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COMPUTER SCIENCE

PAPER 1

(THEORY)

Three hours

(Candidates are allowed additional 15 minutes for **only** reading the paper. They must NOT start writing during this time.)

Answer all questions in Part I (compulsory) and seven questions from Part-II, choosing three questions from Section-A, two from Section-B and two from Section-C.

All working, including rough work, should be done on the same sheet as the rest of the answer.

The intended marks for questions or parts of questions are given in brackets [].

PART I

Answer all questions.

While answering questions in this Part, indicate briefly your working and reasoning, wherever required.

Question 1

(a) State the Principle of Duality. Write the dual of: (P+Q').R.1 = P.R + Q'.R [2]

(b) Minimize the expression using Boolean laws: [2]

F = (A + B').(B + CD)'

(c) Convert the following cardinal form of expression into its canonical form: [2]

 $F(P,Q,R) = \pi(1,3)$

(d) Using a truth table verify: [2]

 $(\sim p \Longrightarrow q) \land p = (p \land \sim q) \lor (p \land q)$

(e) If A = 1 and B = 0, then find: [2]

(i) (A' + 1).B

(ii) (A + B')'

This Paper consists of 11 printed pages and 1 blank page.

1213-868 A

Turn over



- (a) Differentiate between throw and throws with respect to exception handling. [2]
- (b) Convert the following infix notation to its postfix form:

[2]

$$E* (F/(G-H)*I)+J$$

- (c) Write the algorithm for push operation (to add elements) in an array based stack. [2]
- (d) Name the File Stream classes to:

[2]

- (i) Write data to a file in binary form.
- (ii) Read data from a file in text form.
- (e) A square matrix M [][] of size 10 is stored in the memory with each element [2] requiring 4 bytes of storage. If the base address at M [0][0] is 1840, determine the address at M [4][8] when the matrix is stored in Row Major Wise.

Question 3

(a) The following function **Recur ()** is a part of some class. What will be the output of the function **Recur ()** when the value of n is equal to 10. Show the dry run / working.



(b) The following function is a part of some class. Assume 'n' is a positive integer. Answer the given questions along with dry run / working.

```
int unknown (int n)
{
   int i, k;
   if (n\%2 == 0)
       i = n/2;
        k=1;
    else
        k=n;
        n--;
        i=n/2;
     while (i > 0)
        k=k*i*n;
        i--;
        n--;
     return k;
}
```

- (i) What will be returned by unknown(5)? [2]
- (ii) What will be returned by unknown(6)? [2]
- (iii) What is being computed by unknown (int n)? [1]

PART - II

Answer seven questions in this part, choosing three questions from Section A, two from Section B and two from Section C.

SECTION - A

Answer any three questions.

Question 4

- (a) Given the Boolean function: $F(A,B,C,D) = \Sigma(0, 2, 4, 5, 8, 9, 10, 12, 13)$
 - (i) Reduce the above expression by using 4-variable K-Map, showing the [4] various groups (i.e. octal, quads and pairs).
 - (ii) Draw the logic gate diagram of the reduced expression. Assume that the [1] variables and their complements are available as inputs.



- (b) Given the Boolean function: $F(P,Q,R,S) = \pi(0, 1, 3, 5, 7, 8, 9, 10, 11, 14, 15)$
 - (i) Reduce the above expression by using 4-variable K-Map, showing the [4] various groups (i.e. octal, quads and pairs).
 - (ii) Draw the logic gate diagram of the reduced expression. Assume that the [1] variables and their complements are available as inputs.

A Football Association coach analyzes the criteria for a win/draw of his team depending on the following conditions.

• If the Centre and Forward players perform well but Defenders do not perform well.

OR

 If Goal keeper and Defenders perform well but the Centre players do not perform well.

OR

If all the players perform well.

The inputs are:

| INPUTS | |
|--------|-------------------------------|
| С | Centre players perform well. |
| D | Defenders perform well. |
| F | Forward players perform well. |
| G | Goalkeeper performs well. |

(In all of the above cases 1 indicates yes and 0 indicates no)

Output: X - Denotes the win/draw criteria [1 indicates win/draw and 0 indicates defeat in all cases.]

