COMPUTER SCIENCE

First Year

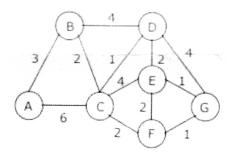
DATA STRUCTURES

Time: Three hours Maximum: 70 marks

SECTION A —
$$(3 \times 15 = 45 \text{ marks})$$

Answer any THREE questions from the following.

- 1. (a) Explain the operations of Circular queue with an example.
 - (b) Write an algorithm to reversing a Single Linked List.
- 2. Discuss about collision resolution techniques with suitable example.
- 3. What is meant by B tree indexing? Explain different operations on B tree.
- 4. Give an algorithm for quick sort and explain its time complexity. Trace the algorithm for the following data: 65, 70, 75, 80, 85, 60, 55, 50, 45.
- 5. Construct minimum spanning tree for the following graph using Prim's algorithm.



SECTION B — $(5 \times 4 = 20 \text{ marks})$

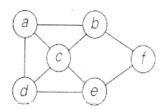
Answer any FIVE questions from the following

- 6. Write an algorithm to delete an element anywhere from doubly linked list
- 7. Covert the prefix expression "-/ab * + b c d" into infix expression.

- 8. Explain polynomial addition using arrays with an example.
- 9. Explain the Construction of Tree from given In-order and Preorder traversals In-order sequence : D B E A F C

Pre-order sequence : A B D E C F

- 10. What is Balanced Binary Tree? Explain with Example?
- 11. Sort the following list of elements by using insertion sort 35, 19, 66, 14,8, 10, 57, 100
- 12. Write about topological sorting techniques.
- 13. Construct Hamiltonian circuit for the following graph problem.



SECTION C — $(5 \times 1 = 5 \text{ marks})$

Answer FIVE questions from the following

- 14. Define Priority queue.
- 15. Define hashing.
- 16. What is expression tree?
- 17. Define heap condition.
- 18. Define Euler's circuit.

First Year

Computer Science

OBJECT ORIENTED PROGRAMMING

Time: Three hours Maximum: 70 marks

SECTION A – $(3 \times 15 = 45 \text{ marks})$

Answer any THREE questions from the following.

- 1. What is an array? How to declare two dimensional arrays? Write array program addition two matrices.
- 2. What are the characteristics of constructors? Illustrate copy constructors and parameter constructors with suitable example.
- 3. Write a C++ Program to overload ++ operator to increment content of object.
- 4. Explain different types of inheritance. Illustrate with an example each type with example.
- 5. What is Template? Declare a Template class. Write a function template for finding the minimum value contained in an array.

SECTION B – $(5 \times 4 = 20 \text{ marks})$

Answer any FIVE questions from the following.

- 6. Describe various data types allowed in C++.
- 7. Write about formatted console I/O and unformatted console I/O.
- 8. What is a destructor? Illustrate memory allocation to an object using destructor?
- 9. Explain how inline function differ from a preprocessor macro.
- 10. What is abstract class? How to the protected visibility specifiers to a class member?
- 11. Differentiate between static data member and static member functions.
- 12. Explain about early binding and late binding.
- 13. What are the rules for virtual functions?

SECTION C – $(5 \times 1 = 5 \text{ marks})$

- 14. Define function prototyping.
- 15. Define exception.
- 16. Give any two string handling functions.
- 17. What is meant by type conversion?
- 18. Define polymorphism.

(DMCS 03)

M.Sc. DEGREE EXAMINATION, NOVEMBER 2021.

First Year

Computer Science

COMPUTER ORGANIZATION

Time: Three hours Maximum: 70 marks

SECTION A – $(3 \times 15 = 45 \text{ marks})$

Answer any THREE questions from the following

- 1. (a) By using the required parity generator/checker circuit, explain how parity checking can be used for the error detection?
 - (b) Explain the operation clocked S R flip flop.
- 2. (a) Explain the instruction cycle with help of a flow chart.
 - (b) Write about arithmetic and logical micro operations.
- 3. Explain the concept of address sequencing for control memory.
- 4. Explain how multiplication is done for floating point numbers with flow chart.
- 5. Discuss about auxiliary and associative memory in detail.

