## 09

## Optional Paper Computer Engg. Paper – II

Time: 3 Hours

Maximum Marks: 200

## IMPORTANT NOTES / महत्वपूर्ण निर्देश

- (A) Please fill up the OMR Sheet of this Question Answer Booklet properly before answering. Please also see the directions printed on the obverse before filling it. प्रश्नोत्तर पुस्तिका में प्रश्न हल करने से पूर्व उसके संलग्न ओ.एम.आर. पत्रक को भली प्रकार भर लें। उसे भरने हेतु उसके पृष्ठ भाग पर मुद्रित निर्देशों का अध्ययन कर लें।
- (B) The question paper has been divided into three Parts A, B and C. The number of questions to be attempted and their marks are indicated in each part. प्रश्न-पत्र अ, ब और स तीन भागों में विभाजित है । प्रत्येक भाग में से किये जाने वाले प्रश्नों की संख्या और उनके अंक उस भाग में अंकित किये गये हैं ।
- (C) Attempt answers in English. उत्तर अंग्रेजी भाषा में दीजिये ।
- (D) Answers to all the questions of each part should be written continuously in the script and should not be mixed with those of other parts. In the event of candidate writing answers to a question in a part different to the one to which the question belongs, the question will not be assessed by the examiner.

  उत्तर पुस्तिका में प्रत्येक भाग के समस्त प्रश्नों के उत्तर क्रमवार देने चाहिये तथा एक भाग में दूसरे भाग के उत्तर नहीं मिलाने चाहिये। एक भाग में दूसरे भाग के प्रश्न के उत्तर लिखे जाने पर ऐसे प्रश्न को जाँचा नहीं जा सकता हैं।
- (E) The candidates should not write the answers beyond the limit of words prescribed in parts. A, B and C failing this the marks can be deducted. अभ्यर्थियों को भाग अ, ब और स में अपने उत्तर निर्धारित शब्दों की सीमा से अधिक नहीं लिखने चाहिये। इसका उल्लंघन करने पर अंक काटे जा सकते हैं।
- (F) In case the candidate makes any identification mark i.e. Roll No./Name/Telephone No./Mobile No. or any other marking either outside or inside the answer book, it would be treated as resorting to using unfair means. In such a case his candidature shall be rejected for the entire examination by the Commission.

  अभ्यर्थी द्वारा उत्तर पुस्तिका के अंदर अथवा बाहर पहचान चिन्ह यथा रोल नम्बर / नाम / मोबाईल नम्बर / टेलीफोन नम्बर लिखे जाने या अन्य कोई निशान इत्यादि अंकित किये जाने को अनुचित साधन मान जायेगा। आयोग द्वारा ऐसा पाये जाने पर अभ्यर्थी की सम्पूर्ण परीक्षा में अभ्यर्थिता रदद कर दी जायेगी।

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Note	:	Attempt all the twenty questions. Each question carries 2 marks. Answer should not exceed 15 words.
1	What	is the main function of ARP (Address Resolution Protocol)?
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2	What	does the-TTL field in the IP datagram header specifies?
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r	Which ietwoi	functionality must be implemented by a transport protocol over and above the rk protocol?
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	For what purpose does the ping utility is mainly used?
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	What is a real-time operating system?
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	Define deadlock with reference to operating system.
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What is a system call?			
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Define McCabe's cyclomatic	complexity?		
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11 What is the difference between a fault and failure?  12 What do you mean by the terms cohesion and coupling in the context of software design.	10	What is a te	est case?	•			
11 What is the difference between a fault and failure?	-						
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What do you mean by the terms cohesion and coupling in the context of software design							•
	12	What do you	mean by the ter	ms cohesion ar	nd coupling in the	context of softwa	re design
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What are the two approaches to handle collisions while using hash tables for organization of a symbol table?  What is bottom-up parsing technique?	<u></u>							, 401	<del></del> .	-
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organization of a symbol table?	What is	bottom-up	parsing tec	hnique?						
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	What is meant by rendering? What a	ere the	wave to	nerform	voluma	randarina?
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J	Briefly define the process of anti-alia	sing.				
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Explain the to	echnique of	Gourard a	and Phong s	shading.		
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Attempt all the twelve questions. Each question carries 5 marks. Answer should not exceed 50 words.

