XII COMPUTER
1. C++ REVISION TOUR
MODEL WISE QUESTION & ANSWERS

Note: This material is prepared for thorough practice of important models from old questions and thereby getting good marks and student is advised to prepared all the syllabus given by CBSE.

MODEL1: Valid/Invalid Identifiers. 2 Marks

1. Out of the following, find those identifiers, which can not be used for naming Variable, Constants or Functions in a C++ program: **(2016 OD)** 2
Total*Tax, double, Case, My Name,
NeW, switch, Column31, _Amount
A) Total*Tax,double,My Name,switch

2. Find the correct identifiers out of the following, which can be used for naming Variable, Constants or Functions in a C++ program: **(2015 OD)** 2
For, while, INT, NeW, delete, 1stName, Add+Subtract, name1
A) For, INT, NeW, name1

MODEL 2a) Which C++ header file(s) are essentially required to be included to run/execute the following C++ code: 1 Mark

1.b) Which C++ header file(s) are essentially required to be included to run/execute the following C++ code : 1

```
void main()
{
char *word1="Hello",*word2="Friends";
strcat(word1,word2);
cout<<word1;
}
```

A) iostream.h string.h **(2017MP)**

2) Ronica Jose has started learning C++ and has typed the following program. When she compiled the following code written by her, she discovered that she needs to include some header files to successfully compile and execute it. Write the names of those header files, which are required to be included in the code. 1

```
void main()
{
double X,Times,Result;
cin>>X>>Times;
Result=pow(X,Times);
cout<<Result<<endl;
}
```

A) ● iostream.h OR iomanip.h
● math.h **(2016 OD)**

3) Observe the following program very carefully and write the name of those header file (s), which are essentially needed to compile and execute the following program successfully:

```
typedef char STRING[80];
void main()
{
STRING Txt[] = "We love Peace";
int Count=0;
while (Txt[Count]!='\0')
if (isalpha(Txt[Count]))
Txt[Count++]='@' ;
else
Txt[Count++]='#' ;
puts (Txt) ;
}
```

A) ctype.h, stdio.h **(2015 OD)**

4) Observe the following C++ code and write the name(s) of the header file(s), which will be essentially required to run it in a C++ compiler: 1

```
void main( )
{  char CH,STR[20];
   cin>>STR;
   CH=toupper(STR[0]);
 cout<<STR<<"start with"<<CH<<endl;
}
```

A) iostream.h and ctype.h **(2014 OD)**

5) Observe the following C++ code and write the name(s) of the header file(s), which will be essentially required to run it in a C++ compiler: 1

```
void main( )
{  int Number;
   cin>>Number;
    if (abs(Number)= = Number);
         cout<<"Positive"<<endl;
}
```

A) iostream.h, math.h **(2013 D)**

6) Which C++ header file(s) are essentially required to be included to run/execute the following C++ source code (Note: Do not include any header file, which is/are not required): 1

```
void main( )
{  char TEXT[ ]="SomeThing";
  cout<<"Remaining SMS Chars:"<<
                        160-strlen(TEXT)<<endl;
}
```

Ans: iostream.h (for cout)
string.h (for strlen( )); **(2012)**

(7) Write the names of the header files, which is/are essentially required to run/execute the 1ollowing++code:1

```
void main ( )
{ char C, String [ ] = "Excellence Overload";
  for (int I=0; String [ I ] ! = '\ 0'; I ++ )
     if (String [I] ==' ')
        cout<<end1;
     else
    {   C=toupper(String[I]);
        cout<<C ;
     }
}
```

Ans: iostream.h ctype.h **(2011 D)**

(8) Write the names of the header files, which is/are essentially required to run/execute the following c++ code:

```
void main ( )
{  char CH,Text[ ] ="+ve Attitude";
   for (int I=0 ; Text[I] ! ='\0' ;I++)
    if (Text[I]== ' ')
         cout<<end1;
    else
    {     CH=toupper (Text [I]) ;
          cout<<CH;
```

```
    }
}
```
Ans: iostream.h, ctype.h **(2011 OD)**

(9) Which C++ header file(s) will be essentially required to be included to run/ execute the following C++ code? 1
```
void main( )
{
 int Eno=123, char Ename[ ]="Rehan Swamp";
cout<<setw(5)<<Eno<<setw(25)<<Ename<<endl;
}
```
Ans. (i) iostream.h (ii) iomanip.h **(2010 D)**

