

1. What is the time complexity of deleting from the tail of a singly linked list?

- A) $O(N)$
- B) $O(\log N)$
- C) $O(1)$
- D) $O(N*N)$

2. What will be the time complexity of the following code?

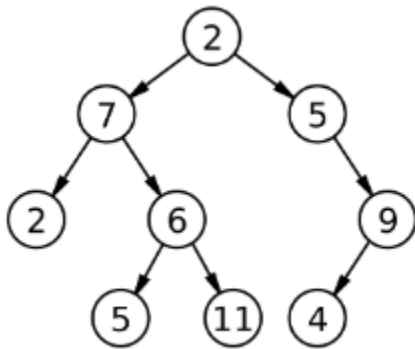
```
int main()
{
    int n;
    cin>>n;
    int a[n];
    for(int i=0;i<n;i++)
    {
        cin>>a[i];
    }
    sort(a,a+n);
    for(int i=0;i<n;i++)
    {
        cout<<a[i]<<" ";
    }
}
```

- A) $O(N)$
- B) $O(\log N)$
- C) $O(N\log N)$
- D) $O(N*N)$

3. To implement Queue we should not use ____.

- A) Singly Linked List.
- B) Doubly Linked List.
- C) Array
- D) None of the above.

4. What will be the In-order traversal of this binary tree?



- A) 2 7 5 6 2 5 4 11 9
- B) 2 7 5 6 11 2 5 4 9
- C) 2 7 2 6 5 11 5 9 4
- D) 2 7 6 5 11 2 5 4 9

5. We have 5 numbers : 13, 26, 62, 23, 45. Now we will push them into a max priority queue. When we do the 3rd pop operation which number will be popped ?

- A) 62
- B) 26
- C) 45
- D) 23

6. We have a Queue. Now we will do following operation:

push(10);

push(20);

push(30);

pop();

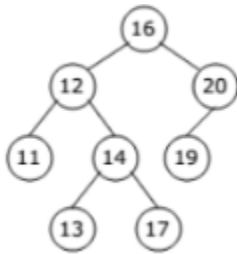
pop();

push(25);

After this operation, what is the current front value of the queue?

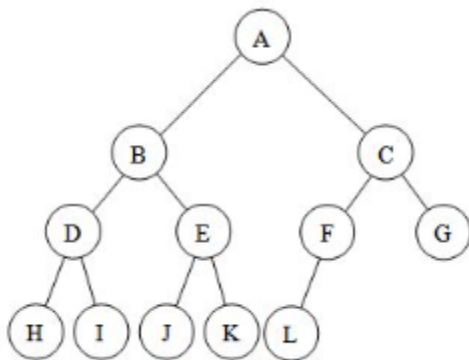
- A) 25
- B) 30
- C) 10
- D) 20

7. This is a binary search tree.



- A) True
- B) False

8. This is a complete binary tree.

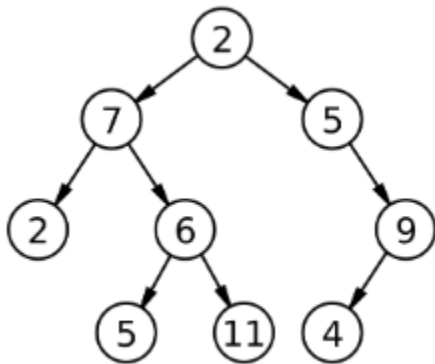


- A) True
- B) False

9. Queue follows ____.

- A) First In Last Out
- B) Last In Last Out

10. What will be the pre-order traversal of this binary tree?

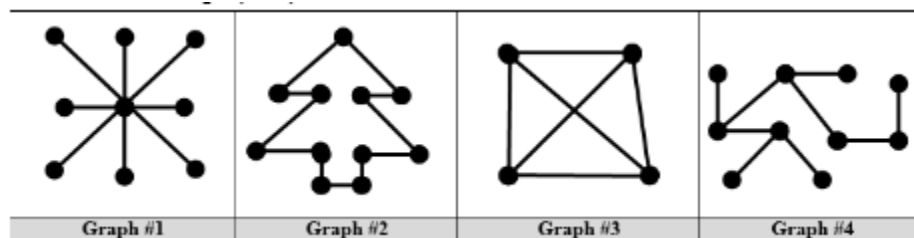


- A) 2 7 2 6 5 5 11 9 4
- B) 2 7 2 5 11 6 5 9 4
- C) 2 7 2 6 5 11 5 9 4
- D) 2 7 2 6 5 11 9 5 4

11. What is the maximum number of edges in a complete graph with n vertices?

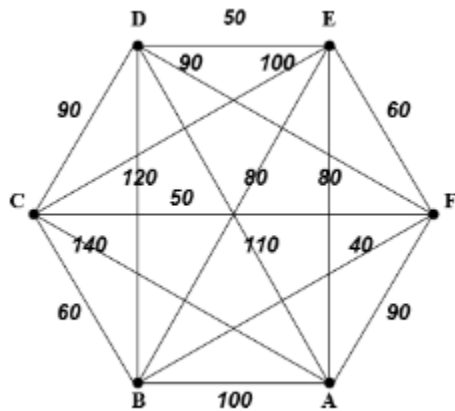
- a) n
- b) $n-1$
- c) $n(n-1)/2$
- d) $2n$

