

## QUESTION PAPER - 2015 (A.P.)

**COMPUTER SCIENCE & ENGINEERING**

- Q.1** Files of windows operating system are stored in the following folder  
(1) administrative tools (2) program files  
(3) control panel (4) system 32
- Q.2** The following is not a process state  
(1) ready (2) communicating (3) running (4) blocked
- Q.3** A process is  
(1) a subset of associated threads (2) a super set of associated threads  
(3) totally independent of threads (4) a hardware feature
- Q.4** internal fragmentation results when  
(1) segmented memory management is used  
(2) paged memory management is used  
(3) cache management is used  
(4) RAID disks are used
- Q.5** In segmented memory management, the physical address is computed by  
(1) adding base address of a code segment to the offset of the data segment  
(2) adding all logical addresses  
(3) adding segment offset to the segment base address  
(4) accessing free space list
- Q.6** Elevator algorithm is used in  
(1) CPU scheduling (2) deadlock prevention  
(3) disk interface (4) cache management
- Q.7** The following is not an operating system service.  
(1) program execution (2) controlling I/O devices  
(3) user interface (4) debugging
- Q.8** All modern operating system are  
(1) multi threading (2) open source (3) single user (4) debugging
- Q.9** Configuration information in windows operating system is located in  
(1) .sys files (2) CMOS memory  
(3) track 0 of the hard disk (4) the registry
- Q.10** The following is not a DBMS  
(1) DB2 (2) websphere (3) MySQL (4) oracle

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- Q.11** In a relational table, the primary key
- (1) can not be a composite key
  - (2) can not be the super key
  - (3) is one of the candidate keys
  - (4) can have null value
- Q.12** A relation where there is no partial dependency of any column on the primary key is in
- (1) 4<sup>th</sup> and higher normal forms only
  - (2) only in 3<sup>rd</sup> normal form
  - (3) 1<sup>st</sup> normal form and 2<sup>nd</sup> normal form only
  - (4) 2<sup>nd</sup> and higher normal forms
- Q.13** When an E-R model is converted to a relational database.
- (1) entities become tables and relationships become fields
  - (2) entities become fields and relationships become tables
  - (3) both entities relationships become tables
  - (4) entities become table and relationships become keys
- Q.14** In a database table containing non-atomic field is
- (1) not even in 1<sup>st</sup> normal form
  - (2) in 1<sup>st</sup> normal form, but not in higher normal forms
  - (3) in 2<sup>nd</sup> normal form
  - (4) in 3<sup>rd</sup> normal form but not in 2<sup>nd</sup> normal form
- Q.15** In DBNS, a 'view' can be considered as
- (1) a virtual table
  - (2) a virtual database
  - (3) a table without records
  - (4) a fully normalized table
- Q.16** In DBMS, to create a new column in a table, we have to use
- (1) DML
  - (2) DCL
  - (3) DDL
  - (4) TCL
- Q.17** A database table named 'person' has the fields {name, sex, age, weight}, where name is any string, sex is (male, female), age between 1-100, weight between 1-100. What is the output generated by the SQL statement
- SELECT COUNT (\*) FROM person WHERE age < 10 group by sex
- (1) one positive number
  - (2) a table containing the details of all persons less than 10 years age
  - (3) a table containing two values
  - (4) a table containing ages and sex of all persons less than 10 years age
- Q.18** There are two data base tables. The first one is 'subject' containing the fields (subject\_ID, subject\_name, marks, student\_ID). the second one is 'student' containing the fields(ID, name). Find the SQL statement which gives the marks of radhika in the subject DBMS.
- (1) SELECT marks FROM subject marks WHERE student.name = "Radhika" and subject name = "DBMS"
  - (2) SELECT subject.marks FROM subject WHERE subject.ID = student.ID and student.name = "Radhika" and subject\_ID = "BDMS"

- (3) SELECT marks FROM subject WHERE student.student\_ID = student.ID and student.name = "Radhika" and subject\_name = "DBMS"
- (4) SELECT subject.marks FROM subject and student WHERE ID = student.ID and name = "Radhika" and subject\_name = "DBMS"

**Q.19** The following operators are not supported in PL/SQL:

- (1) \*\* (2) % (3) <> (4) ||

**Q.20** The following statement is true in OOP:

- (1) a program contains zero or more objects
- (2) in a well-written program, every object must define friend functions
- (3) a class is instantiated from its object
- (4) the objects interact by passing messages