SECTION B –
$$(5 \times 4 = 20 \text{ marks})$$

Answer any FIVE questions from the following

- 6. Differentiate combinational and sequential circuits.
- 7. What is floating point Representation? Explain with examples.
- 8. Describe memory reference instructions.
- 9. Describe the basic symbols used in register transfer.
- 10. Draw the block diagram for micro programmed control organization.
- 11. What is priority interrupt? Discuss about daisy chaining priority interrupt.
- 12. How addition and subtraction is done for decimal numbers? Give the pictorial representation for adding two decimal numbers.

13. Compare and contrast between Asynchronous DRAM and Synchronous DRAM.

SECTION C –
$$(5 \times 1 = 5 \text{ marks})$$

- 14. What is multiplexer?
- 15. What is Register Transfer?
- 16. What is DMA?
- 17. State any two addressing modes.
- 18. Define Cache memory

First Year Computer Science DISCRETE MATHEMATICAL STRUCTURES

Time: Three hours Maximum: 70 marks

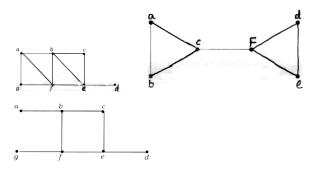
SECTION A — $(3 \times 15 = 45 \text{ marks})$

Answer any THREE questions from the following

- 1. (a) Prove that, for any three propositions p. q. r. the compound proposition $[(p \to q) \land (q \to r)] \to (p \to r) \text{ is tautology.}$
 - (b) Show that $R \to S$ can be drawn from the premises $P \to (Q \to S), \neg R \lor P$ and Q.
- 2. (a) Show that "the number $\sqrt{2}$ is irrational" using proof by contradiction.
 - (b) On the set Z of all integers, a relation R is defined by aRb if and only if $a^2 = b^2$. Verify that R is equivalence relation. Determine the partition induced by this relation.
- 3. (a) What is a partially ordered set. If R is a relation on the set $A = \{1, 2, 3, 4\}$ defined by xRy, If x divides y, prove that (A,R) is Poset. Draw its Hasse diagram.
 - (b) In any group (G, *), by proving the inverse of every element is unique. Show that

$$(a * b)^{-1} = b^{-1} * a^{-1} \forall a, b \in G.$$

- 4. (a) Express the Boolean expression xyz'+y'z+xz' in a sum of product form.
 - (b) For any lattice, prove that
 - (i) $a \lor (b \land c) = (a \lor b) \lor c$
 - (ii) $a \lor (a \land b) = a$
- 5. Determine whether the following graphs have Euler circuit and Hamiltonian circuits. Construct such a circuit when one exists.



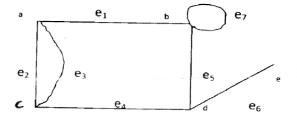
SECTION B —
$$(5 \times 4 = 20 \text{ marks})$$

Answer any FIVE questions from the following

6. Without using truth tables. Prove the following logical equivalence:

$$[(\neg p \lor \neg q) \to (p \land q \land r)] \equiv p \land q$$
.

- 7. Find the disjunctive normal of $\neg (p \lor q) \leftrightarrow (p \land q)$.
- 8. Draw the Hasse diagram for the Poset, $(P(A),\subseteq)$ where $A = \{1,2,3,4\}$ and P(A) is the power set of A.
- 9. Let $A = \{1,2,3,4\}$. $R = \{(1,2),(2,3),(3,4),(2,1)\}$, Find the transitive closure of R.
- 10. On the set Q of all rational numbers, the operation * is defined by a * b = a + b ab. Show that, under this operation Q forms commutative monoid.
- 11. Let $A = R \{3\}$ and $B = R \{1\}, f : A \to B$ defined by $f(x) = \frac{(x-2)}{(x-3)}$ find f^{-1} .
- 12. State and explain about four color problem.
- 13. Find the Adjacency matrix and Incidence matrix of the following graph.