- (a) Draw the truth table for the inputs and outputs given above and write the **POS** [5] expression for X(C, D, F, G).
- (b) Reduce X (C, D, F, G) using Karnaugh's Map.
 Draw the logic gate diagram for the reduced POS expression for X (C, D, F, G) using AND and OR gate. You may use gates with two or more inputs. Assume that the variable and their complements are available as inputs.



(a) In the following truth table x and y are inputs and B and D are outputs:

| INI | INPUT O | OUT | UTPUT |
|-----|---------|-----|-------|
| X | у | В | D |
| 0 | 0 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 1 | 0 | 0 |

Answer the following questions:

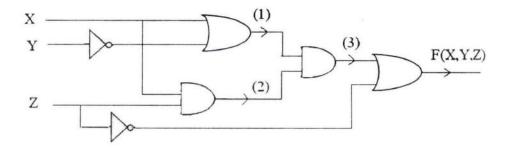
- (i) Write the SOP expression for D.
- (ii) Write the POS expression for B.
- (iii) Draw a logic diagram for the SOP expression derived for D, using only NAND gates.
- (b) Using a truth table, verify if the following proposition is valid or invalid:

[3]

[3]

$$(a = > b) \land (b = > c) = (a = > c)$$

(c) From the logic circuit diagram given below, name the outputs (1), (2) and (3). Finally derive the Boolean expression and simplify it to show that it represents a logic gate. Name and draw the logic gate.



Question 7

(a) What are Decoders? How are they different from Encoders?

[2]

(b) Draw the truth table and a logic gate diagram for a 2 to 4 Decoder and briefly explain its working.

[4]



- (c) A combinational logic circuit with three inputs P, Q, R produces output 1 if and only if an odd number of 0's are inputs.
 - (i) Draw its truth table.
 - (ii) Derive a canonical SOP expression for the above truth table.
 - (iii) Find the complement of the above derived expression using De Morgan's theorem and verify if it is equivalent to its POS expression.

SECTION - B

Answer any two questions.

Each program should be written in such a way that it clearly depicts the logic of the problem.

This can be achieved by using mnemonic names and comments in the program.

(Flowcharts and Algorithms are not required.)

The programs must be written in Java.

Question 8

An emirp number is a number which is prime backwards and forwards. Example: 13 and [10] 31 are both prime numbers. Thus, 13 is an emirp number.

Design a class Emirp to check if a given number is Emirp number or not. Some of the members of the class are given below:

Class name

: Emirp

Data members/instance variables:

n

: stores the number

rev

: stores the reverse of the number

f

: stores the divisor

Member functions:

Emirp(int nn)

: to assign n = nn, rev = 0 and f = 2

int isprime(int x)

: check if the number is prime using the **recursive technique** and return 1 if prime otherwise return 0

void isEmirp()

 reverse the given number and check if both the original number and the reverse number are prime, by invoking the function isprime(int) and display

the result with an appropriate message

Specify the class Emirp giving details of the constructor(int), int isprime(int) and void isEmirp(). Define the main() function to create an object and call the methods to check for Emirp number.



Design a class Exchange to accept a sentence and interchange the first alphabet with the [10] last alphabet for each word in the sentence, with single letter word remaining unchanged. The words in the input sentence are separated by a single blank space and terminated by a full stop.

Example: Input:

It is a warm day.

Output: tl si a marw yad

Some of the data members and member functions are given below:

Class name

Exchange

Data members/instance variables:

sent

stores the sentence

rev

to store the new sentence

size

stores the length of the sentence

Member functions:

Exchange()

default constructor

void readsentence()

to accept the sentence

void exfirstlast()

extract each word and interchange the first

and last alphabet of the word and form a new

sentence rev using the changed words

void display()

display the original sentence along with the

new changed sentence.

Specify the class Exchange giving details of the constructor(), void readsentence(), void exfirstlast() and void display(). Define the main() function to create an object and call the functions accordingly to enable the task.



A class Matrix contains a two dimensional integer array of order $[m \times n]$. The maximum value possible for both 'm' and 'n' is 25. Design a class Matrix to find the difference of the two matrices. The details of the members of the class are given below:

[10]

Class name : Matrix

Data members/instance variables:

arr[][] : stores the matrix element

m : integer to store the number of rows

n : integer to store the number of columns

Member functions:

Matrix (int mm, int nn) : to initialize the size of the matrix m = mm and

n = nn

void fillarray() : to enter the elements of the matrix

Matrix SubMat(Matrix A) : subtract the current object from the matrix of

parameterized object and return the resulting

object

void display() : display the matrix elements

Specify the class Matrix giving details of the constructor(int,int), void fillarray(), Matrix SubMat(Matrix) and void display. Define the main() function to create objects and call the methods accordingly to enable the task.



