

CLASS XII

GUESS PAPER(083)

COMPUTER SCIENCE

Duration: 3 Hours

Max. Marks: 70

Q1. (a) What is the difference between Global Variable and Local Variable?

2

Answer:

Global Variable	Local Variable
<ul style="list-style-type: none"> It is a variable, which is declared outside all the functions It is accessible throughout the program 	<ul style="list-style-type: none"> It is a variable, which is declared with in a function or with in a compound statement It is accessible only within a function/compound statement in which it is declared
<pre> #include <iostream.h> float NUM=900; //NUM is a global variable void LOCAL(int T) { int Total=0; //Total is a local variable for (int I=0;I<T;I++) Total+=I; cout<<NUM+Total; } void main() { LOCAL(45); } </pre>	

(1/2 Mark for each point of difference)

(1/2 Mark for example of Global Variable)

(1/2 Mark for example of Local Variable)

OR

(Full 2Marks to be awarded if the difference is explained with the help of suitable example)

(b) Write the names of the header files to which the following belong:

1
(i) strcmp()

(ii) fabs()

Answer:

(i) string.h	(ii) math.h
------------------	--------------

(1/2 Mark for mentioning name of each header file)

(c) Rewrite the following program after removing the syntactical errors (if any).
Underline each correction.

2

```
#include [iostream.h]
class PAYITNOW
{
    int Charge;
PUBLIC:
    void Raise() {cin>>Charge;}
    void Show{cout<<Charge;}
};
void main()
{
    PAYITNOW P;
    P.Raise();
    Show();
}
```

Answer:

```
#include <iostream.h>
class PAYITNOW
{
    int Charge;
public:
    void Raise() {cin>>Charge;}
    void Show()(){cout<<Charge;}
};
void main()
{
    PAYITNOW P;
    P.Raise();
    P.Show();
}
```

(1/2 Mark for correcting each error)

OR

(1 Mark for identifying all the 4 errors with no correction)

(d) Find the output of the following program:

3

```
#include <iostream.h>
struct PLAY
{ int Score, Bonus;};
void Calculate(PLAY &P, int N=10)
{
    P.Score++;P.Bonus+=N;
}
void main()
{
```

```
PLAY PL={10,15};
Calculate(PL,5);
cout<<PL.Score<<" "<<PL.Bonus<<endl;
Calculate(PL);
cout<<PL.Score<<" "<<PL.Bonus<<endl;
Calculate(PL,15);
cout<<PL.Score<<" "<<PL.Bonus<<endl;
}
```

Answer:

```
11:20
12:30
13:45
```

(1 Mark for each correct line of output)

Note:

Deduct ½ Mark for not showing : in the output

Deduct ½ Mark for not considering endl

(e) Find the output of the following program:

2

```
#include <iostream.h>
#include <ctype.h>

void Encrypt(char T[])
{
    for (int i=0;T[i]!='\0';i+=2)
        if (T[i]=='A' || T[i]=='E') T[i]='#';
        else if (islower(T[i])) T[i]=toupper(T[i]);
        else T[i]='@';
}

void main()
{
    char Text[]="SaVE EArTH";//The two words in the string
    //are separated by single space
    Encrypt(Text);
    cout<<Text<<endl;
}
```

Text

Answer:

```
@a@E@E#rTH
```

(1 Mark for writing all alphabets at correct positions)

(1/2 Mark for writing @ at correct positions)

(1/2 Mark for writing # at correct position)

(f) In the following program, if the value of N given by the user is 15, what maximum and minimum values the program could possibly display?

2

```
#include <iostream.h>
#include <stdlib.h>
void main()
{
    int N,Guessme;
    randomize ();
    cin>>N;
    Guessme=random (N) +10;
    cout<<Guessme<<endl;
}
```

Answer:

Maximum Value: 24 Minimum Value: 10

(1 Mark for writing correct minimum value)

(1 Mark for writing correct maximum value)

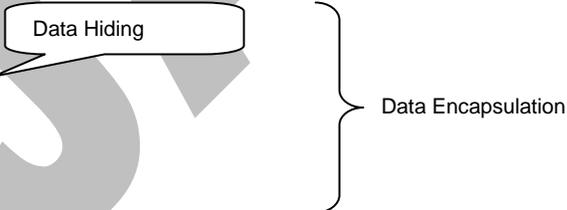
Q2. (a) What do you understand by Data Encapsulation and Data Hiding? 2

Answer:

Data Encapsulation: Wrapping up of data and function together in a single unit is known as Data Encapsulation. In a class, we wrap up the data and function together in a single unit.