**Q.21** Which of the following statement is false

- (1) a destructor cannot pass parameters
- (2) a constructor must always be used along with a destructor
- (3) a constructor is a member function
- (4) a destructor can be either public or private

**Q.22** In C++, cin is

- (1) a method (2) an object
- (3) an operator (4) a predefined function

**Q.23** The output of the following C++ code

```
1) for (int a = 0; a < 10; a++) {  
    cout << ++a;  
}
```

- (1) 0 1 2 3 4 5 6 7 8 9 (2) 1 3 5 7 9
- (3) 0 2 4 6 8 10 (4) 1 2 3 4 5 6 7 8 9 10 11

**Q.24** In C++, the following operator is used to call object destructor:

- (1) delete (2) deallocate (3) destroy (4) destruct

**Q.25** In C++, overloaded functions must differ in

- (1) return type (2) number of parameters passed
- (3) types of parameters passed (4) either number or types of parameters

**Q.26** An abstract class must contain

- (1) only pure virtual functions (2) any virtual function
- (3) at least one pure virtual function (4) at least one virtual function

**Q.27** Correct the following C++ code

- (1) int\*a,c = 10; cin>>a;c = c-a; cout <<c;
- (2) int\*a,c = 10; cin>>&a;c = c-&a; cout <<c;
- (3) int\*a,c = 10; cin>>\*a;c = c-\*a; cout <<c;
- (4) int\*a,c = 10; cin>>a;\*c = \*c-&a; cout <<\*c;



- Q.28** If some private data in class A is to be accessed by class B, then
- (1) A must be made a sub class of B
  - (2) A must declare B as a friend
  - (3) B must be made a sub class of A
  - (4) B must declare A as a friend
- Q.29** In C++, if the variable 'a' is declared as 'protected' in class X, then apart from the methods of class X
- (1) all friends classes of X can access it
  - (2) any class where protected data is declared can access it
  - (3) all sub classes of X can access it
  - (4) only immediate sub class of X can access it
- Q.30** Byte code is executed by
- (1) JVM
  - (2) Javac
  - (3) JSP
  - (4) Operating system
- Q.31** The base classes of all objects in java is called
- (1) object
  - (2) class
  - (3) system
  - (4) jdk
- Q.32** An applet runs in
- (1) web browser
  - (2) web server
  - (3) microsoft windows
  - (4) java server pages
- Q.33** Which of the following statements is true
- (1) JDK contains JRE; and JRE contains JVM
  - (2) JRE contains JDK and JVM
  - (3) JVM contains JDK; and JDK contains JRE
  - (4) JDK, JRE and JVM are totally independent
- Q.34** Given below some defective java code that doesn't compile: public class myproblem {
- ```
public class myproblem {  
    public int compute(int x)  
    {  
        int a = x * x;  
        return a;  
    }  
    Public static void main (string []args)  
    {  
        Compute myfunction = new computer();  
        system.out.println(myfunction.compute(3));  
    }  
}
```

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Do the following to correct the above code

- (1) make 'compute' private
- (2) insert line 'friend compute()' in the beginning of main
- (3) replace 'new compute' by 'new myfunction'
- (4) replace all occurrences of 'compute' by 'myproblem' in the 1<sup>st</sup> line of main

**Q.35** A java interface is

- (1) an abstract class
- (2) not a class
- (3) a package
- (4) a collection of implementation code

**Q.36** In java, a 'try' block

- (1) is followed by a single 'catch' block only
- (2) is always followed by a 'finally' block
- (3) is followed by one or more 'catch' blocks
- (4) is never followed by a 'finally' block

**Q.37** The following is not a predefined class in java :

- (1) string
- (2) hashtable
- (3) object
- (4) std

**Q.38** The following is not true in case of java references

- (1) java references are used to access objects
- (2) arithmetic cannot be performed on java references
- (3) a reference cannot be cast to a different type
- (4) a java reference variable can be used to refer another reference variable

**Q.39** Overloading operators in java

- (1) is performed by using a special function
- (2) is not possible
- (3) is allowed only for the operators '\*', '>' and '<<'
- (4) is easier than in C++

