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SIEMENS INFO

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THIS PAPER CONSISTS 6 PARTS. all are multiple choice q's
1)general
2)c/unix
3)c++/motif
4)database
5)x-windows
6)ms-windows
we have written q's not acc. to each part.total 50. q's. time is sufficient.
if u have basic idea about all of the u can easily answer the paper.
paper
---
1)which of following operator can't be overloaded.
a)== b)++ c)?! d)<=
2)#include<iostream.h>
main()
{
printf("Hello World");
}
the program prints Hello World without changing main() the o/p should be
intialisation
Hello World
Desruct
the changes should be
a)iostream operator<<(iostream os, char*s)
os<<'intialisation'<<(Hello World)<<Destruct
b) c) d)none of the above
3)CDPATH shell variable is in(c-shell)
a) b) c) d)
4) term stickily bit is related to a)kernel
b)undeletable file
c) d)none
5)semaphore variable is different from ordinary variable by
6)swap(int x,y)
{
int temp;
temp=x;
x=y;
y=temp;
}

```
main()
{
int x=2;y=3;
swap(x,y);
}
```

after calling swap ,what are yhe values x&y?

7) static variable will be visible in

a)fn. in which they are defined

b)module " " " "

c)all the program

d)none

8)unix system is

a)multi processing

b)multi processing ,multiuser

c)multi processing ,multiuser,multitasking

d)multiuser,multitasking

9)x.25 protocol encapsulates the follwing layers

a)network

b)datalink

c)physical

d)all of the above

e)none of the above

10)TCP/IP can work on

a)ethernet

b)tokenring

c)a&b

d)none

11)a node has the ip address 138.50.10.7 and 138.50.10.9.But it is transmitting data from node1 to node2only. The reason may be

a)a node cannot have more than one address

b)class A should have second octet different

c)classB " " " " "

d)a,b,c

12) the OSI layer from bottom to top

13)for an application which exceeds 64k the memory model should be

a)medium

b)huge

c)large

d)none

14)the condition required for dead lock in unix sustem is

15)set-user-id is related to (in unix)

16) bourne shell has

a)history record

b)

c)

d)

17)wrong statement about c++

a)code removably

b)encapsulation of data and code

c)program easy maintenance

```
d)program runs faster
18)struct base {int a,b;
base();
int virtual function1();
}
struct derv1:base{
int b,c,d;
derv1()
int virtual function1();
}
struct derv2 : base
 {int a,e;
}
base::base()
{
a=2;b=3;
}
derv1::derv1(){
b=5;
c=10;d=11;}
base::function1()
{return(100);
}
derv1::function1()
{
return(200);
}
main()
base ba;
derv1 d1,d2;
printf("%d %d",d1.a,d1.b)
o/p is
a)a=2;b=3;
b)a=3; b=2;
c)a=5; b=10;
d)none
19) for the above program answer the following q's
main()
base da;
derv1 d1;
derv2 d2;
printf("%d %d %d",da.function1(),d1.function1(),d2.function1());
o/p is
a)100,200,200;
b)200,100,200;
c)200,200,100;
d)none
20)struct {
int x;
int y;
```

}abc;
you can not access x by the following
1)abc-->x;
2)abc[0]-->x;
abc.x;
(abc)-->x;
a)1,2,3
b)2&3
c)1&2
d)1,3,4
21) automatic variables are destroyed after fn. ends because
a)stored in swap
b)stored in stack and poped out after fn. returns
c)stored in data area
d)stored in disk
22) relation between x-application and x-server (x-win)
23)UIL(user interface language)   (x-win)
24)which is right in ms-windows
a)application has single qvalue system has multiple qvalue
b) "   multiple "   "   single   "
c)"   "   "   multiple   "
d)none
25)widget in x-windows is
26)gadget in x_windows is
27)variable DESTDIR in make program is accessed as
a)$(DESTDIR)
b)${DESTDIR}
c)DESTDIR
d)DESTDIR
28)the keystroke mouse entrie are interpreted in ms windows as
a)interrupt
b)message
c)event
d)none of the above
29)link between program and out side world (ms -win)
a)device driver and hardware disk
b)application and device driver
c)application and hardware device
d)none
30)ms -windows is
a)multitasking
b)   c)   d)
31)dynimic scoping is
32) after logout the process still runs in the background by giving the command
a)nohop
b)
33)process dies out but still waita
a)exit
b)wakeup

