleague, who may modify it. Thus she wants to include the date of the program creation, the author and other information with the program. What component should she use?

Op 1: Header files

Op 2: Iteration

Op 3: Comments

Op 4: Preprocessor directive

Op 5:

Correct Op : 3

Ques115. Shashi writes a program in C++ and passes it on to Pankaj. Pankaj does some indentation in some statements of the code. What will this lead to?

Op 1: Faster Execution

Op 2: Lower memory requirement

Op 3: Correction of errors

Op 4: Better readability

Op 5:

Correct Op : 4

Ques116. Zenab and Shashi independently write a program to find the mass of one mole of water, which includes mass of hydrogen and oxygen. Zenab defines the variables:

integer hydrogen, oxygen, water // Code A

while Shashi defines the three quantities as:

integer a, b, c // Code B

Which is a better programming practice and why?

Op 1: Code B is better because variable names are shorter

Op 2: Code A is better because the variable names are understandable and nonconfusing

Op 3: Code A will run correctly, while Code B will give an error.

Op 4: Code B will run correctly, while Code A will give an error.

Op 5:

Correct Op : 2

Ques117. For solving a problem, which of these is the first step in developing a working program for it?

Op 1: Writing the program in the programming language

Op 2: Writing a step-by-step algorithm to solve the problem.

Op 3: Compiling the libraries required.

Op 4: Code debugging

Op 5:

Correct Op : 2

Ques118. A robust program has which one of the following features?

Op 1: It runs correctly on some inputs

Op 2: It is robust to hardware damage

Op 3: It can handle incorrect input data or data types.

Op 4: None of these

Op 5:

Correct Op : 3

Ques119. Tarun wants to write a code to divide two numbers. He wants to warn the user and terminate the program if he or she enters 0 as the divisor. Which programming construct can he use to do this?

Op 1: Iteration

Op 2: Decision-making

Op 3: Recursion

Op 4: None of these

Op 5:

Correct Op : 2

Ques120. To solve a problem, it is broken in to a sequence of smaller sub-problems, till a stage that the sub-problem can be easily solved. What is this design approach called?

Op 1: Top-down Approach

Op 2: Bottom-Up Approach

Op 3: Procedural Programming

Op 4: None of these

Op 5:

Correct Op : 1

Ques121. The time complexity of linear search algorithm over an array of n elements is

Op 1:  $O(\log_2 n)$

Op 2:  $O(n)$

Op 3:  $O(n \log_2 n)$

Op 4:  $O(n^2)$

)

Op 5:

Correct Op : 2

Ques122. Rajesh implements queue as a singly-linked linked list. The queue has n elements. The time complexity to ADD a new element to the queue:

Op 1:  $O(1)$   
 Op 2:  $O(\log^2 n)$   
 Op 3:  $O(n)$   
 Op 4:  $O(n \log^2 n)$   
 Op 5:  
 Correct Op : 1

Ques123. The time required to insert an element in a stack with linked list implementation is

Op 1:  $O(1)$   
 Op 2:  $O(\log^2 n)$   
 Op 3:  $O(n)$   
 Op 4:  $O(n \log^2 n)$   
 Op 5:  
 Correct Op : 1

Ques124. In the following sorting procedures, which one will be the slowest for any given array?

Op 1: Quick sort  
 Op 2: Heap sort  
 Op 3: Merge Sort  
 Op 4: Bubble sort  
 Op 5:  
 Correct Op : 4

Ques125. Pankaj stores  $n$  data elements in a hash table. He is able to get the best efficiency achievable by a hash table. What is the time complexity of accessing any element from this hash table?

Op 1:  $O(1)$   
 Op 2:  $O(n^2)$   
 )  
 Op 3:  $O(\log n)$   
 Op 4:  $O(n)$   
 Op 5:  
 Correct Op : 1

Ques126. Every element of a data structure has an address and a key associated with it. A search mechanism deals with two or more values assigned to the same address by using the key. What is this search mechanism?

Op 1: Linear Search  
 Op 2: Binary search  
 Op 3: Hash Coded Search

Op 4: None of these

Op 5:

Correct Op : 3

Ques127. The order of magnitude of the worst case performance of a hash coded search (over N elements) is

Op 1: N

Op 2:  $N \log_2 N$

Op 3:  $\log_2 N$

Op 4: not dependent upon N

Op 5:

Correct Op : 1

Ques128. A sorting algorithm traverses through a list, comparing adjacent elements and switching them under certain conditions. What is this sorting algorithm called?

