

## Reasoning

## Coding Decoding

## Level-2

**Q1 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

‘Dwindle, Cynicism, Clogged’ is coded as ‘10\$Y, 2\$L, 2@W’

‘Ruckus, Extolling, Wanton, Fiscal’ is coded as ‘8&A, 4^X, 8%U, 8#I’

‘Incurred, Erupted, Fructify’ is coded as ‘2^R, 10#R, 10\$N’

What will be the code for “**Despot**” ?

- (A) 8@E (B) 12\$O  
(C) 10#O (D) 6@O  
(E) None of these

**Q2 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

‘Dwindle, Cynicism, Clogged’ is coded as ‘10\$Y, 2\$L, 2@W’

‘Ruckus, Extolling, Wanton, Fiscal’ is coded as ‘8&A, 4^X, 8%U, 8#I’

‘Incurred, Erupted, Fructify’ is coded as ‘2^R, 10#R, 10\$N’

What will be the code for “**Reinvigorate**” ?

- (A) 10%T (B) 14%E  
(C) 12&T (D) 14\$T  
(E) None of these

**Q3**

**Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

‘Dwindle, Cynicism, Clogged’ is coded as ‘10\$Y, 2\$L, 2@W’

‘Ruckus, Extolling, Wanton, Fiscal’ is coded as ‘8&A, 4^X, 8%U, 8#I’

‘Incurred, Erupted, Fructify’ is coded as ‘2^R, 10#R, 10\$N’

What will be the code for “**Intransigence**” ?

- (A) 10%C (B) 8@C  
(C) 6#C (D) 8\$N  
(E) None of these

**Q4 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

‘Dwindle, Cynicism, Clogged’ is coded as ‘10\$Y, 2\$L, 2@W’

‘Ruckus, Extolling, Wanton, Fiscal’ is coded as ‘8&A, 4^X, 8%U, 8#I’

‘Incurred, Erupted, Fructify’ is coded as ‘2^R, 10#R, 10\$N’

What will be the code for “**Riparian, Endured, Ceasefire**” ?

- (A) 2^N, 4\$E, 10%I (B) 4^E, 4\$R, 11%A  
(C) 2^F, 6\$R, 13%A (D) 6^E, 4\$R, 12%A  
(E) None of these



**Q5 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

‘Dwindle, Cynicism, Clogged’ is coded as ‘10\$Y, 2\$L, 2@W’

‘Ruckus, Extolling, Wanton, Fiscal’ is coded as ‘8&A, 4^X, 8%U, 8#I’

‘Incurred, Erupted, Fructify’ is coded as ‘2^R, 10#R, 10\$N’

What will the word for “**12\$M**” ?

- (A) Interpreting (B) Impetus  
(C) Impeccably (D) Insurmountable  
(E) None of these

**Q6 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

‘Hailed, Inoculated, Striving, Ambit’ is coded as ‘X\$27, U&17, X&26, H\$48’

‘Outpacing, Scepticism, Impartiality, ’ is coded as ‘O&24, U\$23, C\$50’

‘Turnout, Unabated, Moniker, Inciting ’ is coded as ‘ J&35, X\$14, H&30, U\$28’

What will be the code for “**Curating** ” ?

- (A) V&31 (B) U&34  
(C) W\$33 (D) U\$34  
(E) None of these

**Q7 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

‘Hailed, Inoculated, Striving, Ambit’ is coded as ‘X\$27, U&17, X&26, H\$48’

‘Outpacing, Scepticism, Impartiality, ’ is coded as ‘O&24, U\$23, C\$50’

‘Turnout, Unabated, Moniker, Inciting ’ is coded as ‘ J&35, X\$14, H&30, U\$28’

What will be the code for “**Armoured**” ?

- (A) W\$25 (B) X&34  
(C) V\$29 (D) X\$34  
(E) None of these

**Q8 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

‘Hailed, Inoculated, Striving, Ambit’ is coded as ‘X\$27, U&17, X&26, H\$48’

‘Outpacing, Scepticism, Impartiality, ’ is coded as ‘O&24, U\$23, C\$50’

‘Turnout, Unabated, Moniker, Inciting ’ is coded as ‘ J&35, X\$14, H&30, U\$28’

What will be the code for “**Truce, Slew, Escheat**” ?

- (A) H\$45, E&32, W&14  
(B) G\$45, D&32, C&14  
(C) G\$45, V&32, V&14  
(D) X\$45, D&32, V&14  
(E) None of these

**Q9 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

‘Hailed, Inoculated, Striving, Ambit’ is coded as ‘X\$27, U&17, X&26, H\$48’

‘Outpacing, Scepticism, Impartiality, ’ is coded as ‘O&24, U\$23, C\$50’

‘Turnout, Unabated, Moniker, Inciting ’ is coded as ‘ J&35, X\$14, H&30, U\$28’

What will be the code for “**Engulfed, Void** ” ?

- (A) E\$29, W&11 (B) W\$29, V&12



- (C) X\$29, X&11 (D) V\$29, E&11  
(E) None of these

**Q10 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

‘ Callous, Arisen, Altar, (1)’ is coded as ‘ 7&R, 6%Z, 10\$F, 8%Z’

‘ Latter, Latched, Asylum, Pared’ is coded as ‘ (2), 7&F, 18&V, 19\$V’

‘ Slashed, Insipid, Bucks, Enmity’ is coded as ‘ 7%F, 16\$R, (3), 26\$V’

‘Détente, Silver, Hawkish, Rejig’ is coded as ‘ 25&R, 11\$V, 23%R, 15\$R’

What is the code for ‘Amplify’ ?

