## **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 questions from Section-B and two questions 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 two Absorption laws. Verify any one of them using truth table.

[2]

(b) Reduce the following expression:

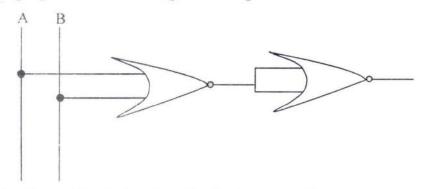
[2]

$$F(A,B,C) = \sum (0,1,2,3,4,5,6,7)$$

Also find the complement of the reduced expression.

(c) Name the logic gate for the following circuit diagram and write its truth table.

[2]



(d) Using truth table, verify whether the following is true or false:

[2]

$$(p \Rightarrow q) = (\overline{q} \Rightarrow \overline{p})$$

(e) If A=1, B=0, C=1 and D=1 find its:

[2]

- (i) Maxterm
- (ii) Minterm

This Paper consists of 9 printed pages and one blank page.

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Turn over

- (a) How can we override a method in inheritance? [2]
- (b) A square matrix A[m x m] is stored in the memory with each element requiring 2 bytes of storage. If the base address A[1][1] is 1098 and the address at A [4][5] is 1144, determine the order of the matrix A[m x m] when the matrix is stored Column Major wise.
- (c) What is Big O notation? [2]
- (d) What is an exception? [2]
- (e) Convert the following infix expression to its postfix form: [2]

```
a + b * c - d / e
```

### Question 3

(a) The following is a part of some class. What will be the output of the function [5] mymethod() when the value of counter is equal to 3? Show the dry run / working.

```
void mymethod(int counter)
{
   if ( counter = = 0 )
      System.out.println(" ");
   else
   {
      System.out.println("Hello"+counter);
      mymethod(- -counter );
      System.out.println(" "+counter);
   }
}
```

(b) The following function is a part of some class which computes and returns the greatest common divisor of any two numbers. There are some places in the code marked by ?1?, ?2?, ?3?, ?4? and ?5? which must be replaced by statement/expression so that the function works correctly.

```
int gcd(int a, int b)
{
    int r;
    while(?1?)
    {
        r=?2?;
        b=?3?;
        a=?4?;
    }
    if(a==0)
        return ?5?;
    else
        return -1;
}
```

(i) What is the expression or statement at ?1?

(ii) What is the expression or statement at ?2?

(iii) What is the expression or statement at ?3?

(iv) What is the expression or statement at ?4?

(v) What is the expression or statement at ?5?

[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) State the principle of Duality. Give the dual of the following: [3]

(A'.B)+(C.1)=(A'+C).(B+C)

- (b) Reduce the Boolean expressions to their simplest forms: [4]
  - (i)  $\{(C.D)' + A\} + A + C.D + A.B$
  - (ii)  $A.\{B+C(A.B+A.C)'\}$
- (c) Verify using a truth table if: [3]

 $(A \odot B \odot C)' = A \oplus B \oplus C$ 

### **Question 5**

(a) Given  $F(P, Q, R, S) = \pi(2, 3, 6, 7, 9, 11, 12, 13, 14, 15)$  [5] Reduce the above expression by using *four* variable Karnaugh's Map. Draw the logic

gate diagram of the reduced expression using NOR gate only.

(b) Given  $F(A, B, C, D) = \overline{A} \overline{B} \overline{C} \overline{D} + \overline{A} \overline{B} \overline{C} D + A \overline{B} \overline{C} \overline{D} + A \overline{B} \overline{C} D + \overline{A} \overline{C} D + \overline{A} \overline{C}$ 

## Question 6

- (a) Show with the help of a logic diagram how a NAND gate is equivalent to an OR gate. [3]
- (b) Verify if the following is valid: [3]

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

(c) What is a Decoder? Draw the truth table and logic circuit diagram for a 2 to 4 Decoder. [4]

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- (a) What is a Full Adder? Draw the truth table for a Full adder. Also derive SOP expression [4] for the Full Adder and draw its logic circuit.
- (b) State how a Decoder is different from a Multiplexer. Also state one use of each. [3]
- (c) Convert the following cardinal expression into its canonical form and reduce it using Boolean laws:

$$F(L,M,O,P) = \pi (0,2,8,10)$$

#### 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

Input a sentence from the user and count the number of times, the words "an" and "and" are present in the sentence. Design a class **Frequency** using the description given below:

Class name : Frequency

Data Members / variables:

text : stores the sentence

countand : to store the frequency of the word

"and"

countan : to store the frequency of the word "an"

len : stores the length of the string

Member functions/methods:

Frequency() : constructor to initialize the instance

variables

void accept(String n) : to assign n to text, where the value of

the parameter n should be in lower

case.

void checkandfreq() : to count the frequency of "and"

void checkanfreg() : to count the frequency of "an"

void display() : to display the number of "and" and

"an" with appropriate messages.

Specify the class **Frequency** giving details of the **constructor()**, **void accept(String)**, **void checkandfreq()**, **void checkanfreq()** and **void display()**. Also define the **main()** function to create an object and call methods accordingly to enable the task.

A class **DeciOct** has been defined to convert a decimal number into its equivalent octal number. Some of the members of the class are given below:

Class name : DeciOct

Data Members / instance variables:

n : stores the decimal number

oct : stores the octal equivalent number

Member functions:

DeciOct() : constructor to initialize the data

members n=0, oct = 0.

void getnum(int nn ) : assign nn to n

void deci oct() : calculates the octal equivalent of 'n'

and stores it in oct using the

recursive technique

void show() : displays the decimal number 'n',

calls the function deci oct() and

displays its octal equivalent.

(a) Specify the class **DeciOct**, giving details of the **constructor()**, **void getnum(int)**, **void deci\_oct()** and **void show()**. Also define a **main()** function to create an object

and call the functions accordingly to enable the task.

(b) State any two disadvantages of using recursion. [2]

You are given a sequence of N integers, which are called as pseudo arithmetic sequences [10] (sequences that are in arithmetic progression).

Sequence of N integers: 2, 5, 6, 8, 9, 12

We observe that 2 + 12 = 5 + 9 = 6 + 8 = 14.

The sum of the above sequence can be calculated as  $14 \times 3 = 42$ .

For sequence containing an odd number of elements the rule is to double the middle element, for example 2, 5, 7, 9, 12

$$= 2 + 12 = 5 + 9 = 7 + 7 = 14.$$

 $14 \times 3 = 42$  [middle element = 7]

A class **Pseudoarithmetic** determines whether a given sequence is a pseudo-arithmetic sequence.

The details of the class are given below:

### Class name

#### : Pseudoarithmetic

### Data Members / instance variables:

to store the size of the sequence

a [] : integer array to store the sequence of

numbers

ans, flag : store the status

sum : store the sum of sequence of numbers

: store the sum of the two numbers

Member functions:

Pseudoarithmetic( ) : default constructor

void accept(int nn) : to assign nn to n and to create an integer

array. Fill in the elements of the array.

boolean check() : return true if the sequence is a

pseudo-arithmetic sequence otherwise

returns false

Specify the class **Pseudoarithmetic**, giving the details of the **constructor()**, **void accept(int)** and **boolean check()**. Also define a **main()** function to create an object and call the member functions accordingly to enable the task.

### SECTION - C

## Answer any two questions.

Each Program / Algorithm should be written in such a way that it clearly depicts the logic of the problem step wise. This can also be achieved by using pseudo codes.

(Flowcharts are not required).

## The programs must be written in Java.

## The Algorithm must be written in general/standard form.

### Question 11

A super class **Record** has been defined to store the names and ranks of 50 students. Define a sub-class **Rank** to find the highest rank along with the name. The details of both classes are given below:

Class name : Record

Data Members / instance variables:

name[] : to store the names of students rnk[] : to store the ranks of students

Member functions:

Record() : constructor to initialize data members

void readvalues() : to store the names and ranks

void display() : displays the names and the corresponding

ranks

Class name : Rank

Data members /instance variables:

index : integer to store the index of the topmost

rank

Member functions:

Rank() constructor to invoke the base class

constructor and to initialize index = 0

void highest() finds the index/location of the topmost

rank and stores it in index without

sorting the array.

void display() displays the names and ranks along with

the name having the topmost rank.

