



JAIN COLLEGE

463/465, 18th Main Road, SS Royal, 80 Feet Road, Rajarajeshwari Nagar,
Bangalore - 560 098

Date: 2019-2020

SUBJECT: Computer Science

**II PUC
MOCK PAPER – II (2019)**

Timings Allowed: 3H 15Mins.

Total Marks 70

PART - A

Answer all the questions

10 X 1 = 10

1. What is microprocessor?
2. Which basic gate is named as inverter?.
3. What is a stack?
4. Define data abstraction.
5. Give the pointer operators?
6. Define domain.
7. What is a virus?
8. Expand FTP.
9. Expand FLOSS.
10. What is web scripting?

PART - B

Answer any five of the following

5 X 2 = 10

11. Prove algebraically $(X + y) (X + Z) = X + YZ$
12. Draw a general K-Map for 4 variables A, B, C, D.
13. Mention the access specifies used in a class.
14. Define copy constructor. When it is needed in a program?
15. Mention the methods of opening files in C++.
16. What is specification? Give an example.
17. What is dual table?
18. Mention any two network topologies.

PART - C

Answer any five of the following

5 X 3 = 15

19. Explain general structure of a motherboard with neat diagram.
20. Derive basic logic gates using NAND gate.
21. Give the memory representation of 2-D array.
22. Differentiate between static and dynamic memory allocation.
23. Mention the various operations performed on binary files.
24. Explain any 3 three components of E-R diagram.

25. Mention the services used in e-commerce.

26. Explain table tag in HTML.

PART - D

Answer any seven of the following

7 X 5 = 35

27. Reduce using K-Map $f(A,B,C,D) = \sum(0, 1, 2, 3, 4, 5)$

28. Write an algorithm for dequeue operation.

29. Write an algorithm to delete an element from an array.

30. Explain advantages of Object Oriented programming over Procedural Oriented programming.

31. Explain class definition and class declaration with syntax and example.

32. Explain friend functions and give its characteristics.

33. Explain destructors with syntax and example.

34. How does inheritance influence the working of constructor and destructor?

35. Mention various data model and explain any one model.

36. Explain any 5 SQL commands with example.

37. Explain various switching techniques.