Data Hiding: Keeping the data in private visibility mode of the class to prevent it from accidental change is known as Data Hiding.

```
class Computer
{
    char CPU[10];int RAM;
public:
    void STOCK();
    void SHOW();
};
```



(1 Mark for each definition and explanation)

OR

(Full 2 marks for explaining both with the help of an example)

(b) Answer the questions (i) and (ii) after going through the following class:

```
2
class Seminar
{
    int Time;
public:
    Seminar() //Function 1
    {
        Time=30;cout<<"Seminar starts now"<<endl;
    }
    void Lecture () //Function 2
    {
```

```

        cout<<"Lectures in the seminar on"<<endl;
    }
    Seminar(int Duration)           //Function 3
    {
        Time=Duration;cout<<"Seminar starts now"<<endl;
    }
    ~Seminar()                       //Function 4
    {
        cout<<"Vote of thanks"<<endl;
    }
};

```

- i) In Object Oriented Programming, what is **Function 4** referred as and when does it get invoked/called?

Answer:

Destructor, it is invoked as soon as the scope of the object gets over.

(½ Mark for mentioning "Destructor")

(½ Mark for correctly answering to remaining part of the question)

- ii) In Object Oriented Programming, which concept is illustrated by **Function 1** and **Function 3** together? Write an example illustrating the calls for these functions.

Answer:

Constructor Overloading (Polymorphism)
Seminar S1,S2(90);

(½ Mark for mentioning "Constructor Oveloading" OR "Polymorphism")

(½ Mark for example)

- (c) Define a class TEST in C++ with following description: 4

Private Members

- TestCode of type integer
- Description of type string
- NoCandidate of type integer
- CenterReqd (number of centers required) of type integer
- A member function CALCNTR() to calculate and return the number of centers as (NoCandidates/100+1)

Public Members

- A function SCHEDULE() to allow user to enter values for TestCode, Description, NoCandidate & call function CALCNTR() to calculate the number of Centres
- A function DISPTTEST() to allow user to view the content of all the data members

Answer:

```

class TEST
{
    int TestCode;
    char Description[20];
    int NoCandidate,CenterReqd;
}

```

```

        void CALCNTR();
public:
        void SCHEDULE();
        void DISPTEST();
};
void TEST::CALCNTR()
{
        CenterReqd=NoCandidate/100 + 1;
}
void TEST::SCHEDULE()
{
        cout<<"Test Code   :";cin>>TestCode;
        cout<<"Description :";gets(Description);
        cout<<"Number     :";cin>>NoCandidate;
        CALCNTR();
}
void TEST::DISPTEST()
{
        cout<<"Test Code   :"<<TestCode<<endl;
        cout<<"Description :"<<Description<<endl;
        cout<<"Number     :"<<NoCandidate<<endl;
        cout<<"Centres    :"<<CenterReqd<<endl;
}

```

(1 Mark for correctly declaring Data Members)

(1 Mark for correctly defining CALCNTR())

(1/2 Mark for correctly defining SCHEDULE())

(1/2 Mark for calling CALCNTR() from SCHEDULE())

(1/2 Mark for correctly defining DISPTEST())

(1/2 Mark for correct syntax of class)

(d) Answer the questions (i) to (iv) based on the following:

4

```

class PUBLISHER
{
        char Pub[12];
        double Turnover;
protected:
        void Register();
public:
        PUBLISHER();
        void Enter();
        void Display();
};

class BRANCH
{
        char CITY[20];
protected:
        float Employees;
}

```

```

public:
    BRANCH();
    void Haveit();
    void Giveit();
};

class AUTHOR:private BRANCH,public PUBLISHER
{
    int Acode;
    char Aname[20];
    float Amount;
public:
    AUTHOR();
    void Start();
    void Show();
};

```

- (i) Write the names of data members, which are accessible from objects belonging to class AUTHOR.
- (ii) Write the names of all the member functions, which are accessible from objects belonging to class BRANCH.
- (iii) Write the names of all the members which are accessible from member functions of class AUTHOR.
- (iv) How many bytes will be required by an object belonging to class AUTHOR?

Answer:

- (i) None of data members are accessible from objects belonging to class AUTHOR.
- (ii) Haveit(), Giveit()
- (iii) Data members: Employee, Acode, Aname, Amount
Member function: Register(), Enter(), Display(), Haveit(), Giveit(), Start(), Show(),
- (iv) 70

(1 Mark for each correct answer)

Note:

No marks to be given for partial answers

Q3.