- (A) 9\$I (B) 8&R  
(C) 8\$R (D) 10%V  
(E) None of these

**Q11 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

‘ Callous, Arisen, Altar, (1)’ is coded as ‘ 7&R, 6%Z, 10\$F, 8%Z’

‘ Latter, Latched, Asylum, Pared’ is coded as ‘ (2), 7&F, 18&V, 19\$V’

‘ Slashed, Insipid, Bucks, Enmity’ is coded as ‘ 7%F, 16\$R, (3), 26\$V’

‘Détente, Silver, Hawkish, Rejig’ is coded as ‘ 25&R, 11\$V, 23%R, 15\$R’

What is the possible code for ‘ Assent, Clamor ‘?

- (A) 7&V, 9&L  
(B) 8&R, 11\$L  
(C) 7&L, 10\$R  
(D) 11&V, 15\$R  
(E) None of these

**Q12 Study the following information carefully and answer the questions accordingly.**

In a certain code:-

‘Plenary, Subaltern, Apartheid, Timidity’ is coded as ‘4&R, 4%I, 2@R, 10\$T’

‘Benchmark, Curb, Heralded, Spur’ is coded as ‘ 6●R, 10➤E, 4#R, 6&U’

‘Posited, Apparent, Buttress’ is coded as ‘ 10%N, 2@E, 10#S’

What will be code for “ Hype, Skirmish”

- (A) 6➤Y, 10●K (B) 6➤P, 10&S  
(C) 8●Y, 10●K (D) 10●Y, 10&K  
(E) None of these

**Q13 Study the following information carefully and answer the questions accordingly.**

In a certain code:-

‘Plenary, Subaltern, Apartheid, Timidity’ is coded as ‘4&R, 4%I, 2@R, 10\$T’

‘Benchmark, Curb, Heralded, Spur’ is coded as ‘ 6●R, 10➤E, 4#R, 6&U’

‘Posited, Apparent, Buttress’ is coded as ‘ 10%N, 2@E, 10#S’

What will be code for “Articulate” ?

- (A) 10%R (B) 12%T  
(C) 10&R (D) 12%R  
(E) None of these

**Q14 Study the following information carefully and answer the questions accordingly.**

In a certain code:-

‘Plenary, Subaltern, Apartheid, Timidity’ is coded as ‘4&R, 4%I, 2@R, 10\$T’

‘Benchmark, Curb, Heralded, Spur’ is coded as ‘ 6●R, 10➤E, 4#R, 6&U’



'Posited, Apparent, Buttress' is coded as ' 10%N, 2@E, 10#S'

What will be code for "Bigotry" ?

- (A) 2#R (B) 2%I  
(C) 4#I (D) 1&I  
(E) None of these

**Q15 Study the following information carefully and answer the questions accordingly.**

In a certain code:-

'Plenary, Subaltern, Apartheid, Timidity' is coded as '4&R, 4%I, 2@R, 10\$T'

'Benchmark, Curb, Heralded, Spur' is coded as ' 6●R, 10➡E, 4#R, 6&U'

'Posited, Apparent, Buttress' is coded as ' 10%N, 2@E, 10#S'

What will be code for "Carving" ?

- (A) 6&N (B) 4%A  
(C) 2●N (D) 3●A  
(E) None of these

**Q16 Study the following information carefully and answer the questions accordingly.**

In a certain code:-

'Plenary, Subaltern, Apartheid, Timidity' is coded as '4&R, 4%I, 2@R, 10\$T'

'Benchmark, Curb, Heralded, Spur' is coded as ' 6●R, 10➡E, 4#R, 6&U'

'Posited, Apparent, Buttress' is coded as ' 10%N, 2@E, 10#S'

What will be the code for "Pitfalls" ?

- (A) 10%I (B) 6@L  
(C) 8%I (D) 10@L  
(E) None of these

**Q17 Study the following information carefully and answer the questions accordingly.**

In a certain code:-

'Partake, Snowball, Coalition, Menace' is coded as ' 2@F, 7\$J, 7@H, 13\$D

'Hysteria, Speculation, Prompting' is coded as '2\$G, 2\$D, 6@I'

'Nimble, Scramble, Purview, Upsurge' is coded as '2\$N, 6@E, 8\$N, 5@B'

What will be code for 'Adeply' ?

- (A) 6@H (B) 7\$G  
(C) 8@E (D) 6\$H  
(E) None of these

**Q18 Study the following information carefully and answer the questions accordingly.**

In a certain code:-

'Partake, Snowball, Coalition, Menace' is coded as ' 2@F, 7\$J, 7@H, 13\$D

'Hysteria, Speculation, Prompting' is coded as '2\$G, 2\$D, 6@I'

'Nimble, Scramble, Purview, Upsurge' is coded as '2\$N, 6@E, 8\$N, 5@B'

What will be code for 'Enmity' ?

- (A) 6@F (B) 7\$E  
(C) 5@E (D) 4\$E  
(E) None of these

**Q19 Study the following information carefully and answer the questions accordingly.**

In a certain code:-

'Partake, Snowball, Coalition, Menace' is coded as ' 2@F, 7\$J, 7@H, 13\$D

'Hysteria, Speculation, Prompting' is coded as '2\$G, 2\$D, 6@I'



'Nimble, Scramble, Purview, Upsurge' is coded as '2\$N, 6@E, 8\$N, 5@B'

What will be code for 'Hawkish, Pared, Futile' ?