SECTION C —
$$(5 \times 1 = 5 \text{ marks})$$

- 14. Define conjunctive normal form.
- 15. Define abelian group.
- 16. Define Bipartite graph.
- 17. Define distributed lattice.
- 18. Define one to one and onto functions.

First Year

Computer Science

SOFTWARE ENGINEERING

Time: Three hours Maximum: 70 marks

SECTION A — $(3 \times 15 = 45 \text{ marks})$

Answer any THREE questions from the following.

- 1. Explain the features of Spiral model and discuss working of Prototyping model with its diagram.
- 2. Describe various approaches to Software Quality Assurance.
- 3. Write about functional and non-functional requirements for software with example.
- 4. Explain about architectural design patterns and components level design patterns.
- 5. Explain black box testing methods and its advantages and disadvantages.

SECTION B —
$$(5 \times 4 = 20 \text{ marks})$$

Answer any FIVE questions from the following.

- 6. Describe the three levels of software process.
- 7. Compare functional and behavioral models.
- 8. Write the distinct steps in requirements engineering process.
- 9. What is the importance of User Interface? Explain User Interface design rules.
- 10. Explain the role of data dictionary in analysis and design.
- 11. What is a cohesive module? Write about different types of Cohesion.

- 12. Explain the testing procedures for boundary conditions.
- 13. Write about unit and integration testing.

SECTION C —
$$(5 \times 1 = 5 \text{ marks})$$

- 14. What is meant by software prototyping?
- 15. Distinguish between horizontal and vertical partitioning.
- 16. What is the need for cyclomatic complexity?
- 17. Define regression testing.
- 18. Define System Modeling.

(DMCS 06)

M.Sc. DEGREE EXAMINATION, NOVEMBER 2021.

First Year

Computer Science

DISTRIBUTED OPERATING SYSTEMS

Time: Three hours Maximum: 70 marks

SECTION A — $(3 \times 15 = 45 \text{ marks})$

Answer any THREE questions from the following.

- 1. (a) Discuss the Software layers of distributed system architectural model.
 - (b) What is ATM? Explain about ATM reference model.
- 2. Explain how mutual exclusion is handled in distributed system.
- 3. Explain the following election algorithms:
 - (a) The Bully algorithm
 - (b) Ring algorithm.
- 4. Discuss distributed file system design and implementation issue.
- 5. What is distributed shared memory? Explain page based distributed shared memory in detail.

SECTION B —
$$(5 \times 4 = 20 \text{ marks})$$

Answer any FIVE questions from the following.

- 6. What is group communication? What are the various design issues in it?
- 7. State and explain client server model.
- 8. Write about atomic transaction.
- 9. Write about routing overlays of distributed file systems.

- 10. Differentiate the process and thread in distributed environment.
- 11. What are the features required for election algorithms?
- 12. Explain how distributed deadlocks can be detected
- 13. What is the need of consistency in distributed system?

SECTION C —
$$(5 \times 1 = 5 \text{ marks})$$

- 14. Define deadlock.
- 15. What is scheduling?
- 16. Define clock synchronization.
- 17. What is processor pool model?
- 18. What is RPC?

First Year

Computer Science

DATABASE MANAGEMENT SYSTEMS

Time: Three hours Maximum: 70 marks

SECTION A — $(3 \times 15 = 45 \text{ marks})$

Answer any THREE questions from the following.

- 1. (a) With a neat diagram describe the overall system structure of DBMS
 - (b) Write about Select and Project operations in relational algebra.
- 2. Write about different types of attributes in ER model. Construct E-R diagram for a hospital with a set of patients and medical doctors. Associate with each patient a log of various tests suggested by doctors and examinations conducted. Use Specialization and Generalization in your diagram.
- 3. Explain about set operations and aggregate functions in SQL with proper syntax.
- 4. Discuss about different hashing techniques.
- 5. Explain about Concurrency control with locking methods.