Op 1: insertion sort

Op 2: heap sort

Op 3: quick sort

Op 4: bubble sort

Op 5:

Correct Op : 4

Ques129. A sorting algorithm iteratively traverses through a list to exchange the first element with any element less than it. It then repeats with a new first element. What is this sorting algorithm called?

Op 1: insertion sort

Op 2: selection sort

Op 3: heap sort

Op 4: quick sort

Op 5:

Correct Op : 2

Ques130. A sort which uses the binary tree concept such that any number in the tree is larger than all the numbers in the subtree below it is called

Op 1: selection sort

Op 2: insertion sort

Op 3: heap sort

Op 4: quick sort

Op 5:

Correct Op : 3

Ques131. The average time required to perform a successful sequential search for an

element in an array  $A(1 : n)$  is given by

Op 1:  $(n+1) / 2$

Op 2:  $\log_2 n$

Op 3:  $n(n+1) / 2$

Op 4:  $n^2$

Op 5:

Correct Op : 1

Ques132. How many comparisons are needed to sort an array of length 5 if a straight selection sort is used and array is already in the opposite order?

Op 1: 1

Op 2: 10

Op 3: 50

Op 4: 20

Op 5:

Correct Op : 2

Ques133. Queues serve a major role in

Op 1: simulation of recursion

Op 2: simulation of arbitrary linked list

Op 3: simulation of limited resource allocation

Op 4: expression evaluation

Op 5:

Correct Op : 3

Ques134. The average search time of hashing with linear probing will be less if the load factor

Op 1: is far less than one

Op 2: equals one

Op 3: is far greater than one

Op 4: none of these

Op 5:

Correct Op : 1

Ques135. Number of vertices of odd degree in a graph is

Op 1: is always even

Op 2: always odd

Op 3: either even or odd

Op 4: always zero

Op 5:

Correct Op : 1

Ques136. The algorithm design technique used in the quick sort algorithm is

Op 1: Dynamic programming

Op 2: Back tracking

Op 3: Divide and conquer

Op 4: Greedy Search

Op 5:

Correct Op : 3

Ques137. Linked lists are not suitable for

Op 1: Insertion sort

Op 2: Binary search

Op 3: Queue implementation

Op 4: None of these

Op 5:

Correct Op : 2

Ques138. A connected graph is the one which

Op 1: Cannot be partitioned without removing an edge

Op 2: Can be partitioned without removing an edge

Op 3: does not contain a cycle

Op 4: Has even number of vertices

Op 5:

Correct Op : 1

Ques140. Stack is useful for implementing

Op 1: radix search

Op 2: breadth first search

Op 3: recursion

Op 4: none of these

Op 5:

Correct Op : 3

Ques141. Which of the following is useful in traversing a given graph by breadth first search?

Op 1: stack

Op 2: set

Op 3: list

Op 4: queue

Op 5:

Correct Op : 4

Ques142. Which of the following is useful in implementing quick sort?



Op 1: stack  
 Op 2: set  
 Op 3: list  
 Op 4: queue  
 Op 5:  
 Correct Op : 1

Ques143. Which of the following abstract data types can be used to represent a many-to-many relation?

Op 1: Tree  
 Op 2: Stack  
 Op 3: Graph  
 Op 4: Queue  
 Op 5:  
 Correct Op : 3

Ques144. Two lists, A and B are implemented as singly linked link-lists. The address of the first and last node are stored in variables firstA and lastA for list A and firstB and lastB for list B. Given the address of a node is given in the variable node, the element stored in the node can be accessed by the statement `node->data` and the address to the next node can be accessed by `node->next`. Pankaj wants to append list B at end of list A. Which of the following statements should he use?

Op 1: `lastB -> next = firstA`  
 Op 2: `lastA = firstB`  
 Op 3: `lastA->next = firstB`  
 Op 4: `lastB = firstA`  
 Op 5:  
 Correct Op : 3

Ques145. Which of the following sorting algorithms yield approximately the same worstcase and average-case running time behaviour in  $O(n \log n)$ ?