(10) Which C++ header file(s) will be essentially required to be included to run/execute the following C++ code: 1
```
void main()
{
int Rno=24; char Name [] =" Amen Singhania";
cout<<setw(lO)<<Rno<<setw(20)<<Name<<endl;
}
```
Ans. iostream.h, iomanip.h **(2010 OD)**

11) Name the header files that shall be needed for the following code: 1
```
 void main( )
 { char String[ ] = "Peace";
   cout << setw(2)<<String;
 }
```
Ans) iomanip.h, iostream.h **(2008 D)**

12) Name the header files that shall be needed for the following code: 1
```
void main( )
{ char word[]="Exam";
  cout<<setw(20)<<word;
}
```
Ans: iostream.h, iomanip.h **(2008 OD)**

13) Name the header file(s) that shall be needed for successful compilation of the following C++ code. 1
```
void main( )
{   char String[20];
    gets(String);
    strcat(String,"CBSE");
    puts(String);
}
```
Ans) stdio.h string.h **(2007 D)**

14) Name the header file(s) that shall be needed for successful compilation of the following C++ code. 1
```
void main( )
{    char Text[40];
     strcpy(Text,"AISSCE");
     puts(Text);
}
```
Ans: string.h, stdio.h **(2007 OD)**

15) Which C++ header file(s) will be essentially required to be included to run /execute the following C++ code:1
```
void main()                                   (2009-10 MP1)
{          char Msg[ ]="Sunset Gardens";
          for (int I=5;I<strlen(Msg);I++)
          puts(Msg);
}
```
A) (i) string.h (ii) stdio.h

16) Which C++ header file(s) will be essentially required to be included to run/ execute the following C++ code: 1
```
void main( )                                  (2011-12 MP1)
{ int Last=25;
  for(int C=9;C<=Last;C++)
       cout<<C<<":"<<sqrtI<<endl;
}
```
Ans:
(i)iostream.h (for cout)
(ii) math.h (for sqrt( ))

MODEL 2b): Write the names of the header files to which the following belongs to : 1 Mark

1) Write the names of the header files to which the following belong: 1
(i) puts ( ) (ii) sin ( )
Ans (i) stdio.h (ii) math. h **(2009 D)**

2) Write the names of the header files to which the following belong: 1
(i) **setw( )** (ii) **sqrt( )**
Ans (i) iomanip.h (ii) math.h **(2009 OD)**

3 Name the header file to which the following below:
(i) abs( ) (ii) isupper( ) 1
Ans) (i) abs( ) - math.h, stdlib.h, complex.h
(ii)isupper( ) - ctype.h **(2006 D)**

4) Name the header file to which the following belong:
(i) pow ( ) (ii)random( ) 1
Ans:
(i) abs( ) - math.h, stdlib.h, complex.h
(ii)random( ) - stdlib.h **(2006 OD)**

5) Name the header files to which the following belong: (i) abs( ) (ii) strcmp( ) 1
Ans) (i) abs( ) **-** stdlib.h, math.h, complex.h
(ii) strcmp( ) - string.h **(2005 D)**

6) Name the header files to which the following belong: (i) puts( ) (ii)isalnum( ) 1
Ans)(i) puts( ) - stdio.h
(ii)isalnum( ) - ctype.h **(2005 OD)**

7) Write the names of the header files to which the following belong:
(i) gets( ) (ii) strcmp( ) (iii)abs( ) (iv)isalnum( )
Ans: (i)gets( ) - stdio.h
(ii)strcmp( ) - string.h
(iii)abs( ) - math.h, stdlib.h,complex.h
(iv)isalnum( ) - ctype.h **(2004)**

8) Name the header file, to which the following built-in function belongs:
(i) strcmp( ) (ii)getc( ) 1
Ans: (i) strcmp( ) - string.h
(ii) getc( ) - stdio.h **(2003)**

9)Name the header files of C++ to which the following functions belong: 2
(i)get( ) (ii)open( )
(iii)abs( ) (iv)strcat( )
Ans: (i)get( ) - iostream.h
(ii)open( ) - fstream.h
(iii)abs( ) - math.h, stdlib.h
(iv)strcat( ) - string.h **(2002)**