- (a) Write a function in C++ to merge the contents of two sorted arrays A & B into third array C. Assuming array A is sorted in ascending order, B is sorted in descending order, the resultant array is required to be in ascending order. 4

Answer:

```

void AddNSave(int A[],int B[],int C[],int N,int M, int &K)
{
    int I=0,J=M-1;
    K=0;
    while (I<N && J>=0)
    {
        if (A[I]<B[J])
            C[K++]=A[I++];
        else

```

```

if (A[I]>B[J])
    C[K++]=B[J--];
else
{
    C[K++]=A[I++];
    J--;
}
}
for (int T=I;T<N;T++)
    C[K++]=A[T];
for (T=J;T>=0;T--)
    C[K++]=B[T];
}

```

(½ Mark for function header with desired parameters)

(½ Mark initialising counters)

(1 Mark for correct formation of loop)

(1 Mark for correct comparison of elements)

(1 Mark for transferring remaining elements in resultant array)

- (b) An array S[40][30] is stored in the memory along the row with each of the element occupying 2 bytes, find out the memory location for the element S[20][10], if an element S[15][5] is stored at the memory location 5500. 4

Answer:

Given,

W=2
N=40
M=30
Loc(S[15][5])=5500

Row Major Formula:

Loc(S[I][J]) =Base(S)+W*(M*I+J)

Loc(S[15][5]) =Base(S)+2*(30*15+5)

5500 =Base(S)+2*(450+5)

Base(S) =5500- 910

Base(S) =4590

Loc(S[20][10]) =4590+2*(30*20+10)

=4590+2*(600+10)

=4590+1220

=5810

(1/2 Mark for correct formula/substitution of values in formula)
(1 ½ Mark for correctly calculating Base Address)
(2 Mark for correctly calculating address of desired location)

(c) Write a function in C++ to perform Insert operation in a dynamically allocated Queue containing names of students. **4**

Answer:

```

struct NODE
{
    char Name[20];
    NODE *Link;
};
class QUEUE
{
    NODE *R,*F;
public:
    QUEUE();
    void Insert();
    void Delete();
};
void QUEUE::Insert()
{
    NODE *Temp;
    Temp=new NODE;
    gets(Temp->Name);
    Temp->Link=NULL;
    if (Rear==NULL)
    {
        Rear=Temp;
        Front=Temp;
    }
    else
    {
        Rear->Link=Temp;
        Rear=Temp;
    }
}
    
```

(½ Mark for appropriate function header)

(½ Mark for declaring a Temporary pointer - TEMP)

(1 Mark for correct use of input/assignment of Temporary pointer- TEMP)

(1 Mark for checking FRONT as NULL and assigning REAR and FRONT as – TEMP)

(1 Mark for connecting TEMP to link part of REAR and assigning REAR as TEMP)

(d) Write a function in C++ to find the sum of both left and right diagonal elements from a two dimensional array (matrix). **2**

Answer:

```

void DiagSum(int A[100][100],int N)
{
    
```

```
int SumD1=0,SumD2=0;
for (int I=0;I<N;I++)
{
SumD1+=A[I][I];SumD2+=A[N-I-1][I];
}
cout<<"Sum of Diagonal 1:"<<SumD1<<endl;
cout<<"Sum of Diagonal 2:"<<SumD2<<endl;
}
```

(1/2 Mark for initialization of desired variables)
 (1/2 Mark for correct formation of loop)
 (1/2 Mark for statement to add left diagonal elements)
 (1/2 Mark for statement to add right diagonal elements)

(e) Evaluate the following postfix notation of expression:
 20,30,+,50,40,-,*

2

Answer:

Step 1: Push

20

Step 2: Push

30
20

Step 3: +

20

Pop
Op2=30

Push

Pop
Op1=20
Op2=30

50

Step 4: Push

50
50

Step 5: Push

40
50
50

Step 6: -

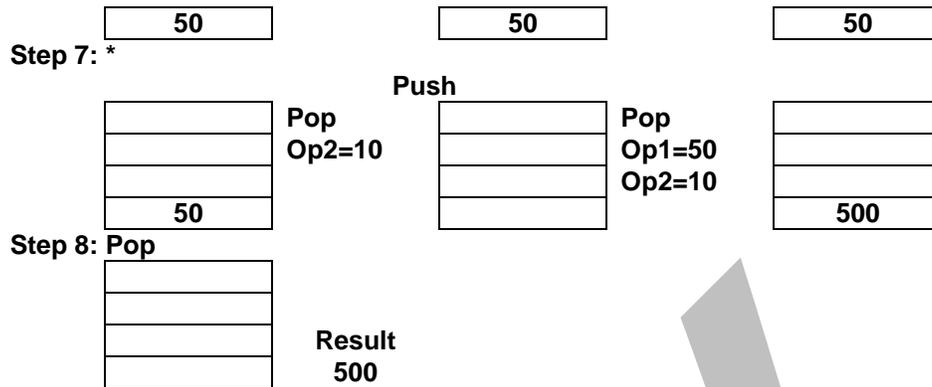
50

Pop
Op2=40

Push

Pop
Op1=50
Op2=40

10



(½ Mark for showing stack position for each operation +, - and *)
 (½ Mark for correctly evaluating the final result)

Q4.