Op 1: Bubble sort and Selection sort  
 Op 2: Heap sort and Merge sort  
 Op 3: Quick sort and Radix sort  
 Op 4: Tree sort and Median-of-3 Quick sort  
 Op 5:  
 Correct Op : 2

Ques146. A complete binary tree with 5 levels has how many nodes? (Root is Level 1)

Op 1: 15  
 Op 2: 25

Op 3: 63  
 Op 4: 31  
 Op 5:  
 Correct Op : 4

Ques147. The maximum number of nodes on level I of a binary tree is which of the following? (Root is Level 1)

Op 1:  $2^I - 1$   
 Op 2:  $3^I - 1$   
 Op 3:  $2^I$   
 Op 4:  $2^I - 1$   
 Op 5:  
 Correct Op : 1

Ques148. Consider an array on which bubble sort is used. The bubble sort would compare the element  $A[x]$  to which of the following elements in a single iteration.

Op 1:  $A[x+1]$   
 Op 2:  $A[x+2]$   
 Op 3:  $A[x+2x]$   
 Op 4: All of these.  
 Op 5:  
 Correct Op : 1

Ques149. In an implementation of a linked list, each node contains data and address. Which of the following could the address field possibly contain?

Op 1: Address of next node in sequence  
 Op 2: It's own address  
 Op 3: Address of last node  
 Op 4: Address of first node  
 Op 5:  
 Correct Op : 1

Ques150. Surbhi wants to implement a particular data structure using a static array. She uses the concept of circular list to implement the data structure, because this allows her to efficiently use all fields of the array. Which data structure is Surbhi implementing?

Op 1: a stack  
 Op 2: a queue  
 Op 3: Binary Tree  
 Op 4: None of these  
 Op 5:  
 Correct Op : 2

Ques151. Which of the following is a bad implementation for a queue?

Op 1: Circular List

Op 2: Doubly linked list

Op 3: Singly linked List

Op 4: Linear Static Array

Op 5:

Correct Op : 4

Ques152. Which of the following statements are true about a doubly-linked list?

Op 1: it may be either linear or circular

Op 2: it must contain a header node

Op 3: it will occupy same memory space as that of linear linked list, both having same number of nodes

Op 4: None of these

Op 5:

Correct Op : 1

Ques153. Which of the following data structure may give overflow error, even though the current number of element in it is less than its size ?

Op 1: Queue implemented in a linear array

Op 2: Queue implemented in a circularly connected array

Op 3: Stack implemented in a linear array

Op 4: none of these

Op 5:

Correct Op : 1

Ques154. Number of possible ordered trees with 3 nodes A, B, C is

Op 1: 16

Op 2: 12

Op 3: 13

Op 4: 14

Op 5:

Correct Op : 2

Ques155. The best sorting methods if number of swapping done is the only measure of efficiency is

Op 1: Bubble sort

Op 2: Selection sort

Op 3: Insertion sort

Op 4: Quick sort

Op 5:

Correct Op : 3

Ques156. As part of the maintenance work, you are entrusted with the work of rearranging the library books in a shelf in proper order, at the end of each day. The ideal choice will be

Op 1: bubble sort

Op 2: insertion sort

Op 3: selection sort

Op 4: heap sort

Op 5:

Correct Op : 2

Ques157. A hash table can store a maximum of 10 records. Currently there are records in locations 1, 3, 4, 7, 8, 9, 10. The probability of a new record going into location 2, with a hash function resolving collisions by linear probing is

Op 1: 0.6

Op 2: 0.1

Op 3: 0.2

Op 4: 0.5

Op 5:

Correct Op : 1

Ques158. A full binary tree with n leaves contains

Op 1:  $2n + 1$  nodes

Op 2:  $\log_2 n$  nodes

Op 3:  $2n - 1$  nodes

Op 4:  $2n$  nodes

Op 5:

Correct Op : 3

Ques159. An array contains the following elements in order: 7 6 12 30 18. Insertion sort is used to sort the array in ascending order. How many times will an insertion be made?

Op 1: 2

Op 2: 3

Op 3: 4

Op 4: 5

Op 5:

Correct Op : 1

Ques160. An array of 5 numbers has the following entries in order: 7 4 5 10 8. Prashant uses selection sort to sort this array in descending order. What will the array contain

after two iterations of selection sort?

Op 1: 10 8 7 5 4

Op 2: 10 8 5 7 4

Op 3: 8 10 5 7 4

Op 4: None of these

Op 5:

Correct Op : 2

Ques161. Srishti writes a program to find an element in the array A[5] with the following elements in order: 8 30 40 45 70. She runs the program to find a number X. X is found in the first iteration of binary search. What is the value of X?