- (A) 2\$G, 8@C, 7\$F      (B) 1\$G, 8@B, 6\$D  
(C) 3\$F, 8@B, 6\$D      (D) 1\$G, 8@C, 6\$E  
(E) None of these

**Q20 Study the following information carefully and answer the questions accordingly.**

In a certain code:-

'Partake, Snowball, Coalition, Menace' is coded as '2@F, 7\$J, 7@H, 13\$D'

'Hysteria, Speculation, Prompting' is coded as '2\$G, 2\$D, 6@I'

'Nimble, Scramble, Purview, Upsurge' is coded as '2\$N, 6@E, 8\$N, 5@B'

What will be code for 'Obsolete, Whittling' ?

- (A) 4@F, 9\$F      (B) 5@B, 9\$E  
(C) 2@D, 9\$F      (D) 6@N, 9\$J  
(E) None of these

**Q21 Study the following information carefully and answer the questions accordingly.**

In a certain code:-

'Partake, Snowball, Coalition, Menace' is coded as '2@F, 7\$J, 7@H, 13\$D'

'Hysteria, Speculation, Prompting' is coded as '2\$G, 2\$D, 6@I'

'Nimble, Scramble, Purview, Upsurge' is coded as '2\$N, 6@E, 8\$N, 5@B'

What will be the word for this '3\$C' code ?

- (A) Monarchy      (B) Kingship  
(C) Sovereignty      (D) Theocracy  
(E) None of these

**Q22 Study the following information carefully and answer the questions accordingly.**

In the following question, three Row are given statements consisting of four words each which are coded and put in code-I, CODE-II and Code-III but not necessarily in the same order. Find the code and give the answer to the following questions.

ROW-I	ENTRY	COLLEGE	HOME	SCHOOL
CODE-I	E5B	C375L	E75L	C225H
ROW-II	MARGIN	PROFIT	LIFE	TODAY
CODE-II	A9I	F135G	G450	S15B
ROW-III	CONVERT	PRODUCT	ITEMS	MERGE
CODE-III	C75E	C315F	E45G	E25I

What is the code of "MUZZLING"?

- (A) M199G      (B) G189A  
(C) G30A      (D) CND  
(E) None of these

**Q23 Study the following information carefully and answer the questions accordingly.**

In the following question, three Row are given statements consisting of four words each which are coded and put in code-I, CODE-II and Code-III but not necessarily in the same order. Find the code and give the answer to the following questions.

ROW-I	SAFE	TABLE	PAIN	TALENT
CODE-I	#D16	\$F16	@D13	\$H15
ROW-II	SACK	SABLE	ICE	PACK
CODE-II	#C16	#F15	%B7	@C13
ROW-III	PACKAGE	IDENTIFY	IDEAL	TAKEOFF
CODE-III	@L10	%02	%F5	\$L14



What is the code of "INNOVATE"?

- (A) #N6 (B) @O4  
(C) \$P3 (D) %P2  
(E) %Q2

**Q24** Study the following information carefully and answer the questions accordingly.

In the following question, three Row are given statements consisting of four words each which are coded and put in code-I, CODE-II and Code-III but not necessarily in the same order. Find the code and give the answer to the following questions.

ROW-I	SAFE	TABLE	PAIN	TALENT
CODE-I	#D16	\$F16	@D13	\$H15
ROW-II	SACK	SABLE	ICE	PACK
CODE-II	#C16	#F15	%B7	@C13
ROW-III	PACKAGE	IDENTIFY	IDEAL	TAKEOFF
CODE-III	@L10	%O2	%F5	\$L14

What is the code of "SURGE"?

- (A) @E16 (B) #F15  
(C) %F16 (D) \$E15  
(E) #I17

**Q25** Study the following information carefully and answer the questions accordingly.

In the following question, three Row are given statements consisting of four words each which are coded and put in code-I, CODE-II and Code-III but not necessarily in the same order. Find the code and give the answer to the following questions.

ROW-I	ENTRY	COLLEGE	HOME	SCHOOL
CODE-I	E5B	C375L	E75L	C225H
ROW-II	MARGIN	PROFIT	LIFE	TODAY
CODE-II	A9I	F135G	G450	S15B
ROW-III	CONVERT	PRODUCT	ITEMS	MERGE
CODE-III	C75E	C315F	E45G	E25I

What is the code of "JUMBLE"?

- (A) J105M (B) B105U  
(C) E26J (D) J26E  
(E) B105F

**Q26** Study the following information carefully and answer the questions accordingly.

In the following question, three Row are given statements consisting of four words each which are coded and put in code-I, CODE-II and Code-III but not necessarily in the same order. Find the code and give the answer to the following questions.

ROW-I	ENTRY	COLLEGE	HOME	SCHOOL
CODE-I	E5B	C375L	E75L	C225H
ROW-II	MARGIN	PROFIT	LIFE	TODAY
CODE-II	A9I	F135G	G450	S15B
ROW-III	CONVERT	PRODUCT	ITEMS	MERGE
CODE-III	C75E	C315F	E45G	E25I

What is the code of "ABROAD"?

- (A) A25W (B) D15A  
(C) A16I (D) E5I  
(E) A15I

**Q27** Study the following information carefully and answer the questions accordingly.





In the following question, three Row are given statements consisting of four words each which are coded and put in code-I, CODE-II and Code-III but not necessarily in the same order. Find the code and give the answer to the following questions.