- (a) Observe the program segment given below carefully and fill the blanks marked as Statement 1 and Statement 2 using seekp() and seekg() functions for performing the required task.

1

```
#include <fstream.h>
class Item
{
    int Ino;char Item[20];
public:
    //Function to search and display the content from a particular
    //record number
    void Search(int );
    //Function to modify the content of a particular record number
    void Modify(int);
};
void Item::Search(int RecNo)
{
    fstream File;
    File.open("STOCK.DAT",ios::binary|ios::in);
    _____
    //Statement 1
    File.read((char*)this,sizeof(Item));
    cout<<Ino<<"=="<<Item<<endl;
    File.close();
}
void Item::Modify(int RecNo)
{
    fstream File;
    File.open("STOCK.DAT",ios::binary|ios::in|ios::out);
    cout>>Ino;cin.getline(Item,20);
```

```
//Statement 2
    File.write((char*)this, sizeof(Item));
    File.close();
}
```

Answer:

```
File.seekg(RecNo*sizeof(Item)); //Statement 1
File.seekp(RecNo*sizeof(Item)); //Statement 2
```

(½ Mark for each correct statement)

(b) Write a function in C++ to count the number of lines present in a text file "STORY.TXT". 2

Answer:

```
void CountLine()
{
    ifstream FIL("STORY.TXT");
    int LINES=0;
    char STR[80];
    while (FIL.getline(STR,80))
        LINES++;
    cout<<"No. of Lines:"<<LINES<<endl;
    FIL.close();
}
```

(½ mark for opening the file in 'in' mode)

(½ mark for initializing the variable for counting lines to 0)

(½ mark for reading each line)

(½ mark for incrementing and displaying/returning value of variable)

(c) Write a function in C++ to search for a BookNo from a binary file "BOOK.DAT", assuming the binary file is containing the objects of the following class. 3

```
class BOOK
{
    int Bno;
    char Title[20];
public:
    int RBno(){return Bno;}
    void Enter(){cin>>Bno;gets(Title);}
    void Display(){cout<<Bno<<Title<<endl;}
};
```

Answer:

```
void BookSearch()
{
    ifstream FIL;
```

```

FIL.open("BOOK.DAT",ios::binary|ios::in);
BOOK B;
int bn,Found=0;
cout<<"Enter Book Num to search...";
cin>>bn;
while (FIL.read((char*)&S,sizeof(S)))
    if (B.RBno()==bn)
    {
        B.Display();
        Found++;
    }
if (Found==0) cout<<"Sorry! Book not found!!!"<<endl;
FIL.close();
}

```

- (1/2 mark for correct syntax of function header and body)
- (1/2 mark for opening the file in 'in' mode)
- (1/2 mark for reading content from file into the object of B)
- (1/2 mark for appropriate loop)
- (1/2 mark for correct condition for searching)
- (1/2 mark for displaying the content of the object)

Q5. (a) What do you understand by Degree and Cardinality of a table? 2
 Answer:

Degree of a table is total number of attributes.
 Cardinality of a table is total number of rows.

- (1 mark for definition of Degree)
- (1 mark for definition of Cardinality)

(b) Consider the following tables ACTIVITY and COACH. Write SQL commands for the statements (i) to (iv) and give outputs for SQL queries (v) to (viii) 6

Table: ACTIVITY

ACode	ActivityName	ParticipantsNum	PrizeMoney	ScheduleDate
1001	Relay 100x4	16	10000	23-Jan-2004
1002	High jump	10	12000	12-Dec-2003
1003	Shot Put	12	8000	14-Feb-2004
1005	Long Jump	12	9000	01-Jan-2004
1008	Discuss Throw	10	15000	19-Mar-2004

Table: COACH

PCode	Name	ACode
1	Ahmad Hussain	1001
2	Ravinder	1008
3	Janila	1001
4	Naaz	1003

(i) To display the name of all activities with their Acodes in descending order.