SECTION - C

Answer any two questions.

Each program should be written in such a way that it clearly depicts the logic of the problem stepwise.

This can be achieved by using comments in the program and mnemonic names or pseudo codes for algorithms. The programs must be written in Java and the algorithms must be written in general / standard form, wherever required / specified.

(Flowcharts are not required.)

Question 11

A super class **Perimeter** has been defined to calculate the perimeter of a parallelogram. [10] Define a subclass **Area** to compute the area of the parallelogram by using the required data members of the super class. The details are given below:

Class name

: Perimeter

Data members/instance variables:

: to store the length in decimal

b

: to store the breadth in decimal

Member functions:

Perimeter(...)

: parameterized constructor to assign values to data

members

double Calculate()

: calculate and return the perimeter of a

parallelogram as 2 * (length + breadth)

void show()

: to display the data members along with the

perimeter of the parallelogram

Class name

: Area

Data members/instance variables:

h

: to store the height in decimal

area

: to store the area of the parallelogram

Member functions:

Area(...)

: parameterized constructor to assign values to data

members of both the classes

void doarea()

: compute the area as (breadth * height)

void show()

: display the data members of both classes along

with the area and perimeter of the parallelogram.

Specify the class Perimeter giving details of the constructor(...), double Calculate() and void show(). Using the concept of inheritance, specify the class Area giving details of the constructor(...), void doarea() and void show().

The main function and algorithm need not be written.

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A doubly queue is a linear data structure which enables the user to add and remove integers from either ends, i.e. from front or rear. Define a class **Dequeue** with the following details:

Class name

Dequeue

Data members/instance variables:

arr[]

array to hold up to 100 integer elements

lim

: stores the limit of the dequeue

front

to point to the index of front end

rear

to point to the index of the rear end

Member functions:

Dequeue(int l)

constructor to initialize the data members

lim=1; front=rear=0

void addfront(int val)

to add integer from the front if possible else

display the message ("Overflow from front")

void addrear(int val)

to add integer from the rear if possible else

display the message ("Overflow from rear")

int popfront()

returns element from front, if possible

otherwise returns - 9999

int poprear()

returns element from rear, if possible otherwise

returns - 9999

Specify the class Dequeue giving details of the constructor(int), void addfront(int), void addrear(int), int popfront() and int poprear().

The main function and algorithm need not be written.

Question 13

(a) A linked list is formed from the objects of the class,

[4]

[10]

class Node

int item;

Node next;

}

Write an *Algorithm* **OR** a *Method* to count the number of nodes in the linked list. The method declaration is given below:

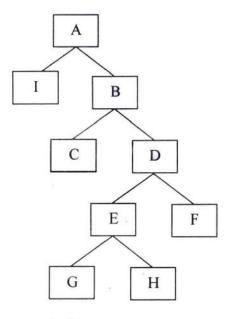
int count(Node ptr start)



[2]

(b) What is the Worst Case complexity of the following code segment:

- (ii) How would the complexity change if all the loops went upto the same limit N?
- (c) Answer the following from the diagram of a Binary Tree given below: [4]



- (i) Preorder Transversal of tree.
- (ii) Children of node E.
- (iii) Left subtree of node D.
- (iv) Height of the tree when the root of the tree is at level 0.

11

COMPUTER SCIENCE

Paper - 2

(PRACTICAL)

(Reading Time: 15 minutes)

(Planning Session AND Examination Session: Three Hours)

The total time to be spent on the Planning and the Examination Session is Three hours.

After completing the Planning Session, the candidate may begin with the Examination Session.

A maximum of 90 minutes is permitted to begin the Examination Session.

However, if candidates finish earlier, they are to be permitted to begin the Examination Session.

