Roll No	Total Pages:
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MCA/D-12 LINUX & SHELL PROGRAMMING Paper-MCA-502

Time allowed: 3 hours Maximum marks: 80

Note : Attempt five questions in all. Question no. 1 is compulsory. In addition, Attempt exactly one question from each unit.		
Compulsory Question		
1. (a) Discuss the features of Linux/Unix operating system.	3	
(b) Explain chmod command in Linux.	3	
(c) Differentiate between grep, egrep and fgrep.	3	
(d) Explain various types of signals in Linux/Unix. How can they be handled?	3	
(e) Discuss the purpose of Fdisk and Mkfs in brief.	3	
(f) Differentiate between dynamic and static memory.	3	
(g) What is the different between while and until loop? Explain	3	
(h) Discuss the built-in shell variables?	3	
Unit-I		
2. (a) Explain the process of logging in logging out in Linux.	7	
(b) Explain the following in brief:		
(i) sort (ii) more		
(iii) tr (iv) paste (v) pr	7	
3. Explain the following in Linux:		
(a) Directory oriented Commands.	5	
(b) Communication oriented Commands.	4	
(c) Process oriented Commands.	5	
Unit-II		
4. What do you understand by a file in Linux/Unix? Explain various categories of file. Also explain the structure and components of file system alonghwith various types of file systems. How file		
system can be mounted and unmounted in Linux.	14	
5 (a) What do you understand by a process in Linux/Unix? How is it created? Expla	in the birth	
and death of process in Linux.	7	
(b) How the processes can be controlled using at, batch, cron and time?	7	
Unit-III		
6. (a) Write short note on vi editor by discussing its important features.	5	
(b) How are the users added and removed from the Linux/Unix system?	5	
(c) Explain the uses of gzip utility.	4	
7. (a) Explain various operators provided by shell for string comparison, numeric		
Comparison, file checking and logical operators.	7	
(b) Write a shell program to generate first n prime numbers.	7	

Unit-IV

8.	Discuss the various principles of make file. On the basis of these principles create a	
	Make file and explain.	14
9.	Write short note on the following:	
	(a) Idd.	4
	(b) Debugging with gdp.	5
	(c) Dynamic loader.	5