Answer:

SELECT ActivityName, ACode FROM ACTIVITY ORDER BY Acode DESC;

(½ mark for correct SELECTION of columns)
(½ mark for correct use of ORDER BY)

(ii) To display sum of PrizeMoney for each of the Number of participants groupings (as shown in column ParticipantsNum 10,12,16)

Answer:

```
SELECT SUM(PrizeMoney),ParticipantsNum FROM ACTIVITY GROUP BY  
ParticipantsNum;
```

(½ mark for correct SELECTION of columns)
(½ mark for correct use of GROUP BY)

(iii) To display the coach's name and ACodes in ascending order of ACode from the table COACH

Answer:

```
SELECT Name, ACode FROM COACH ORDER BY ACode;
```

(½ mark for correct SELECTION of columns)
(½ mark for correct use of ORDER BY)

(iv) To display the content of the ACTIVITY table whose ScheduleDate earlier than 01/01/2004 in ascending order of ParticipantsNum.

Answer:

```
SELECT * FROM ACTIVITY WHERE ScheduleDate<'01-Jan-2004' ORDER BY  
ParticipantsNum;
```

(½ mark for correct SELECTION of columns)
(½ mark for correct use of ORDER BY)

(v) SELECT COUNT(DISTINCT ParticipantsNum) FROM ACTIVITY;

Answer:

3

(½ mark for correct output)

(vi) SELECT MAX(ScheduleDate),MIN(ScheduleDate) FROM ACTIVITY;

Answer:

```
19-Mar-2004      12-Dec-2003
```

(½ mark for correct output)

(vii) SELECT SUM(PrizeMoney) FROM ACTIVITY;

Answer:

```
54000
```

(½ mark for correct output)

(viii) SELECT DISTINCT ParticipantsNum FROM ACTIVITY;

Answer:

16
10
12

Q6. (a) (½ mark for correct output) State and verify Demorgan's Laws. 2

Answer:

$$\begin{aligned} (X+Y)' &= X'.Y' \\ (X.Y)' &= X'+Y' \end{aligned}$$

X	Y	X+Y	(X+Y)'	X'	Y'	X'.Y'	X.Y	(X.Y)'	X'+Y'
0	0	0	1	1	1	1	0	1	0
0	1	1	0	1	0	0	0	1	0
1	0	1	0	0	1	0	0	1	0
1	1	1	0	0	0	0	1	0	1

Verified

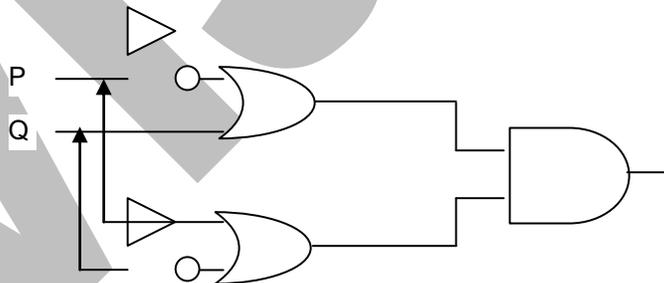
(1 mark for stating the correct law)

(1 mark for the appropriate verification using truth table OR algebraic

method)

(b) Write the equivalent Boolean Expression for the following Logic Circuit

2



Answer:

$$F(P,Q)=(P'+Q).(P+Q')$$

(Full 2 marks for obtaining the correct Boolean Expression for the Logic Circuit)

OR

(1 mark correctly interpreting SUM terms)

(c) Write the POS form of a Boolean function F, which is represented in a truth table as follows:

1

U	V	W	F
0	0	0	1
0	0	1	0
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	1

Answer:

$$F(U,V,W) = (U+V+W).(U+V'+W).(U'+V+W)$$

(1 mark for correct POS representation)

(d) Reduce the following Boolean Expression using K-Map:

3

$$F(A,B,C,D) = \Sigma(0,1,2,4,5,6,8,10)$$

Answer:

	A'B'	AB	AB'
C'D'	1		1
C'D	1		
CD			
CD'			

$$F(A,B,C,D) = A'C + A'D' + B'D'$$

(1 mark for correctly drawing K-Map with 1s represented on right places)

(1 mark for minimizing each Quad)

(1 mark for writing the complete Boolean Expression)

Q7.a)What is the significance of ARPANET in the network?

1

Answer:

The first evolution of network was jointly designed by The Advanced Research Projects Agency (ARPA) and Department of Defence (DoD) in 1969 and was called ARPANET. It was an experimental project, which connected a few computers of some of the reputed universities of USA and DoD. ARPANET allowed access and use of computer resource sharing projects. Later Defence Data Network (DDN) was born in 1983.

(1 marks for mentioning the significance correctly)

a) Expand the following terminologies:

1

(i) CDMA (ii) GSM

Answer:

(i) Code Division Multiple Access
(ii) Global System for Mobile Communication

(½ mark each expansion)

b) Give two major reasons to have network security.