**Q.40** On the internet, servers are located

- (1) in developed countries
- (2) in USA
- (3) anywhere
- (4) in major cities

**Q.41** A domain name is converted to IP address by

- (1) DNS
- (2) FTP
- (3) www
- (4) DHCP

**Q.42** The following protects a private network from unauthorized access:

- (1) firewall
- (2) fire wire
- (3) https
- (4) zip

**Q.43** HTML uses the entity & mbps; to insert the following in the displayed text:

- (1) newline
- (2) backspace
- (3) space
- (4) new black screen pointer

**Q.44** The following statement declares an array with 10 elements in VB script

- (1) <dr>
- (2) <col>
- (3) <img>
- (4) <span>

**Q.45** The following statement declares an array with 10 elements in VB script

- (1) dim words [10] (2) dim words (9)  
(3) dim words (10) (4) dim words (9)

**Q.46** Any statement that starts with the following is treated as a comment in VB script

- (1) a slash (2) a slash followed by an asterisk  
(3) a double quote (4) a single quote

**Q.47** The output of the following code:

i = 16

Do until i < 15

i = i - 2

response.write (i & "<br/>")

Loop

- (1) 13 (2) 14 (3) 15 (4) blank

**Q.48** In ASP, to move the next record in a recordset, we use the method

- (1) next move (2) loop (3) next (4) move Next

**Q.49** To access an ASP server component, first we have to

- (1) compile it (2) export the object  
(3) dit the component (4) creat an object of it

**Q.50** Which of the following statement are true

I. shift registers are combinational circuits

II. flip-flops are sequential circuits

III. counters are sequential circuits

- (1) all (2) I and III (3) I and II (4) II and III

**Q.51** What logic gate is produced if an inverter is added to each of the three inputs of an OR gate

- (1) a NAND gate (2) an AND gate (3) an XNOR gate (4) a NOR gate

**Q.52** The bollean expression  $C + ABC$  is equivalent to

- (1)  $A'C + AB + AB'C$  (2)  $A'B + AC + A'BC$   
(3)  $B'C + BC' + ABC$  (4)  $AC' + B'C + ABC$

**Q.53**

|   |  |   |
|---|--|---|
| 1 |  | 1 |
|   |  | 1 |

The boolean expression corresponding to the above K-map is

- (1)  $\Sigma m(0, 2, 6)$  (2)  $\Sigma m(2, 4, 5, 6, 8)$  (3)  $\Sigma m(0, 3, 7)$  (4)  $\Sigma m(1, 2, 6)$

**Q.54**

| X | Y | output |
|---|---|--------|
| 0 | 0 | A      |
| 0 | 1 | B      |
| 1 | 0 | C      |
| 1 | 1 | D      |

The above truth represents

- (1) a decoder (2) a de-multiplexer (3) a multiplexer (4) an encoder

**Q.55** The following type of memory requires periodic refreshing:

- (1) solid state disk (2) magnetic disk (3) ROM (4) dynamic RAM

**Q.56** The number of flip-flops required to construct a divide-by-5 counter

- (1) 5 (2) 32 (3) 25 (4) 3

**Q.57** Minimum power dissipation is achieved in the following logic family

- (1) TTL (2) CMOS (3) ECL (4) RTL

**Q.58** 8086 microprocessor was developed in the following time period

- (1) 1960 - 1969 (2) 1970 - 1979 (3) 1980 - 1989 (4) 1990 - 1999

**Q.59** How many interrupt pins 8086 has got

- (1) 0 (2) 4 (3) 2 (4) 2

**Q.60** The length of instruction queue in 8086 is

- (1) 6 bytes (2) 6 bits (3) 6 instruction (4) 6 words

**Q.61** In 8086, a data segment can start at physical address

- (1)  $0 \times 59804$  (2)  $0 \times 00002$  (3)  $0 \times 440D0$  (4)  $0 \times 580A90$

**Q.62** The size of IP register in 8086 is

- (1) 16 bit (2) 20 bit (3) 30 bit (4) 32 bit

**Q.63** Data is given within the instruction in

- (1) direct addressing mode (2) immediate addressing mode  
(3) indexed addressing mode (4) indirect addressing mode