10) Name the header file to be included for the use of the following built in functions:
(i)getc( ) (ii)strcat() 1
Ans: (i) getc( ) - stdio.h
(ii)strcat( ) - string.h **(2001)**

11) Name the header file, to which following built in function belong: 2
(i) isupper( ) (ii)setw()
(iii)exp( ) (iv)strcmp( ) **(2000)**
Ans) (i) isupper( ) - ctype.h (ii)setw( )- iomanip.h
(iii)exp( ) - math.h (iv)strcmp( ) - string.h
12) Name the header file of C++ to which following functions belong. (i)strcat( )
(ii) scanf( ) (iii) getchar( ) (iv)clrscr( )
Ans: (i)strcat( ) - string.h
(ii)scanf( ) - stdio.h
(iii)getchar( ) - stdio.h
(iv)clrscr( ) - conio.h **(1999)**
13) Name the header files, to which the following built in functions belongs to:
(i)cos( ) (ii)setw( ) (iii)toupper( ) (iv)strcpy( )
Ans: (i) cos( ) - math.h
(ii) setw( ) - iomanip.h
(iii) toupper( ) - ctype.h
(iv) strcpy( ) - string.h **(1998)**
14) Write the names of the header files to which the following belong: **(2008-09 MP1)** 1
(i) strcmp() (ii) fabs()
Answer: (i)string.h (ii) math.h
15) Write the names of the header files to which the following belong: **(2008-09 MP2)** 1
(i) frexp() (ii) isalnum()
Answer:
(i) math.h (ii) ctype.h
16) Write the names of the header files to which the following belong: **(2009-10 MP2)** 1
(i) frexp() (ii) isalnum()
A) (i) math.h (ii) ctype.h

MODEL 3a): Observe the following C++ code very carefully and rewrite it after removing any/all syntactical errors with each correction underlined. Note: Assume all required header files are already being included in the program. 2 Marks

1) Rewrite the following C++ code after removing any/all syntactical errors with each correction underlined.
Note: Assume all required header files are already being included in the program. **(2016)** 2

```
#define Formula(a,b) = 2*a+b
void main()
{
float X=3.2;Y=4.1;
Z=Formula(X,Y);
cout<<'Result='<<Z<<endl;
}
```

A)

```
#define Formula(a,b) 2*a+b
void main()
{
float X=3.2 , Y=4.1;
float Z=Formula(X,Y);
cout<< "Result=" <<Z<<endl;
}
```

2) Observe the following C++ code very carefully and rewrite it after removing any/all syntactical errors with each correction underlined. 2
Note: Assume all required header files are already being included in the program. **(2015)**

```
#Define float MaxSpeed=60.5;
void main()
{
int MySpeed
char Alert='N' ;
cin»MySpeed;
if MySpeed>MaxSpeed
Alert='Y' ;
cout<<Alert<<endline;
}
```

A)

```
#define float MaxSpeed 60.5 ; //Error 1,2,3
void main()
{
int MySpeed ; //Error 4
char Alert='N';
cin>>MySpeed;
if (MySpeed>MaxSpeed) //Error 5
Alert='Y';
cout<<Alert<< endl; //Error 6
}
```

3) Rewrite the following C++ code after removing all the syntax error(s), if present in the code. Make sure t hat you underline each correction done by you in the code. 2
Important Note: **(2014)**
-Assume that all the required header files are already included, which are essential to run this code.
-The correctons made by you do not change the logic of the program.

```
Typedef char[80] STR;
void main( )
{
 Txt STR;
 gets(Txt);
 cout<<Txt[0]<<'\t'<<Txt[2];
 cout<<Txt<<endline;
}
```

A)

```
Typedef char[80] STR;
void main( )
{
  STR Txt;
  gets(Txt);
  cout<<Txt[0]<<"\t"<<Txt[2];
  cout<<Txt<<endl;
}
```

4) Observe the following C++ code carefully and rewrite the same after removing all the syntax error(s) present in the code. Ensure that you underline each correction in the code. 2
Important Note: **(2013)**
-All the desired header files are already included,

which are required to run the code.
-Correction should not change the logic of the program

```
#define Convert  (P,Q)  P+2*Q;
void main( )
{
 Float A,B, Result;
 cin>>A>>B;
 Result=Convert [A,B];
 cout<<"Output:"<<Result<<endline;
}
```