SECTION B — $(5 \times 4 = 20 \text{ marks})$

Answer any FIVE questions from the following.

- 6. Differentiate between File system and Database System.
- 7. Who are the different database users? Explain their interfaces to database management system.
- 8. List and explain the common data types available in SQL.
- 9. What is a view? How views are implemented in SQL?
- 10. Describe the structure of a node in B-tree.
- 11. State and explain 1st and 2nd normal forms.

- 12. Illustrate multi valued dependency with suitable example.
- 13. What is transaction? Mention the desirable properties of a transaction.

SECTION C —
$$(5 \times 1 = 5 \text{ marks})$$

- 14. Define Weak entity.
- 15. Define nested query.
- 16. Define Primary and foreign keys.
- 17. Define functional dependency.
- 18. What is meant by serializability?

First Year

Computer Science

THEORY OF AUTOMATA AND FORMAL LANGUAGE

Time: Three hours Maximum: 70 marks

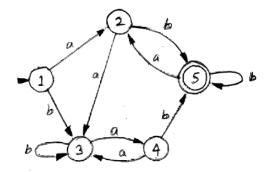
SECTION A —
$$(3 \times 15 = 45 \text{ marks})$$

Answer any THREE questions from the following

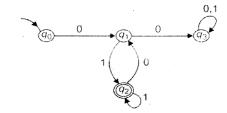
1. (a) Convert the following mealy machine into its equivalent Moore machine.

Present State **Next State** Input =0 Input =1 State Output State Output 0 q_3 q_2 $\rightarrow q_1$ 0 q_2 q_1 q_4 q_2 q_1 q_3 1 0 q_4 q_4 q_3

- (b) Prove that "L be the language accepted by NFA then there exists that accepts DFA" $\,$
- 2. (a) For following DFA find minimum DFA accepting same language.



(b) Find the left linear and right linear grammar for the following FSM:



- 3. Consider the grammar $S \to (L)|a, L \to L, S|S$. Derive expression ((a, a), (a, a)) by leftmost derivation-and rightmost derivation and also construct derivation tree.
- 4. (a) Construct NPDA for the language $L = \{a^n b^m c^{m+n} | n, m \ge 0\}$.
 - (b) Construct a PDA equivalent to the CFG: $S \rightarrow 0BB$, $B \rightarrow 0S \mid 1S \mid 0$.
- 5. What is Turing machine? Explain different types of Turing machines.

SECTION B —
$$(5 \times 4 = 20 \text{ marks})$$

Answer any FIVE questions from the following.

- 6. Differentiate NDFA and DFA.
- 7. Construct NFA that contains the string starting and ending with same symbol over $\{a, b\}^*$.
- 8. Prove that

$$(1+00*1)+(1+100*1)(0+10*1)*(0+10*1)=0*1(0+10*1)*.$$

- 9. Construct NFA for the regular expression (a+b)*abb.
- 10. Find the CFG with no useless symbols equivalent to the following grammar. $S \to AB \mid CA, B \to BC \mid AB, A \to a, C \to aB \mid b$.
- 11. Show that $L = \{a^n \mid n \text{ is perfect square}\}$ is not CFL using pumping theorem.
- 12. Write about Church hypothesis.
- 13. State and formulate Post Correspondence Problem.

SECTION C —
$$(5 \times 1 = 5 \text{ marks})$$

- 14. Define Moore machine.
- 15. What is ambiguous grammar?
- 16. Define Chomsky Normal Form.
- 17. Define Halting problem.
- 18. What is meant by decidability?

Computer Science First Year

COMPUTER NETWORKS

Time: Three hours

Maximum: 70 marks

SECTION A – $(3 \times 15 = 45 \text{ marks})$

Answer any THREE questions from the following.