**Q.64** Size of the shortest instruction in 8086

- (1) 1 byte (2) 2 byte (3) 4 bytes (4) 8 bytes

**Q.65** The minimum mode is selected in 8086 by applying logic 1 to following pin:

- (1) BHE (2)  $\overline{MN} | \overline{MX}$  (3) READY (4) NMI

**Q.66** The size of directly addressable memory for 80486 is

- (1) 32 GB (2) 4 GB (3) 4 MB (4) 20 MB

**Q.67** On-chip memory management unit was first introduced in

- (1) 8086 (2) 80286 (3) 80386 (4) 80486

**Q.68** The waveform of the microprocessor clock is

- (1) sine wave (2) square wave (3) triangular wave (4) sawtooth wave

**Q.69** The mantissa in a floating point number is always

- (1) greater than 1 (2) less than 1 (3) equal to 1 (4) equal to 0

**Q.70** Generally CPU instruction sets do not have the following type of data transfer instruction

- (1) register to register (2) register to memory  
(3) I/O to register (4) memory to memory




- Q.71** In register indirect addressing mode, the data is present in a location whose address is in  
(1) the instruction pointer (2) the instruction  
(3) a designated register (4) stack pointer register
- Q.72** A computer has 1 GB of main memory with an access time of 100 ns and 128 KB of cache with an access time of 10 ns. What is the average access time, if the hit ratio is 95%  
(1) 12.8 ns (2) 14.5 ns (3) 95.5 ns (4) 4.5 ns
- Q.73** In principle, the maximum number of interrupting devices a computer system can handle is  
(1) one (2) eight (3) thirty two (4) unlimited
- Q.74** DMA transfer is preferable, compared to programmed I/O, if  
(1) the I/O device is fast and the data to be transferred is large  
(2) the I/O device is slow and the data to be transferred is large  
(3) the I/O device is slow and the data to be transferred is small  
(4) the I/O device is fast and the data to be transferred is small
- Q.75** Cost per bit of memory is cheapest in  
(1) main memory (2) magnetic disk (3) cache memory (4) pen drive
- Q.76** Average access time of virtual memory is  
(1) less than that of cache  
(2) greater than secondary storage  
(3) greater than cache and less than main memory  
(4) greater than main memory and less than secondary storage
- Q.77** The following parts of the CPU are definitely required to execute an instruction  
(1) control unit and ALU (2) ALU and zero or more registers  
(3) control unit (4) control unit, ALU and registers
- Q.78** A C compiler reserves the following amount of storage for an integer variable  
(1) 4 bytes (2) 2 bytes (3)  $2^{16}$  bits (4) 8 bytes
- Q.79** A linked list is  
(1) a linear data structure  
(2) a non linear data structure  
(3) neither a linear nor a non linear data structure  
(4) an array of pointers
- Q.80** Every C string is terminated by  
(1) eoln (2) eof (3) null (4) -1
- Q.81** When using binary search to search a list of N items, the number of comparisons are  
(1) at most  $2^N$  (2) at best 1  
(3)  $2N$  (4)  $\log_{10} N$  in the worst case



## Key

|        |        |        |          |
|--------|--------|--------|----------|
| (1) 4  | (2) 2  | (3) 2  | (4) 2    |
| (5) 3  | (6) 3  | (7) 4  | (8) 1    |
| (9) 4  | (10) 2 | (11) 3 | (12) 3,4 |
| (13) 3 | (14) 1 | (15) 1 | (16) 3   |
| (17) 3 | (18) 3 | (19) 2 | (20) 4   |
| (21) 1 | (22) 2 | (23) 2 | (24) 1   |
| (25) 4 | (26) 3 | (27) 3 | (28) 2   |
| (29) 3 | (30) 1 | (31) 1 | (32) 1   |
| (33) 1 | (34) 4 | (35) 2 | (36) 3   |
| (37) 4 | (38) 4 | (39) 2 | (40) 3   |
| (41) 1 | (42) 1 | (43) 3 | (44) 4   |
| (45) 4 | (46) 4 | (47) 2 | (48) 4   |
| (49) 4 | (50) 4 | (51) 1 | (52) 1   |
| (53) 3 | (54) 3 | (55) 4 | (56) 4   |
| (57) 2 | (58) 2 | (59) 4 | (60) 1   |
| (61) 3 | (62) 1 | (63) 2 | (64) 1   |
| (65) 2 | (66) 2 | (67) 2 | (68) 2   |
| (69) 2 | (70) 4 | (71) 3 | (72) 2   |
| (73) 4 | (74) 1 | (75) 2 | (76) 4   |
| (77) 3 | (78) 2 | (79) 1 | (80) 3   |
| (81) 2 |        |        |          |


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