ROW-I	SAFE	TABLE	PAIN	TALENT
CODE-I	#D16	\$F16	@D13	\$H15
ROW-II	SACK	SABLE	ICE	PACK
CODE-II	#C16	#F15	%B7	@C13
ROW-III	PACKAGE	IDENTIFY	IDEAL	TAKEOFF
CODE-III	@L10	%02	%F5	\$L14

What is the code of "POWER"?

- (A) \$H11 (B) @F12  
(C) %G13 (D) @E15  
(E) #F19

**Q28 Study the following information carefully and answer the questions accordingly.**

In the following question, three Row are given statements consisting of four words each which are coded and put in code-I, CODE-II and Code-III but not necessarily in the same order. Find the code and give the answer to the following questions.

ROW-I	ENTRY	COLLEGE	HOME	SCHOOL
CODE-I	E5B	C375L	E75L	C225H
ROW-II	MARGIN	PROFIT	LIFE	TODAY
CODE-II	A9I	F135G	G450	S15B
ROW-III	CONVERT	PRODUCT	ITEMS	MERGE
CODE-III	C75E	C315F	E45G	E25I

What is the code of "ACCEPT"?

- (A) A5G (B) S5H  
(C) E5H (D) P5S  
(E) None of these

**Q29 Study the following information carefully and answer the questions accordingly.**

In the following question, three Row are given statements consisting of four words each which are coded and put in code-I, CODE-II and Code-III but not necessarily in the same order. Find the code and give the answer to the following questions.

ROW-I	SAFE	TABLE	PAIN	TALENT
CODE-I	#D16	\$F16	@D13	\$H15
ROW-II	SACK	SABLE	ICE	PACK
CODE-II	#C16	#F15	%B7	@C13
ROW-III	PACKAGE	IDENTIFY	IDEAL	TAKEOFF
CODE-III	@L10	%02	%F5	\$L14

What is the code of "TARGET"?

- (A) \$K15 (B) @J25  
(C) @I20 (D) #G14  
(E) \$H15

**Q30 Study the following information carefully and answer the questions accordingly.**

In a certain code language-



VACANCY	@C@C@E@
---------	---------

CREATIVE	----- (A) -----
----------	-----------------

MINDSET	----- (B) -----
---------	-----------------

ARRANGE	X#G#K#T
---------	---------

SEATING	----- (C) -----
---------	-----------------

PROCESS	----- (D) -----
---------	-----------------

ORGANISE	----- (E) -----
----------	-----------------

MODERN	----- (F) -----
--------	-----------------

INPUT	----- (G) -----
-------	-----------------

What is the code in place of "B"?

- (A) G#V#P#@      (B) P#I#E  
(C) @G@V@P@      (D) T#C#K#G  
(E) @K@F@G@

**Q31** Study the following information carefully and answer the questions accordingly.

In a certain code language-

VACANCY	@C@C@E@
---------	---------

CREATIVE	----- (A) -----
----------	-----------------

MINDSET	----- (B) -----
---------	-----------------

ARRANGE	X#G#K#T
---------	---------

SEATING	----- (C) -----
---------	-----------------

PROCESS	----- (D) -----
---------	-----------------

ORGANISE	----- (E) -----
----------	-----------------

MODERN	----- (F) -----
--------	-----------------

INPUT	----- (G) -----
-------	-----------------

What is the code in place of "G"?

- (A) @G@V@P@      (B) @T@E@U@  
(C) J#R#K#F#      (D) @Q@G@P  
(E) P#I#E

**Q32** Study the following information carefully and answer the questions accordingly.

In a certain code language-





VACANCY	@C@C@E@
---------	---------

CREATIVE	----- (A) -----
----------	-----------------

MINDSET	----- (B) -----
---------	-----------------

ARRANGE	X#G#K#T
---------	---------

SEATING	----- (C) -----
---------	-----------------

PROCESS	----- (D) -----
---------	-----------------

ORGANISE	----- (E) -----
----------	-----------------

MODERN	----- (F) -----
--------	-----------------

INPUT	----- (G) -----
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What is the code in place of "E"?

- (A) X#G#K#T                      (B) @G@V@P@  
 (C) J#R#K#F#                    (D) @T@C@K@G  
 (E) T#C#K#G

**Q33** Study the following information carefully and answer the questions accordingly.

In a certain code language-

VACANCY	@C@C@E@
---------	---------

CREATIVE	----- (A) -----
----------	-----------------

MINDSET	----- (B) -----
---------	-----------------

ARRANGE	X#G#K#T
---------	---------

SEATING	----- (C) -----
---------	-----------------

PROCESS	----- (D) -----
---------	-----------------

ORGANISE	----- (E) -----
----------	-----------------

MODERN	----- (F) -----
--------	-----------------

INPUT	----- (G) -----
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What is the code in place of "A"?

- (A) X#G#K#T                      (B) @G@V@P@  
 (C) J#R#K#F#                    (D) @T@C@K@G  
 (E) T#C#K#G

**Q34** Study the following information carefully and answer the questions accordingly.

In a certain code language-



VACANCY	@C@C@E@
CREATIVE	----- (A) -----
MINDSET	----- (B) -----
ARRANGE	X#G#K#T
SEATING	----- (C) -----
PROCESS	----- (D) -----
ORGANISE	----- (E) -----
MODERN	----- (F) -----
INPUT	----- (G) -----

What is the code in place of "C"?