- 1. (a) Explain about the Architecture of WWW.
 - (b) What is DNS? What are the services provided by DNS and explain how it works?
- 2. Describe the features of UDP and compare TCP and UDP.
- 3. (a) Illustrate shortest path routing algorithm with suitable example.
 - (b) Describe the problem and solutions associated with distance vector routing.
- 4. Write about services, framing and multiplexing concepts of Point-Point Protocol.
- 5. Explain about different error detection and correction techniques.

SECTION B – $(5 \times 4 = 20 \text{ marks})$

Answer any FIVE questions from the following.

- 6. What are the different Status Codes available in HTTP? Explain.
- 7. Write short notes on File Transfer Protocol.
- 8. What is multiplexing? Explain the basic format of multiplexed system.
- 9. Draw and explain TCP packet header.
- 10. What is routing? How flooding can be used for routing?
- 11. Describe in detail about the Hierarchical routing.
- 12. What is ALOHA? Compare different ALOHA protocols.
- 13. Explain the working bridges and Switches.

SECTION C – $(5 \times 1 = 5 \text{ marks})$

- 14. What is URL?
- 15. Write the advantages of optical fiber over twisted-pair and coaxial cables.
- 16. What is peer to peer process?
- 17. What is the use of datalink layer?
- 18. Define congestion control.

(DMCS 10)

M.Sc. DEGREE EXAMINATION, NOVEMBER 2021.

First Year

Computer Science

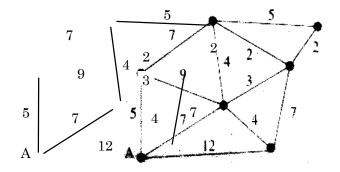
DESIGN AND ANALYSIS OF ALGORITHMS

Time: Three hours Maximum: 70 marks

SECTION A — $(3 \times 15 = 45 \text{ marks})$

Answer any THREE questions from the following.

- 1. Discuss different notations used to analyze algorithm complexity.
- 2. Write the pseudo code for Kruskal's algorithm. Construct Minimum spanning tree for the following graph using Kruskal's algorithm.



- 3. Write pseudo code for merge sort algorithm. Show how the merge sort algorithm will sort the following array in increasing order: 12, 24, 8, 71, 4, 23, 6, 89, 56. Analyze the time complexity of merge sort algorithm.
- 4. Draw an Optimal Binary Search Tree for n = 4 identifiers (a1, a2, a3, a4) = (do, if, read, while) P(1:4)=(3,3,1,1) and Q(0:4)=(2,3,1,1,1).
- 5. Solve the following Knapsack problem by Brach-and-Bound technique. Knapsack capacity = 10

Item	Weight	Value
1	4	40
2	7	42
3	5	25

4	3	12

SECTION B —
$$(5 \times 4 = 20 \text{ marks})$$

Answer any FIVE questions from the following.

- 6. Describe the characteristics of good algorithm.
- 7. Write about Bi-connected components with example.
- 8. State and explain Strassen's matrix multiplication.
- 9. Compare Greedy Method with Dynamic Programming Method.
- 10. State Quick hull problem. How to solve it by using divide and conquer method?
- 11. Construct Huffman tree for the following data and text DAD

Character A B C D —
Probability 0.35 0.1 0.2 0.2 0.15

12. Solve the all pair shortest paths problem for the digraph with weight matrix.

$$\begin{bmatrix} 0 & \infty & 3 & \infty \\ 2 & 0 & \infty & \infty \\ \infty & 7 & 0 & 1 \\ 6 & \infty & \infty & 0 \end{bmatrix}$$

13. Give solution of 4-Queens Problem using Backtracking Method.

SECTION C —
$$(5 \times 1 = 5 \text{ marks})$$

- 14. Define time and Space complexity.
- 15. Define Convex hull problem.
- 16. Define Back tracking.
- 17. What is basic principle of Divide and Conquer method?
- 18. State sub-set sum problem.