1

Answer:

Two major reasons to have Network Security are
(i) **Secrecy:** Keeping information out of the reach of unauthorized users.
(ii) **Authentication:** Determining the authorized user before sharing sensitive information with or entering into a business deal.

(½ mark for each appropriate reasons)

c) What is the purpose of using a Web Browser? Name any one commonly used Web Browser.

1

Answer:

The Web Browser fetches the page requested, interprets the text and formatting commands that it contains, and displays the page properly formatted on the screen.

Example of a Web Browser:

Mozilla Firefox OR Internet Explorer OR Netscape Navigator OR Safari OR OPERA

(½ mark for mentioning purpose of using a Web Browser)

(½ mark for Example of a Web Browser)

d) Knowledge Supplement Organisation has set up its new center at Mangalore for its office and web based activities. It has 4 blocks of buildings as shown in the diagram below:



Center to center distances between various blocks

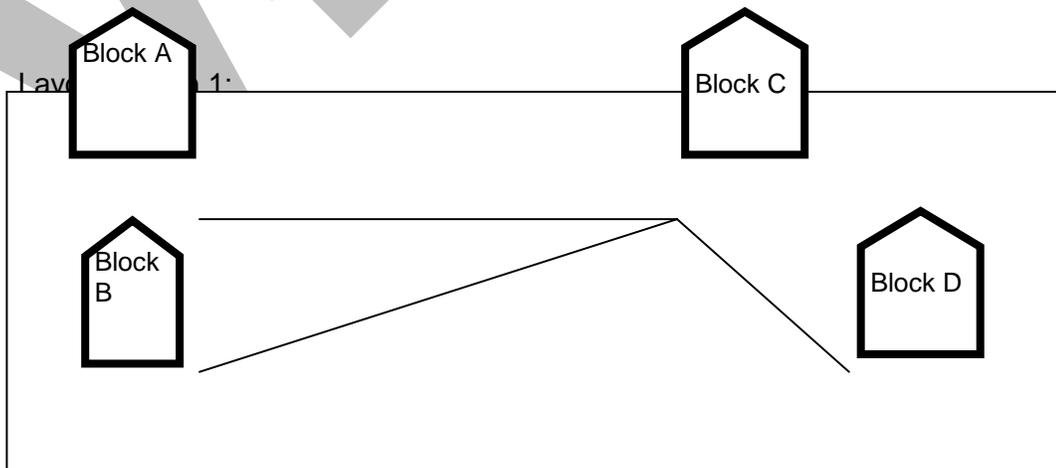
Block A to Block B	50 m
Block B to Block C	150 m
Block C to Block D	25 m
Block A to Block D	170 m
Block B to Block D	125 m
Block A to Block C	90 m

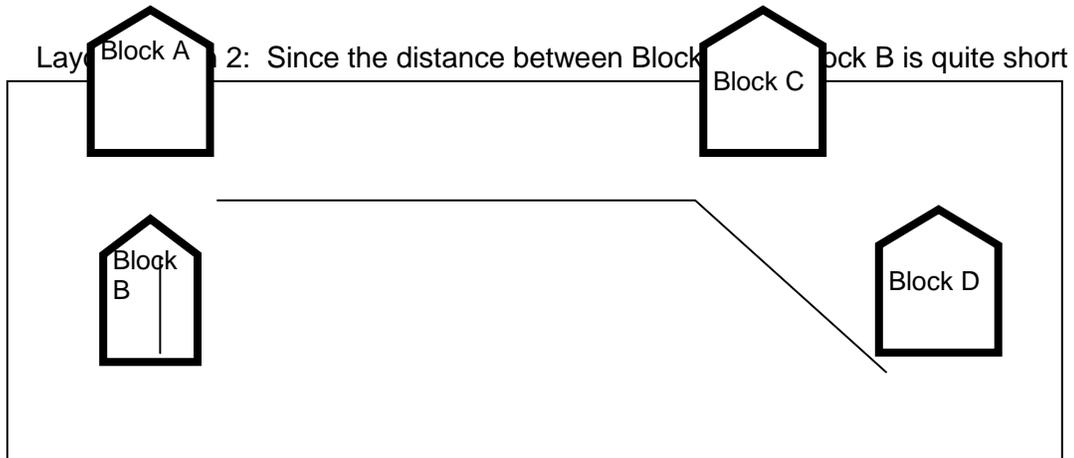
Number of Computers

Block A	25
Block B	50
Block C	125
Block D	10

e1) Suggest a cable layout of connections between the blocks. 1

Answer:
(Any of the following option)





(1 mark for any of the above shown Layout)

e2) Suggest the most suitable place (i.e. block) to house the server of this organisation with a suitable reason. 1

Answer:

The most suitable place / block to house the server of this organisation would be Block C, as this block contains the maximum number of computers, thus decreasing the cabling cost for most of the computers as well as increasing the efficiency of the maximum computers in the network.