c)zombie
d)steep
34)in dynamic memory allocation we use
a)doubly linked list
b)circularly linked
c)B trees
d)L trees
e)none
35)to find the key of search the data structure is
a)hask key
b)trees
c)linked lists
d)records
36)data base

employ_code	salary	employ_code	leave from	leave to
1236	1500	1238	---	---
1237	2000	1238	---	---
1238	2500	1237	---	
		1237	---	
		1237	---	---
		1237	---	---

select employ_code,employ_data ,leave
the number of rows in the o/p
a)18
b)6
c)7
d)3
37)DBMS
38)read about SQL,db
39)which is true
a)bridge connects dissimiler LANand protocol insensitive
b)router " " " " "
c)gateway " " " " "
d)none of the above

40)read types of tree traversals.
41)42)43) simple programs on pointers in c

BEST OF LUCK

This is sisl paper given in iit kanpur. enjoy this.
>
> All are multiple choice questions.60 questions to be answered in 60 mins.
> Distribution of questions:
> ---10 questions from data structures and some general topics.
> -----10 questions from Unix and C.
> --7Questions from Data base.
> ----Remaining from Windows(x windows,MS Windows etc..)
> The distribution is not exact.Only approximate.
> Totally there are six sections as below:
> 1.General
> 2.Unix and c
> 3.RDBMS
> 4.C++/object oriented
> TCP/IP
> 6not remembered.
> The questions are as follows:
> RDBMS-----
> 1.What is RDBMS...Def
> 2.Two tables are given.In 1st table 2 columns are there.one
> isEmployee no,second is salary.In second table 3 columns are there,one is
employee no,second is date,3rd is salary.
> Select employee no,from table1,table 2.
> How many records it will contain?.(This is somewhat difficult).
>
> 3.What is transaction?
> TCP/IP:
> 1.X.25 protocol belongs to which layer.
> 2,Order all the 7 layers in sequence

> 3,One node has 2 IP address but data goes through only one link.What is the
reason?
> 4,Router,Bridge,Gateway....Which one of these can not connect
> two different LANS and is protocol sensitive.
> 5,Client sends server---reqest or demand or -----Choices
> are given.
> Another section...
> 1.main(argc,argv)
> {

```
>   if(argc<1)
>   printf("error");
>   else
>      exit(0);
>      }
>      If this program is compiled without giving any argument ,what i
t
will print.
> 2.What are the static variables...def
> 3.What is Dynamic allocation ?
> 4.Dead lock condition...What may be the condition for it.
> 5.Semaphore variable?..def
> 6.Most of the Windows operating systems are....choices are given lik
e
> ----a,maltitasking,multiuser,multi processing
>       b,only.......&......
>       c,only........&......
>       like that
> 7.Properties of object oriented,(just recall the name of the
properties like
> inheritance,....
> 8.A program of C++,and two questions were based on the o/p of that
program.
> .................---------.................
>
>
>  Some more questions are not remembered.
>  Here I am concatenating another mail from my friend.The number of
questions from
different areas as mentioned before is not correct.The correct numbers

are given
below.
> Se
ections...
> 1, 5Q ...x windows
> 2, 5Q .....MS Windows
> 3, 7Q.....Databases
> 4, 20 Q....General
> 5, 20Q....UNIX/C
> 6,5Q  ....OOPS
> Some questions.....
> 1,S
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