12. Which of the four graphs pictured below are not trees?



- a) Graph 3
- b) Graph 2, 3
- c) Graph 2, 4
- d) Graph 1, 3

13. Find the minimum spanning tree using Kruskal's algorithm and provide the overall weight of the MST.



- a) 240
- b) 7
- c) 280
- d) 220

14 Which of the following is NOT a valid graph representation?

- a) Heap
- b) Adjacency matrix
- c) Adjacency list
- d) Edge list

15. Which algorithm is used to detect cycles in a directed graph?

- a) Breadth-First Search (BFS)
- b) Depth-First Search (DFS)
- c) Bellman-Ford algorithm
- d) Dijkstra's algorithm

16. In dynamic programming top-down approach is also known as_____

- a) Tabulation
- b) optimization
- c) Memoization
- d) Generalization

17. What is the space complexity of the following dynamic programming implementation of the Knapsack problem?

- a) $O(n)$
- b) $O(n+w)$
- c) $O(nw)$
- d) $O(n^2)$

18. The complete graph with four vertices has k edges where k is

- a) 6
- b) 4
- c) 3
- d) 10

19. Dijkstra's SPF algorithm guarantees the shortest path only when

- a) The graph is connected
- b) There are no negative edge weights
- c) All edges have the same weight
- d) The graph is acyclic

20. In Dijkstra's SPF algorithm, what data structure is typically used to prioritize nodes with the smallest tentative distance?

- a) Queue
- b) Stack
- c) Linked List
- d) Heap

21. In OOP, what is polymorphism primarily concerned with?

- a) Data hiding
- b) Code reusability
- c) Multiple forms of behavior
- d) Grouping related data and methods

22. In the context of OOP, what is "method overriding"?

- a) Defining a method with the same name but different parameters in the same class.
- b) Providing a new implementation for a method in a subclass that already exists in the superclass.
- c) Changing the accessibility of a method in a subclass.
- d) Hiding a method in the base class using a method in the subclass.

23. What is a class variable in OOP?

- a) A variable declared inside a class method
- b) A variable shared by all instances of a class
- c) A variable with a constant value
- d) A variable that can only be accessed within the class

24. In OOP, what is the term for creating a new class that inherits from more than one class?

- a) Multiclassing
- b) Polymorphism
- c) Multiple inheritance
- d) Hybridization

25. What is the primary purpose of encapsulation in OOP?

- a) Achieving code reusability
- b) Grouping data and methods that operate on the data into a single unit
- c) Implementing inheritance
- d) Enforcing method overloading

26. What does the term "abstraction" mean in the context of OOP?

- a) Creating an instance of a class
- b) Hiding the implementation details and showing only the essential features
- c) Calling a method in a child class that is defined in the parent class
- d) Combining data and methods into a single unit

27. Does this code have any errors?

```
#include <iostream>
using namespace std;

class Animal {
    string type;
public:
    Animal(string t) {
        type = t;
    }
    void showType() {
        cout << "Animal type: " << type << endl;
    }
};

int main() {
    Animal *dog = new Animal("Dog");
    dog.showType();
    delete dog;
    return 0;
}
```

- a) Yes
- b) No

28. What will be the output for the following code?

```
#include <iostream>
using namespace std;

class Example {
public:
    Example() {
        cout << "Constructor called" << endl;
    }
    ~Example() {
        cout << "Destructor called" << endl;
    }
};

int main() {
    Example* e = new Example();

    return 0;
}
```

- a) Constructor called Destructor called
- b) Constructor called
- c) Destructor called
- d) Error

29. Pick the term that relates to polymorphism:

- A. Early binding
- B. Dynamic allocation
- C. Static typing
- D. Static allocation

30. Pick the term that relates to compile-time polymorphism:

- A. Late binding
- B. Dynamic binding
- C. Static typing
- D. None of the above

31. How to rename a column of a table?

- a) ALTER TABLE table_name
RENAME COLUMN old_column_name TO new_column_name;
- b) ALTER TABLE RENAME table_name
COLUMN old_column_name TO new_column_name;
- c) ALTER TABLE table_name
RENAME COLUMN new_column_name TO old_column_name ;
- d) TABLE ALTER table_name
RENAME COLUMN old_column_name TO new_column_name;

32. Write a query to display the first ten records from a table.

- a) select * from Student where Rownum == 10;
- b) select * from Student where Rownum != 10;
- c) select * from Student where Rownum < 10;
- d) select * from Student where Rownum <= 10;

33. DML stand for

- a) Data Multiple Language
- b) Data Merging Language
- c) Database Multiple Language
- d) Data Manipulation Language

34. Which of the following is not a DML command?

- a) SELECT
- b) INSERT
- c) UPDATE
- d) CREATE

35. The SQL command to remove records from a database table is:

- a) SELECT
- b) DELETE
- c) DROP
- d) REMOVE

Django Rest Framework Assignment:

Recipe Management System

Marks : 20

Time : 30 minutes

Create a Recipe Management API where users can create and share recipes, rate them, and add comments. Each recipe can have multiple ingredients.

Requirements:

- Design the database schema for users, recipes, ingredients, ratings, and comments.
- Create models for the entities and define appropriate relationships.
- Create serializers for each model.
- Implement API views to perform CRUD operations and manage relationships.