- (A) G#V#P#@ (B) J#R#K#F#  
 (C) @G@V@P@ (D) T#C#K#G  
 (E) X#G#K#T

**Q35 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

'Stumbled, Apartheid, Retaliation' is coded as 'E26, O16, O40'

'Brexit, Heralded, Rancour, Propriety' is coded as 'O37, E14, O29, E11'

'Veto, Prorogue, Germane, Searing' is coded as 'E20, O11, E56, O15'

What will be code for "Erasure, Dilation, Piloted" ?

- (A) E33, O32, O28 (B) E34, O32, O29  
 (C) E34, O32, O16 (D) E34, O18, O29  
 (E) None of these

**Q36 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

'Stumbled, Apartheid, Retaliation' is coded as 'E26, O16, O40'

'Brexit, Heralded, Rancour, Propriety' is coded as 'O37, E14, O29, E11'

'Veto, Prorogue, Germane, Searing' is coded as 'E20, O11, E56, O15'

What will be code for "Outstripped, Rankled" ?

- (A) E6, E25 (B) O5, O51  
 (C) O6, O50 (D) E6, E50  
 (E) None of these

**Q37 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

'Stumbled, Apartheid, Retaliation' is coded as 'E26, O16, O40'

'Brexit, Heralded, Rancour, Propriety' is coded as 'O37, E14, O29, E11'

'Veto, Prorogue, Germane, Searing' is coded as 'E20, O11, E56, O15'

What will be code for "Populous" ?

- (A) O51 (B) E51  
 (C) O72 (D) E72  
 (E) None of these

**Q38 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

'Stumbled, Apartheid, Retaliation' is coded as 'E26, O16, O40'

'Brexit, Heralded, Rancour, Propriety' is coded as 'O37, E14, O29, E11'



'Veto,Prorogue, Germane, Searing' is coded as  
'E20, O11, E56, O15'

What will be code for "Tamping" ?

- (A) O10                      (B) E10  
(C) O12                      (D) E13  
(E) None of these

**Q39 Study the following information carefully and answer the questions accordingly.**

In a certain code language:-

'Stumbled, Apartheid, Retaliation' is coded as  
'E26, O16, O40'

'Brexit, Heralded, Rancour, Propriety' is coded as  
'O37, E14, O29, E11'

'Veto,Prorogue, Germane, Searing' is coded as  
'E20, O11, E56, O15'

What will be code for "Vandalism" ?

- (A) O11                      (B) E11  
(C) O12                      (D) O13  
(E) None of these



## Answer Key

Q1 (A)  
Q2 (B)  
Q3 (D)  
Q4 (A)  
Q5 (C)  
Q6 (B)  
Q7 (D)  
Q8 (A)  
Q9 (C)  
Q10 (C)  
Q11 (A)  
Q12 (B)  
Q13 (B)  
Q14 (A)  
Q15 (C)  
Q16 (D)  
Q17 (D)  
Q18 (C)  
Q19 (B)  
Q20 (A)

Q21 (D)  
Q22 (B)  
Q23 (D)  
Q24 (B)  
Q25 (E)  
Q26 (E)  
Q27 (B)  
Q28 (A)  
Q29 (E)  
Q30 (E)  
Q31 (E)  
Q32 (C)  
Q33 (D)  
Q34 (C)  
Q35 (B)  
Q36 (C)  
Q37 (D)  
Q38 (A)  
Q39 (A)



## Hints & Solutions

### Q1 Text Solution:

The code for **Despot** is 8@E

Hence the correct answer is 8@E

Logic:-

Symbol= According to the first letter

D-@, C-\$, R-%, W-&, F-#, E-^, I-\$

Number= Count number of letter If there are even letters then add 2 and If there are odd letters then subtract 5

( Even+2 and Odd-5 )

Letter= second from left

### Q2 Text Solution:

The code for **Reinvigorate** is 14%E

Hence the correct answer is 14%E

Logic:-

Symbol= According to the first letter

D-@, C-\$, R-%, W-&, F-#, E-^, I-\$

Number= Count number of letter If there are even letters then add 2 and If there are odd letters then subtract 5

( Even+2 and Odd-5 )

Letter= second from left

### Q3 Text Solution:

The code for **Intransigence** is 8\$N

Hence the correct answer is 8\$N

Logic:-

Symbol= According to the first letter

D-@, C-\$, R-%, W-&, F-#, E-^, I-\$

Number= Count number of letter If there are even letters then add 2 and If there are odd letters then subtract 5

( Even+2 and Odd-5 )

Letter= second from left

### Q4 Text Solution:

The code for **Riparian, Endured, Ceasefire** is 2^N, 4\$E, 10%I

Hence the correct answer is 2^N, 4\$E, 10%I

Logic:-

Symbol= According to the first letter

D-@, C-\$, R-%, W-&, F-#, E-^, I-\$

Number= Count number of letter If there are even letters then add 2 and If there are odd letters then subtract 5

( Even+2 and Odd-5 )

Letter= second from left

### Q5 Text Solution:

The word for this code **12\$M** is Impeccably

Hence the correct answer is Impeccably

Logic:-

Symbol= According to the first letter

D-@, C-\$, R-%, W-&, F-#, E-^, I-\$

Number= Count number of letter If there are even letters then add 2 and If there are odd letters then subtract 5

( Even+2 and Odd-5 )

Letter= second from left

### Q6 Text Solution:

The code for **Curating** is U&34

Hence the correct answer is U&34

Logic:-

Symbol= Word start with vowel coded as \$

Word start with consonant coded as &

Number= Add the value of 1st letter's reverse numerical value and last letter's numerical value and then vowels count to the resultant value