(Maximum Marks: 80)

As it is a practical examination the candidate is expected to do the following:

| 1. | Write an algorithm for the selected problem. (Algorithm should be expressed clearly using any standard scheme such as pseudo code or in steps which are simple enough to be obviously computable.) | [10] |
|----|---|------|
| 2. | Write a program in JAVA language. The program should follow the algorithm and should be logically and syntactically correct. | [20] |
| 3. | Document the program using mnemonic names / comments, identifying and clearly describing the choice of data types and meaning of variables. | [10] |
| 4. | Code / Type the program on the computer and get a printout (hard copy). Typically, this should be a program that compiles and runs correctly. | [10] |
| 5. | Test run the program on the computer using the given sample data and get a printout of the output in the format specified in the problem. | [20] |
| 6. | Viva-Voce on the Selected Problem. | [20] |

Solve any one of the following Problems:

Question 1

An ISBN (International Standard Book Number) is a ten digit code which uniquely identifies a book.

The first nine digits represent the Group, Publisher and Title of the book and the last digit is used to check whether ISBN is correct or not.

Each of the first nine digits of the code can take a value between 0 and 9. Sometimes it is necessary to make the last digit equal to ten; this is done by writing the last digit of the code as X.

To verify an ISBN, calculate 10 times the first digit, plus 9 times the second digit, plus 8 times the third and so on until we add 1 time the last digit. If the final number leaves no remainder when divided by 11, the code is a valid ISBN.

For Example:

- 1. 0201103311 = 10*0 + 9*2 + 8*0 + 7*1 + 6*1 + 5*0 + 4*3 + 3*3 + 2*1 + 1*1 = 55Since 55 leaves no remainder when divided by 11, hence it is a valid ISBN.
- 2. 007462542X = 10*0 + 9*0 + 8*7 + 7*4 + 6*6 + 5*2 + 4*5 + 3*4 + 2*2 + 1*10 = 176Since 176 leaves no remainder when divided by 11, hence it is a valid ISBN.
- 3. 0112112425 = 10*0 + 9*1 + 8*1 + 7*2 + 6*1 + 5*1 + 4*1 + 3*4 + 2*2 + 1*5 = 71Since 71 leaves no remainder when divided by 11, hence it is not a valid ISBN.

Design a program to accept a ten digit code from the user. For an invalid input, display an appropriate message. Verify the code for its validity in the format specified below:

Test your program with the sample data and some random data:

Example 1

INPUT CODE : 0201530821

OUTPUT : SUM = 99

LEAVES NO REMAINDER - VALID ISBN CODE

Example 2

INPUT CODE : 035680324

OUTPUT : INVALID INPUT

Example 3

INPUT CODE : 0231428031

OUTPUT : SUM = 122

LEAVES REMAINDER – INVALID ISBN CODE

Write a program to declare a square matrix $A[\][\]$ of order $(M\ x\ M)$ where 'M' is the number of rows and the number of columns such that M must be greater than 2 and less than 20. Allow the user to input integers into this matrix. Display appropriate error message for an invalid input. Perform the following tasks:

- (a) Display the input matrix.
- (b) Create a mirror image matrix.
- (c) Display the mirror image matrix.

Test your program with the sample data and some random data:

Example 1

INPUT : M = 3

4 16 12 8 2 14 4 1 3

OUTPUT

ORIGINAL MATRIX

4 16 12 8 2 14 4 1 3

MIRROR IMAGE MATRIX

12 16 4 14 2 8 3 1 6

Example 2

INPUT : M = 22

OUTPUT : SIZE OUT OF RANGE

A **Palindrome** is a word that may be read the same way in either direction.

Accept a sentence in UPPER CASE which is terminated by either ". ", "?" or "!".

Each word of the sentence is separated by a single blank space.

Perform the following tasks:

- (a) Display the count of palindromic words in the sentence.
- (b) Display the palindromic words in the sentence.

Example of palindromic words:

MADAM, ARORA, NOON

Test your program with the sample data and some random data:

Example 1

INPUT : MOM AND DAD ARE COMING AT NOON.

OUTPUT : MOM DAD NOON

NUMBER OF PALINDROMIC WORDS: 3

Example 2

INPUT : NITIN ARORA USES LIRIL SOAP.

OUTPUT : NITIN ARORA LIRIL

NUMBER OF PALINDROMIC WORDS: 3

Example 3

INPUT : HOW ARE YOU?

OUTPUT : NO PALINDROMIC WORDS