($\frac{1}{2}$ mark for mentioning the correct block)

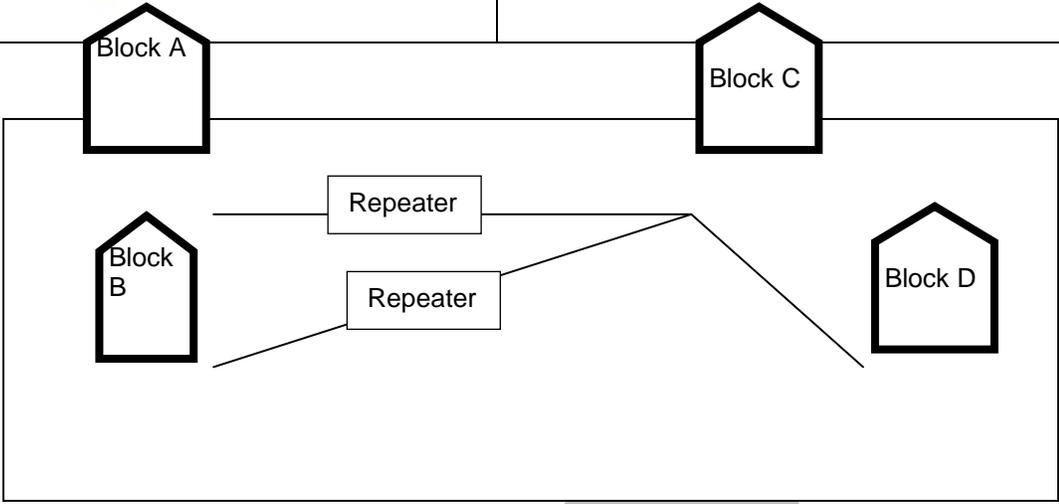
($\frac{1}{2}$ mark for reason)

e3) Suggest the placement of the following devices with justification 1

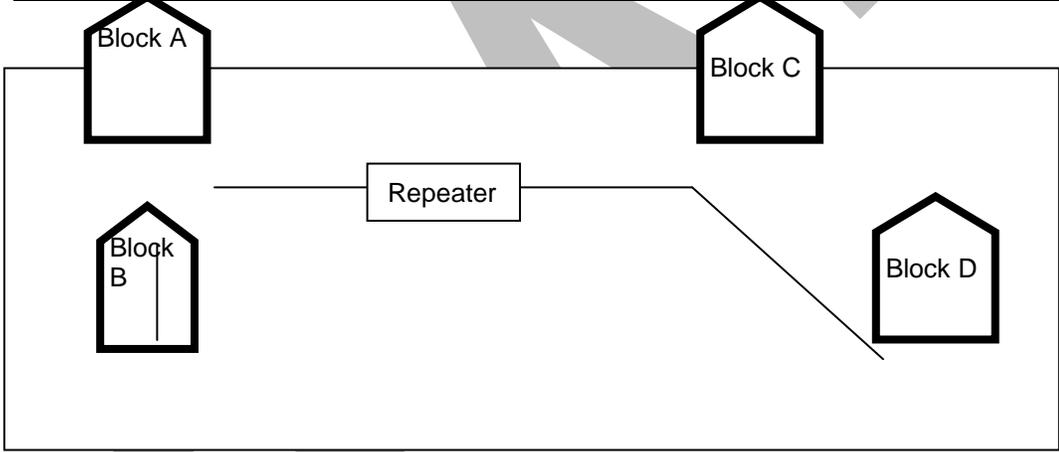
- (i) Repeater
- (ii) Hub/Switch

Answer:

(i) For Layout 1, since the cabling distance between Blocks A and C, and that between B and C are quite large, so a repeater each, would ideally be needed along their path to avoid loss of signals during the course of data flow in these routes.