Eg:- Reinvigorate

R's numerical value from right end is 9

E's numerical value from left end is 5

Total 9+5= 14

Then Count the vowels

Total vowels is 6

Total value 14+ 6 = 20



Letter= opposite letter of previous letter of ( as per the alphabetical series ) last letter in each word

#### Q7 Text Solution:

The code for **Armoured** is X\$34

Hence the correct answer is X\$34

Logic:-

Symbol= Word start with vowel coded as \$

Word start with consonant coded as &

Number= Add the value of 1st letter's reverse numerical value and last letter's numerical value and then vowels count to the resultant value

Eg:- Reinvigorate

R's numerical value from right end is 9

E's numerical value from left end is 5

Total  $9+5=14$

Then Count the vowels

Total vowels is 6

Total value  $14+6=20$

Letter= opposite letter of previous letter of ( as per the alphabetical series ) last letter in each word

#### Q8 Text Solution:

The code for **Truce, Slew, Escheat** is H\$45, E&32, W&14

Hence the correct answer is H\$45, E&32, W&14

Logic:-

Symbol= Word start with vowel coded as \$

Word start with consonant coded as &

Number= Add the value of 1st letter's reverse numerical value and last letter's numerical value and then vowels count to the resultant value

Eg:- Reinvigorate

R's numerical value from right end is 9

E's numerical value from left end is 5

Total  $9+5=14$

Then Count the vowels

Total vowels is 6

Total value  $14+6=20$

Letter= opposite letter of previous letter of ( as per the alphabetical series ) last letter in each word

#### Q9 Text Solution:

The code for **Engulfed, Void** is X\$29, X&11

Hence the correct answer is X\$29, X&11

Logic:-

Symbol= Word start with vowel coded as \$

Word start with consonant coded as &

Number= Add the value of 1st letter's reverse numerical value and last letter's numerical value and then vowels count to the resultant value

Eg:- Reinvigorate

R's numerical value from right end is 9

E's numerical value from left end is 5

Total  $9+5=14$

Then Count the vowels

Total vowels is 6

Total value  $14+6=20$

Letter= opposite letter of previous letter of ( as per the alphabetical series ) last letter in each word

#### Q10 Text Solution:

Amplify:- 8\$R

Detailed explanation:-

Letter= opposite of the highest vowels

Symbol= Counting of the letter- If there is Five letters we use %, If there is six letters we use & and If there is seven letters we use \$

5- %, 6-& and 7- \$

Number= place value of 1st letter + Number of letters.

1st+ number of letters

#### Q11 Text Solution:

**Assent, Clamor:** 7&V, 9&L

Detailed explanation:-

Letter= opposite of the highest vowels



Symbol= Counting of the letter- If there is Five letters we use %, If there is six letters we use & and If there is seven letters we use \$

5- %, 6-& and 7- \$

Number= place value of 1st letter + Number of letters.

1st+ number of letters

#### Q12 Text Solution:

The code for **Hype, Skirmish** is 6➡P, 10&S

Hence the correct answer is 6➡P, 10&S

Logic:-

Number= Count number of letter If there are even letters then add 2 and If there are odd letters then subtract 5

( Even+2 and Odd-5 )

Symbol= According to the first letter

P-@, T-\$, A-%, S-&, B-#, C-●, H-➡

Letter= second from right

#### Q13 Text Solution:

The code for **Articulate** is 12%T

Hence the correct answer is 12%T

Logic:-

Number= Count number of letter If there are even letters then add 2 and If there are odd letters then subtract 5

( Even+2 and Odd-5 )

Symbol= According to the first letter

P-@, T-\$, A-%, S-&, B-#, C-●, H-➡

Letter= second from right

#### Q14 Text Solution:

The code for **Bigotry** is 2#R

Hence the correct ans is 2#R

Logic:-

Number= Count number of letter If there are even letters then add 2 and If there are odd letters then subtract 5

( Even+2 and Odd-5 )

Symbol= According to the first letter

P-@, T-\$, A-%, S-&, B-#, C-●, H-➡

Letter= second from right

#### Q15 Text Solution:

The code for **Carving** is 2●N

Logic:-

Number= Count number of letter If there are even letters then add 2 and If there are odd letters then subtract 5

( Even+2 and Odd-5 )

Symbol= According to the first letter

P-@, T-\$, A-%, S-&, B-#, C-●, H-➡

Letter= second from right

#### Q16 Text Solution:

The code for **Pitfalls** is 10@L

Hence correct ans is 10@L

Logic:-

Number= Count number of letter If there are even letters then add 2 and If there are odd letters then subtract 5

( Even+2 and Odd-5 )

Symbol= According to the first letter

P-@, T-\$, A-%, S-&, B-#, C-●, H-➡

Letter= second from right

#### Q17 Text Solution:

**Detailed Explanation:-**

**Number=** Add the place value of all the Vowels and take once digital sum after taking 1st digital sum do not take again digital write the as it is.

E.g:- Altar- 1+1 = 2

Take digital sum of 2 = 2

Punitive- 21+9+9+5=44 => 4+4= 8

**Symbol=** If the number of letters is odd then we use '\$' and if the number of letters are even then we use '@'

**Letter =** Add the place value of first 4 letters and take digital sum

E.g:- Altar- 1+12+20+1 = 34

Take digital sum of 34 = 3+4 = 7





It means 7 is a place value of G so we use G as a letter

**Q18 Text Solution:**

**Detailed Explanation:-**

**Number=** Add the place value of all the Vowels and take once digital sum after taking 1st digital sum do not take again digital write the as it is.