Specify the class Record giving details of the constructor(), void readvalues() and void display(). Using the concept of inheritance, specify the class Rank giving details of constructor(), void highest() and void display().

THE MAIN() FUNCTION AND ALGORITHM NEED NOT BE WRITTEN.

Stack is a kind of data structure which can store elements with the restriction that an element can be added or removed from the top only.

The details of the class Stack is given below:

Class name : Stack

Data Members / instance

variables:

st[] : the array to hold the names

size : the maximum capacity of the string array

top : the index of the topmost element of the

stack

ctr : to count the number of elements of the

stack

Member functions:

Stack( ) : default constructor

Stack(int cap) : constructor to initialize size = cap and

top = -1

void pushname(String n) : to push a name into the stack. If the

stack is full, display the message

"OVERFLOW"

String popname() : removes a name from the top of the stack

and returns it. If the stack is empty, display the message "UNDERFLOW"

void display() : Display the elements of the stack.

(a) Specify class Stack giving details of the constructors(), void pushname (String n), [8] String popname() and void display().

THE MAIN() FUNCTION AND ALGORITHM NEED NOT BE WRITTEN.

(b) Under what Principle does the above entity work?

[2]

#### Question 13

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

[4]

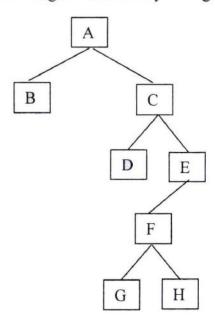
class Node
{
 int info;
 Node link;
}

Write an algorithm **OR** a Method for deleting a node from a linked list.

The method declaration is given below:

void deletenode (Node start)

- (b) Distinguish between worst-case and best case complexity of an algorithm.
- (c) Answer the following from the diagram of a Binary Tree given below:



[2]

- (i) Write the Postorder tree traversal [1]
- (ii) Name the Leaves of the tree [1]
- (iii) Height of the tree [1]
- (iv) Root of the tree

## **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 <b>JAVA</b> 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 <b>Selected Problem.</b>	[20]

## *Solve any one of the following Problems:*

## **Question 1**

Write a program to input a natural number less than 1000 and display it in words.

Test your program for the given sample data and some random data.

INPUT: 29

OUTPUT: TWENTY NINE

INPUT: 17001

OUTPUT: OUT OF RANGE

INPUT: 119

OUTPUT: ONE HUNDRED AND NINETEEN

INPUT: 500

OUTPUT: FIVE HUNDRED

### **Question 2**

Encryption is a technique of coding messages to maintain their secrecy. A String array of size 'n' where 'n' is greater than 1 and less than 10, stores single sentences (each sentence ends with a full stop) in each row of the array.

Write a program to accept the size of the array. Display an appropriate message if the size is not satisfying the given condition. Define a string array of the inputted size and fill it with sentences row-wise. Change the sentence of the odd rows with an encryption of two characters ahead of the original character. Also change the sentence of the even rows by storing the sentence in reverse order. Display the encrypted sentences as per the sample data given below:

Test your program on the sample data and some random data.

Example 1:

INPUT: n = 4

IT IS CLOUDY. IT MAY RAIN.

THE WEATHER IS FINE.

IT IS COOL.

OUTPUT: KV KU ENQWFA.

RAIN MAY IT.

VJG YGCVJGT KU HKPG.

COOL IS IT.

Example 2:

INPUT: n = 13

OUTPUT: INVALID ENTRY

Design a program which accepts your date of birth in dd mm yyyy format. Check whether the date entered is valid or not. If it is valid, display "VALID DATE", also compute and display the day number of the year for the date of birth. If it is invalid, display "INVALID DATE" and then terminate the program.

Test your program for the given sample data and some random data.

Example 1:

INPUT: Enter your date of birth in dd mm yyyy format

05 01 2010

OUTPUT: VALID DATE

5

Example 2:

INPUT: Enter your date of birth in dd mm yyyy format

03 04 2010

OUTPUT: VALID DATE

93

Example 3:

INPUT: Enter your date of birth in dd mm yyyy format

34 06 2010

OUTPUT: INVALID DATE