Op 1: 40

Op 2: 8

Op 3: 70

Op 4: 30

Op 5:

Correct Op : 1

Ques162. The array A has n elements. We want to determine the position of X in the array. We know that X is present in the array A and X can be present at any location in the array with equal probability. How many comparisons will be required on average to find the element X using linear search?

Op 1: n

Op 2:  $(n+1)/2$

Op 3:  $2*n$

Op 4:  $n^2$

Op 5:

Correct Op : 2

Ques163. A is an empty stack. The following operations are done on it.

PUSH(1)

PUSH(2)

POP

PUSH(5)

PUSH(6)

POP

What will the stack contain after these operations. (Top of the stack is underlined)

Op 1: 5 6

Op 2: 1 5

Op 3: 5 6

Op 4: 1 5

Op 5:

Correct Op : 2

Ques164. A stack is implemented as a linear array  $A[0...N-1]$ . Farhan writes the following functions for pushing an element E in to the stack.

```
function PUSH( top, E, N )
```

```
{
if(X)
{
    top = top + 1
    A[top] = E
}
else
{
    print "Overflow"
}
return top
}
```

Fill in the condition X

Op 1:  $top < N$

Op 2:  $top < n-1$

Op 3:  $top > 0$

Op 4:  $top > 1$

Op 5:

Correct Op : 2

Ques165. A stack is implemented as a linear array  $A[0...N-1]$ . Noor writes the following functions for popping an element from the stack.

```
function POP( top, N )
```

```
{
if(X)
{
    top = top - 1
}
else
{
    print "Underflow"
}
return top
}
```

Fill in the condition X

Op 1:  $top < N-1$

Op 2:  $\text{top} < n$   
 Op 3:  $\text{top} > 1$   
 Op 4:  $\text{top} \geq 0$   
 Op 5:  
 Correct Op : 4

Ques166. Q is an empty queue. The following operations are done on it:

ADD 5  
 ADD 7  
 ADD 46  
 DELETE  
 ADD 13  
 DELETE  
 DELETE  
 ADD 10

What will be the content of Q after these operations. Front is marked by (F) and Rear is marked by (R).

Op 1: 10(R) 13(F)  
 Op 2: 5(R) 10(F)  
 Op 3: 13(R) 10(F)  
 Op 4: 10(R) 5(F)  
 Op 5:  
 Correct Op : 1

Ques167. A queue is implemented as a (singly linked) linked-list for easy addition and deletion of elements.

Each node has an element and pointer to another node. Which node will point to empty/no location?

Op 1: Front  
 Op 2: Rear  
 Op 3: Both  
 Op 4: None of these  
 Op 5:  
 Correct Op : 2

Ques168. A stack is implemented as a (singly-linked) linked-list, where each node contains data and address of another node. The top node will contain the address of which node?

Op 1: No node. It will be empty  
 Op 2: The node containing the first element pushed into the stack.  
 Op 3: The node containing the element which was pushed just before the top element.  
 Op 4: None of these  
 Op 5:

Correct Op : 3

Ques169. A queue is implemented by a linear array of size 10 (and not as a circularly connected array). Front and Rear are represented as an index in the array. To add an element, the rear index is incremented and the element is added. To delete an element, the front index is incremented. The following operations are done on an empty queue.

ADD 1; DELETE; ADD 2; ADD 3; ADD 4; DELETE, DELETE

After this set of operations, what is the maximum capacity of the queue?

Op 1: 6

Op 2: 7

Op 3: 10

Op 4: None of these

Op 5:

Correct Op : 2

Ques170. A queue is implemented as a (singly linked) linked-list. Each node has an element and pointer to another node. Rear and Front contain the addresses of the rear and front node respectively. If the condition (rear is equal front) is true and neither is NULL, what do we infer about the linked list?

Op 1: It has no elements

Op 2: It has one element

Op 3: There is an error

Op 4: None of these

Op 5:

Correct Op : 2

Ques171. Jaswinder has a book of tickets and wants to store ticket numbers in a data structure. New tickets are added to the end of the booklet. Ticket at the top of the stack is issued to the customer. Which data structure should Jaswinder use to represent the ticket booklet?

Op 1: Queue

Op 2: Stack

Op 3: Array

Op 4: Graph

Op 5:

Correct Op : 1



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