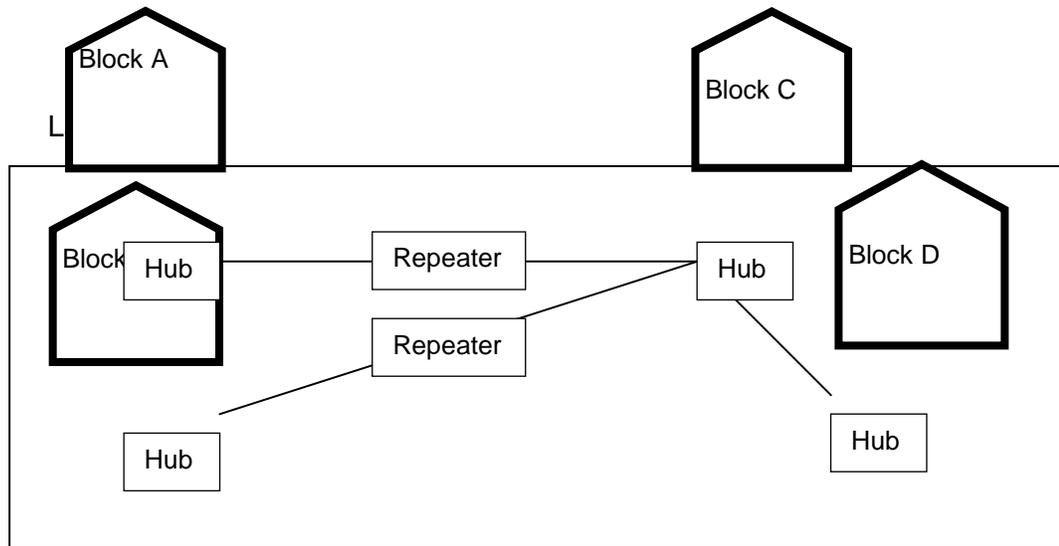


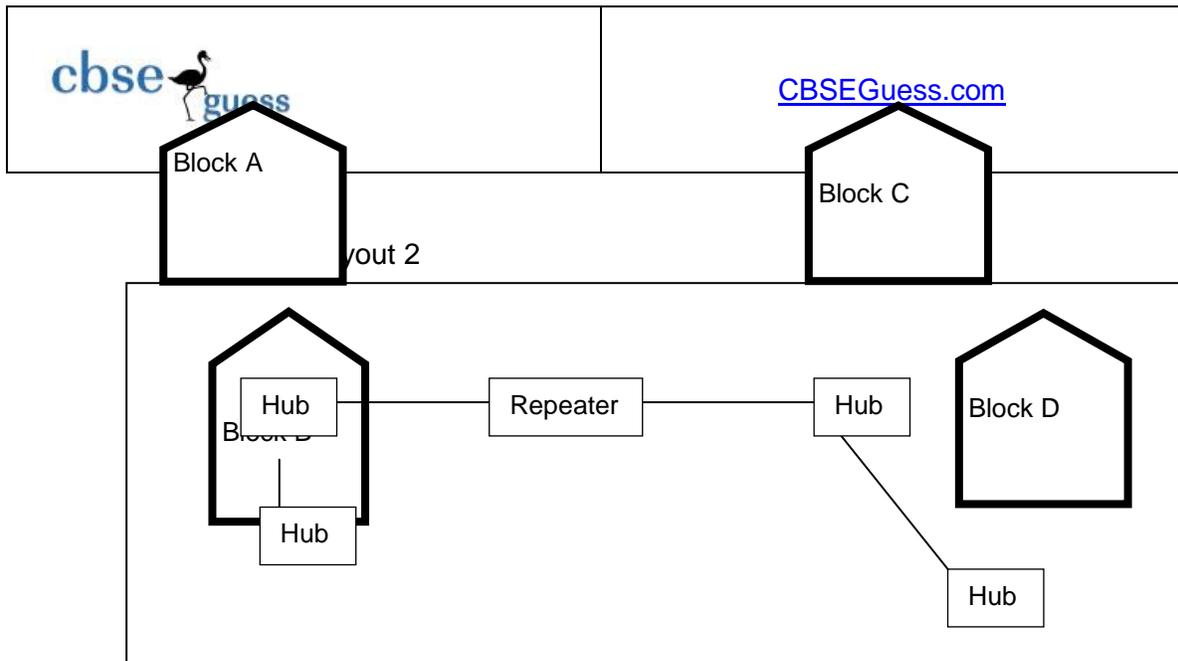
For layout 2, since the distance between Blocks A and C is large so a repeater would ideally be placed in between this path



(1 mark for showing correct placement of repeater)

- (ii) In both the layouts, a hub/switch each would be needed in all the blocks, to interconnect the group of cables from the different computers in each block





(1 mark for showing correct placement of hub)

e4) The organization is planning to link its front office situated in the city in a hilly region where cable connection is not feasible, suggest an economic way to connect it with reasonably high speed? 1

Answer:

The most economic way to connect it with a reasonable high speed would be to use radio wave transmission, as they are easy to install, can travel long distances, and penetrate buildings easily, so they are widely used for communication, both indoors and outdoors. Radio waves also have the advantage of being omni directional, which is they can travel in all the directions from the source, so that the transmitter and receiver do not have to be carefully aligned physically.

(1 mark for suggesting the appropriate economic way)

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