| Reg. No. | | | | len | | | | |
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| 106.110. | | | | | | | | |

B.Tech/ M.Tech (Integrated) DEGREE EXAMINATION, DECEMBER 2023

First to Third Semester

21GNH101J - PHILOSOPHY OF ENGINEERING

(For the candidates admitted from the academic year 2022-2023 onwards)

| Note: (i) | | Part - A should be answered in OMR sheet within first 40 minutes and OMR sheet over to hall invigilator at the end of 40 th minute. | shoul | d be | han | ded |
|--------------|-----|--|-------|------|------|-----|
| (ii) | Ĺ | Part - B and Part - C should be answered in answer booklet. | | | | |
| Time | : 3 | Hours | Max. | Ma | rks: | 75 |
| | | $PART - A (20 \times 1 = 20 Marks)$ | Marks | BL | СО | PO |
| | | Answer ALL Questions | | | | |
| | 1. | is the discipline and profession of applying technical and scientific | 1 | 1 | 1 | 1 |
| | | knowledge and utilizing natural laws and physical resources in order to design and implement materials. | | | | |
| | | (A) Arts (B) Mathematics | | | | |
| | | (C) Engineering (D) Science | | | | |
| | 2. | Engineers apply the sciences of physics and mathematics to find suitable solutions to problems using . | 1 | 1 | 1 | 1 |
| | | (A) Philosophy (B) Methodology | | | | |
| | | (C) Marketability (D) Flexibility | | | | |
| | 3. | the science of structure, order and relation that has evolved from | 1 | 1 | 1 | 1 |
| | | elemental practices of counting, measuring and describing the shapes of objects. | | | | |
| | | (A) Science and technology (B) Arts | | | | |
| | | (C) Arts and science (D) Mathematics | | | | |
| | 4. | refers to the elements of art that are independent of its interpretation or significance. | 1 | 1 | 1 | 1 |
| | | (A) Art form (B) Arts and science | | | | |
| | | (C) Engineering (D) Philosophy | | | | |
| | 5. | has at its basis the development of the internet and the computer. | 1 | 1 | 2 | 1 |
| | | (A) Cyber security (B) Cyber chain | | | | |
| | | (C) Cyber culture (D) Networking | | | | |
| | 6. | Ontology is sometimes referred as | 1 | 1 | 2 | 1 |
| | | (A) Reference (B) Science of being | | | | |
| | | (C) Philosophy (D) Metaphysics | | | | |
| | 7. | Researchers assert that the introduction stage where design takes place | 1. | 1 | 2 | 1 |
| | | determines between and percent of the life cycle costs. | | | | |
| | | (A) 40, 60 (B) 50, 50 (C) 70, 60 (D) 70, 00 | | | | |
| | | (C) 70, 60 (D) 70, 90 | | | | |

| 8. | contains all the definition knowledge required for a particular ap | ns that are needed to model the | 1 | 1 | 2 | 1 |
|------|---|--|---|-----|-----|---|
| | (A) Reference ontology | (B) Application ontology | | | | |
| | (C) Ontology | (D) Steam | | | | |
| 9. | | d work environment are measurable | 1 | 1 | 3 | 7 |
| | and that the two should be matched in (A) Holland | order to find a satisfying career. (B) Harvard | | | | |
| | | (D) Gregory | | | | |
| | | | | | • | |
| 10. | Design is distinct from analyt develop scientific initiatives. | ic methodologies, which is crucial to | 1 | 1 | 3 | 3 |
| | | (B) Thinkers | | | | |
| | | (D) Developers | | | | |
| 11 | The sum of all the tools devices and n | rocesses excitable are said to | 1 | 1 | 3 | 5 |
| 11. | The sum of all the tools, devices and p (A) Engineering | (B) Science | • | • | | , |
| | . , . | (D) Technology | | | | |
| | | | 2 | | | |
| 12. | How the students should be motivated | • | 1 | 1 | 3 | 1 |
| | . , | (B) Learning by recitation | | | | |
| | (C) Incidental study | (D) Selected study | | (8) | | |
| 13. | follow the creativity-based en | gineering design process. | 1 | 1 | 4 | 4 |
| | | (B) Engineers | | | | |
| | (C) Team leader | (D) Project manager | | | | |
| 11 | Hypothesis testing method. | | 1 | 1 | 4 | 3 |
| 14. | | (B) Scientific | | | | 5 |
| | | (D) CDIO | | | | |
| | | | | | e e | |
| 15. | The of the data the systematical in the system of the data the system of the system of the data the system of the data the system of the data the system of the system o | | 1 | 1 | 4 | 4 |
| | consideration when designing a reliable (A) Security | | | | | |
| | | (B) Integrity (D) Reliability | | | | |
| | (C) Consistency | (D) Reliability | | | | |
| 16. | model is the generic proces | s traditionally used by instructional | 1 | 1 | 4 | 3 |
| | designers and training developers. | | | | | |
| | | (B) Addie | | | | |
| | (C) Riasec | (D) CDIO | | | | |
| 17. | Engineering has helped society in | health, technology, communication, | 1 | 1 | 5 | 6 |
| | development and | | | | | |
| | ` ' 1 | (B) Science | | | | |
| | (C) Mathematics | (D) Architecture | | | | |
| 18. | leaders possess higher cultur | al intelligence | 1 | 1 | 5 | 6 |
| - 0. | | (B) Ethical | | | | |
| | | (D) Diverse | | | | |
| | | | | | | |

| 19. | How many principles guide an engineer to achieve sustainable development? | 1 | 1 | 5 | 7 |
|-----|--|-------|----|----|----|
| | (A) 7 (C) 6 (B) 8 (D) 5 | | | | |
| 20. | When was the international engineering consortium established? (A) 1945 (B) 1937 (C) 1942 (D) 1944 | 1 | 1 | 5 | 1 |
| | $PART - B (4 \times 10 = 40 Marks)$ Answer ANY FOUR Questions | Marks | BL | CO | PO |
| 21. | Discuss about the motivated functions which refer to intentional, conscious actions on the part of the artist or creator. | 10 | 2 | 1 | 1 |
| 22. | Explain in detail on the desired attributes of an engineer. | 10 | 2 | 1 | 1 |
| 23. | Illustrate and explain about PLC in detail. | 10 | 3 | 2 | 2 |
| 24. | Describe in detail on John Holland's theory. | 10 | 2 | 3 | 2 |
| 25. | Explain in detail on how Addie model is useful for building training support tools. | 10 | 2 | 4 | 2 |
| 26. | Discuss in detail on engineers code of ethics. | 10 | 2 | 5 | 8 |
| | PART – C $(1 \times 15 = 15 \text{ Marks})$ Answer ANY ONE Question | Marks | BL | СО | PO |
| 27. | A diverse, equitable and inclusive workplace improves the environmental impact of a company. Discuss in detail on the ways to achieve the above mentioned environment. | 15 | 3 | 5 | 7 |
| 28. | Discuss the strategic methods used by management and marketing professionals to help determine advertising schedules, price points, expasion to new product markets, packaging redesigns and more. | 15 | 3 | 2 | 3 |