	the number of a's is divisible by 2 and number of b's is divisible by 3.
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;	Consider the following two grammars:
?	Consider the following two grammars: $G_1:S\to aSaSbS \mid aSbSaS\mid bSaSaS\mid \lambda$ $G_2:S\to aSaSb\mid aSbSa\mid bSaSaS\mid \lambda$ Find the language represented by $G_1$ . Does $G_2$ represent the same? Justify.
?	$\begin{split} G_1: S \to aSaSbS   aSbSaS   bSaSaS   \lambda \\ G_2: S \to aSaSb   aSbSa   bSaSaS   \lambda \end{split}$
	$\begin{split} G_1: S \to aSaSbS   aSbSaS   bSaSaS   \lambda \\ G_2: S \to aSaSb   aSbSa   bSaSaS   \lambda \end{split}$
	$\begin{split} G_1: S \to aSaSbS   aSbSaS   bSaSaS   \lambda \\ G_2: S \to aSaSb   aSbSa   bSaSaS   \lambda \end{split}$
	$\begin{split} G_1: S \to aSaSbS   aSbSaS   bSaSaS   \lambda \\ G_2: S \to aSaSb   aSbSa   bSaSaS   \lambda \end{split}$
	$\begin{split} G_1: S \to aSaSbS   aSbSaS   bSaSaS   \lambda \\ G_2: S \to aSaSb   aSbSa   bSaSaS   \lambda \end{split}$
	$\begin{split} G_1: S \to aSaSbS   aSbSaS   bSaSaS   \lambda \\ G_2: S \to aSaSb   aSbSa   bSaSaS   \lambda \end{split}$
	$\begin{split} G_1: S \to aSaSbS   aSbSaS   bSaSaS   \lambda \\ G_2: S \to aSaSb   aSbSa   bSaSaS   \lambda \end{split}$
	$\begin{split} G_1: S \to aSaSbS   aSbSaS   bSaSaS   \lambda \\ G_2: S \to aSaSb   aSbSa   bSaSaS   \lambda \end{split}$
	$\begin{split} G_1: S \to aSaSbS   aSbSaS   bSaSaS   \lambda \\ G_2: S \to aSaSb   aSbSa   bSaSaS   \lambda \end{split}$

Note:

$L = \{ w \in \{0,1\} * v \}$					
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Consider three proc and 8 time units. A first (LRTF) schedul with the lowest pro	ui processes arn ling algorithm. Ir	ive at time zei i LRTF ties ara	ro. Consider broken by c	the longest	· romainina 4
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26	What are the diff	erent ways in	which a file o	can be structured	? Explain.	
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	(a) Race condition	ns (b) Critica	al section (	c) Mutual exclus	ion	
25	Define the follow		-1 (	-\ 3.6t	:	1

	Host A is sending data sliding window protocol each. Data packets (sen	ioi irow	CONTROL	I he cen	1 200 + 200			
	each. Data packets (sen time for such a packet what is the maximum a	is 50 L	tom A to LS time	B) are :	all 1000 l	bytes long	and the	
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	In which layers of the OS	I mode	l the follo	wing de	evices op	erate ;		<u> </u>
	In which layers of the OS  (a) Repeater (b) Brid  Also explain their function	ge	l the follo (c) Route	owing deers (	evices op d) Gatev	erate : vays		<u> </u>
	(a) Repeater (b) Brid	ge	the follo	owing deers (	evices op (d) Gatev	erate : vays		
	(a) Repeater (b) Brid	ge	the folio	owing deers (	evices op (d) Gatev	erate : vays		
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(a) Clip	pping	(b) Filling			,	
Explain	the following	ng terms wi	th reference	to rester are	nhina -	
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Note: Attempt any 5 questions. Each question carries 20 marks. Answer should not exceed 200 words.

33 (a) Let the attribute 'val' give the value of a binary number generated by S in the following grammar:

 $S \to L.L|L$ 

 $L \rightarrow LB | B$ 

 $B \rightarrow 0|1$ 

For example, an input 101.101 gives S.val = 5.625.

Construct a syntax directed translation scheme using only synthesized attributes, to determine S.val.

(b) Write predictive parsing algorithm and construct the predictive parsing table for the following grammar (where ε represents the null string).

 $E \rightarrow TE'$ 

 $E' \rightarrow +TE' | \varepsilon$ 

 $T \rightarrow FT'$ 

 $T' \rightarrow *FT' | \varepsilon$ 

 $F \rightarrow (E)|id$ 

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34	(a) (b)	What are the potential sources of error in programming? 5+10 Explain minimum distance correction of syntactic errors.  Write algorithm for the construction of directed acyclic graph (DAG).	⊬5·
	(c)	Consider an example code segment which involves a loop. Construct a DAG for the same.	
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35	(a)	Explain the functioning protocols: TCP, UDP a		yer and Network	layer along with their
	(b)	Two Computers C1 at 203.197.2.53 and netma	and C2 are con		
		netmask 255.255.192.0. same network, but C2 as			
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36	(a) (b)	A system uses FIFO police loaded to begin with. The	for page replacement algorized for page replacement. It is system first accesses 100 pages but now in reve	has 4 page frames distinct pages in s	ome order and
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3/	(a) (b)	Explain Bootstrapping steps to derive a cross compiler with an appropriate example.
	(c)	What is difference between macro and subroutine? Why macro is not a
	(d)	preferred option in programming? Write Banker's algorithm to handle deadlock.
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(c)	How the	function-orie	ented desig	gn approacl	differs fro	om the object-	oriented desig
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