E.g:- Altar-  $1+1 = 2$

Take digital sum of  $2 = 2$

Punitive-  $21+9+9+5=44 \Rightarrow 4+4= 8$

**Symbol=** If the number of letters is odd then we use '\$' and if the number of letters are even then we use '@'

**Letter =** Add the place value of first 4 letters and take digital sum

E.g:- Altar-  $1+12+20+1 = 34$

Take digital sum of  $34 = 3+4 = 7$

It means 7 is a place value of G so we use G as a letter

**Q19 Text Solution:**

**Detailed Explanation:-**

**Number=** Add the place value of all the Vowels and take once digital sum after taking 1st digital sum do not take again digital write the as it is.

E.g:- Altar-  $1+1 = 2$

Take digital sum of  $2 = 2$

Punitive-  $21+9+9+5=44 \Rightarrow 4+4= 8$

**Symbol=** If the number of letters is odd then we use '\$' and if the number of letters are even then we use '@'

**Letter =** Add the place value of first 4 letters and take digital sum

E.g:- Altar-  $1+12+20+1 = 34$

Take digital sum of  $34 = 3+4 = 7$

It means 7 is a place value of G so we use G as a letter

**Q20 Text Solution:**

**Detailed Explanation:-**

**Number=** Add the place value of all the Vowels and take once digital sum after taking 1st digital sum do not take again digital write the as it is.

E.g:- Altar-  $1+1 = 2$

Take digital sum of  $2 = 2$

Punitive-  $21+9+9+5=44 \Rightarrow 4+4= 8$

**Symbol=** If the number of letters is odd then we use '\$' and if the number of letters are even then we use '@'

**Letter =** Add the place value of first 4 letters and take digital sum

E.g:- Altar-  $1+12+20+1 = 34$

Take digital sum of  $34 = 3+4 = 7$

It means 7 is a place value of G so we use G as a letter

**Q21 Text Solution:**

**Detailed Explanation:-**

**Number=** Add the place value of all the Vowels and take once digital sum after taking 1st digital sum do not take again digital write the as it is.

E.g:- Altar-  $1+1 = 2$

Take digital sum of  $2 = 2$

Punitive-  $21+9+9+5=44 \Rightarrow 4+4= 8$

**Symbol=** If the number of letters is odd then we use '\$' and if the number of letters are even then we use '@'

**Letter =** Add the place value of first 4 letters and take digital sum

E.g:- Altar-  $1+12+20+1 = 34$

Take digital sum of  $34 = 3+4 = 7$

It means 7 is a place value of G so we use G as a letter

**Q22 Text Solution:**

- **Logic:-**
- **1<sup>st</sup> Letter= Smallest letter (According to place value)**
- **Last letter= Highest letter opposite (According to place value)**



- Number= All place value of vowel are multiplied

Row-I ----- code-I

Row-II ----- code-II

Row-III ----- code-III

Following the above Logic we can find the code of "MUZZLING":-

Number:- multiplied of each vowel i.e. U, I =  $21 \times 9 = 189$

1st letter:-Smallest letter is :- G

Last Letter:- Highest letter is:- Z, opposite of Z = A

So, answer will be :- G189A

**Q23 Text Solution:**

Solution:-

- Letter= Number of Vowel\* Number of consonants.
- Number= First letter(Place Value)-counting of remaining letter
- Symbols= P-@, S-#, I-% and T-\$

Row-I ----- code-I

Row-II ----- code-II

Row-III ----- code-III

Following the above Logic we can find the code of 'INNOVATE':-

Number:- =  $9-7 = 2$

Letter:-  $4 \times 4 = 16$  i.e the place value of P

Symbol:- I-%

So, answer will be :- %P2

**Q24 Text Solution:**

Solution:-

- Letter= Place value of the letter which is equal to the number of Vowel\* Number of consonants.
- Number= First letter(Place Value)-counting of remaining letter
- Symbols= First letter of the word represents the following:

P-@, S-#, I-% and T-\$

Row-I ----- code-I

Row-II ----- code-II

Row-III ----- code-III

Following the above Logic we can find the code of "SURGE":-

Number:- First letter S place value =  $19-4 = 15$

Letter:-  $2 \times 3 = 6$  i.e the place value of F

Symbol:- S-#

So, answer will be :- #F15

**Q25 Text Solution:**

- Logic:-
- 1<sup>st</sup> Letter= Smallest letter (According to place value)
- Last letter= Highest letter opposite (According to place value)
- Number= All place value of vowel are multiplied

Row-I ----- code-I

Row-II ----- code-II

Row-III ----- code-III

Following the above Logic we can find the code of "JUMBLE":-

Number:- multiplied of each vowel i.e. U, E =  $21 \times 5 = 105$

1st letter:-Smallest letter is :- B

Last Letter:- Highest letter is:- U, opposite of U = F

So, answer will be :- B105F

**Q26 Text Solution:**

- Logic:-
- 1<sup>st</sup> Letter= Smallest letter (According to place value)
- Last letter= Highest letter opposite (According to place value)
- Number= All place value of vowel are multiplied

Row-I ----- code-I



Row-II ----- code-II

Row-III ----- code- III

Following the above Logic we can find the code of "ABROAD":-

**Number:-** multiplied of each vowel i.e. A, O, A =  $1*15*1 = 15$

**1st letter:-Smallest letter is :- A**

**Last Letter:- Highest letter is:- R, opposite of R = I**

**So, answer will be :- A15I**

**Q27 Text Solution:**

**Solution:-**

- Letter= Number of Vowel\* Number of consonants.
- Number= First letter(Place Value)-counting of remaining letter
- Symbols= P-@, S-#, I-% and T-\$

Row-I ----- code-I

Row-II ----- code-II

Row-III ----- code- III

Following the above Logic we can find the code of 'POWER':-

**Number:-** First letter P place value is:- =  $16-4 = 12$

**Letter:-**  $2*3 = 6$  i.e the place value of F

**Symbol:-** P-@

**So, answer will be :- @F12**

**Q28 Text Solution:**

- Logic:-
- 1<sup>st</sup> Letter= Smallest letter (According to place value)
- Last letter= Highest letter opposite (According to place value)
- Number= All place value of vowel are multiplied

Row-I ----- code-I

Row-II ----- code-II

Row-III ----- code- III

Following the above Logic we can find the code of "ACCEPT":-

**Number:-** multiplied of each vowel i.e. A, E =  $1*5 = 5$

**1st letter:-Smallest letter is :- A**

**Last Letter:- Highest letter is:- T, opposite of T = G**

**So, answer will be :- A5G**

**Q29 Text Solution:**

**Solution:-**

- Letter= Number of Vowel\* Number of consonants.
- Number= First letter(Place Value)-counting of remaining letter
- Symbols= P-@, S-#, I-% and T-\$

Row-I ----- code-I

Row-II ----- code-II

Row-III ----- code- III

Following the above Logic we can find the code of 'TARGET':-

**Number:-** First letter T place value is:- =  $20-5 = 15$

**Letter:-**  $2*4 = 8$  i.e the place value of H

**Symbol:-** T-\$

**So, answer will be :- \$H15**

**Q30 Text Solution:**

- Logic:-
  - If letter start with Consonant then= Even Place +2 = Odd place = @
  - If letter start with Vowels then = (Even place=#)
- = Odd place का opposite-2



VACANCY	@C@C@E@
CREATIVE	@T@C@K@G
MINDSET	@K@F@G@
ARRANGE	X#G#K#T
SEATING	@G@V@P@
PROCESS	@T@E@U@
ORGANISE	J#R#K#F#
MODERN	@Q@G@P
INPUT	P#I#E

## Q31 Text Solution:

- Logic:-
  - If letter start with Consonant then= Even Place +2 = Odd place = @
  - If letter start with Vowels then = (Even place=#)
- = Odd place का opposite-2

VACANCY	@C@C@E@
CREATIVE	@T@C@K@G
MINDSET	@K@F@G@
ARRANGE	X#G#K#T
SEATING	@G@V@P@
PROCESS	@T@E@U@
ORGANISE	J#R#K#F#
MODERN	@Q@G@P
INPUT	P#I#E

## Q32 Text Solution:

- Logic:-
  - If letter start with Consonant then= Even Place +2 = Odd place = @
  - If letter start with Vowels then = (Even place=#)
- = Odd place का opposite-2



VACANCY	@C@C@E@
CREATIVE	@T@C@K@G
MINDSET	@K@F@G@
ARRANGE	X#G#K#T
SEATING	@G@V@P@
PROCESS	@T@E@U@
ORGANISE	J#R#K#F#
MODERN	@Q@G@P
INPUT	P#I#E

**Q33 Text Solution:**

- Logic:-
  - If letter start with Consonant then= Even Place +2 = Odd place = @
  - If letter start with Vowels then = (Even place=#)
- = Odd place का opposite-2

VACANCY	@C@C@E@
CREATIVE	@T@C@K@G
MINDSET	@K@F@G@
ARRANGE	X#G#K#T
SEATING	@G@V@P@
PROCESS	@T@E@U@
ORGANISE	J#R#K#F#
MODERN	@Q@G@P
INPUT	P#I#E

**Q34 Text Solution:**

- Logic:-
  - If letter start with Consonant then= Even Place +2 = Odd place = @
  - If letter start with Vowels then = (Even place=#)
- = Odd place का opposite-2



VACANCY	@C@C@E@
CREATIVE	@T@C@K@G
MINDSET	@K@F@G@
ARRANGE	X#G#K#T
SEATING	@G@V@P@
PROCESS	@T@E@U@
ORGANISE	J#R#K#F#
MODERN	@Q@G@P
INPUT	P#I#E

**Q35 Text Solution:**

The code for **Erasure, Dilation, Piloted** is E34, O32, O29

Hence the correct answer is E34, O32, O29

Logic:-

Letter- if No. of letters are odd then use- O and If No. of letters are even the use- E

Odd- O and Even- E

Number- Add place value of vowels

**Q36 Text Solution:**

The code for **Outstripped, Rankled** is O6, O50

Hence the correct answer is O6, O50

Logic:-

Letter- if No. of letters are odd then use- O and If No. of letters are even the use- E

Odd- O and Even- E

Number- Add place value of vowels

**Q37 Text Solution:**

Logic:-

Letter- if No. of letters are odd then use- O and If No. of letters are even the use- E

Odd- O and Even- E

Number- Add place value of vowels

**Q38 Text Solution:**

The code for **Tamping** is O10

Hence the correct answer is O10.

Logic:-

Letter- if No. of letters are odd then use- O and If No. of letters are even the use- E

Odd- O and Even- E

Number- Add place value of vowels

**Q39 Text Solution:**

The code for **Vandalism** is O11

Hence the correct answer is O11

Logic:-

Letter- if No. of letters are odd then use- O and If No. of letters are even the use- E

Odd- O and Even- E

Number- Add place value of vowels



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