A)

```
#define Convert(P,Q)  P+2*Q
//No semicolon, and space between Covert and (P,Q)
void main( )
{
   float A, B, Result;   //keywords should be in small case
   cin>>A>>B;
   Result=Convert(A,B);   //(A,B) instead of [A,B]
   cout<<"Output:"<<Result<<end;
  //end instead of endline;
}
```

5) Rewrite the following program after removing the syntactical errors (if any).Underlineeachcorrection. 2

(2011 D)

```
#include[iostream.h]
typedef char Text(80) ;
void main ( )
{
Text T= "Indian";
int Count=strlen(T) ;
cout<<T<<'has'<<Count<<'characters'<<end1;
}
```

Ans:

```
#include<iostream.h>
#include<string.h>
typedef char Text [80];
void main ( )
{
Text T= "Indian";
int Count=str1en(T);
cout<<T<< "has" <<Count<< "cbaracters"<<end1;
}
```

6) Rewrite the following program after removing the syntactical errors (if any).Underline each correction. 2

```
include<iostream.h>
typedef char [80] String;
void main ( )
{  String S= "Peace";
   int L=strlen(S) ;
   cout<<S<< 'has'<<L<< 'characters'<<end1;
}
```

Ans: **(2011 OD)**

```
 #include<string.h>
#include<iostream.h>
typedef char String [80];
void main ( )
{
String S = "Peace";
int L= strlen(S) ;
cout<<S<< "has" << L << "characters"<<end1;
}
```

7) Rewrite the following program after removing the syntactical error(s) if any.Underline each correction.2

```
 #include<iostream.h>
const int Max 10;
void main()
{  int Numbers[Max];
  Numbers = {20,50,10,30,40};
  for(Loc=Max-1;Loc>=10;Loc--)
       cout>>Numbers[Loc];
}
```

Ans) **(2007 D)**

```
#include<iostream.h>
const int Max=10;//Constant Variable 'Max' must be
                 // initialized.Declaration Syntax Error
void main( )
{ int Numbers[Max]={20,50,10,30,40};
 for(Loc=Max-1;Loc>=0;Loc--)
     cout>>Numbers[Loc];
}
```

8) Rewrite the following program after removing the syntactical error(s), if any. Underline each correction. 2

```
#include<iostream.h>
const int Size 5;
void main( )
{   int Array[Size];
   Array={50,40,30,20,10};
   for(Ctr=0;Ctr<Size;Ctr++)
        cout>>Array[Ctr];
}
```

Ans) **(2007 OD)**

```
#include<iostream.h>
const int Size=5;
void main( )
{  int Array[Size];
  Array={50,40,30,20,10};
  for(Ctr=0;Ctr<Size;Ctr++)
        cout<<Array[Ctr];
 }
```

9) Rewrite the following program after removing the syntactical error(s), if any.Underline each correction. 2

```
#include<iostream.h>
void main( )                                   (2006 D)
{     struct STUDENT
      {
        char stu_name[20];
        char stu_sex;
        int stu_age=17;
       }student;
       gets(stu_name);
       gets(stu_sex);
}
```

Ans:

```
#include<iostream.h>
#include<stdio.h>
void main( )
{     struct STUDENT
      {     char stu_name[20];
            char stu_sex;
            int stu_age;
       //Initialization of variables inside a structure is not allowed.
```

```
    }student;
    gets(student.stu_name);
    cin>>student.stu_sex);
                //A single character cannot be read using gets
    }
```

10) Rewrite the following program after removing the syntactical error(s), if any.Underline each correction.2

```
    #include<iostream.h>
    void main( )                                    (2006 OD)
    {   struct movie
        {       char movie_name[20];
                char movie_type;
                int ticket_cost=100;
         }MOVIE;
         gets(movie_name);
         gets(movie_type);
    }
```

Ans:

```
#include<iostream.h>
#include<stdio.h>
void main( )
{   struct movie
    {       char movie_name[20];
            char movie_type;
            int ticket_cost;
     //Initialization of variables inside a structure is not allowed.
    }MOVIE;
   gets(MOVIE.movie_name);
   cin>>MOVIE.movie_type;
   //A single character cannot be read using gets
}
```

11) Rewrite the following program after removing the syntactical error(s), if any.Underline each correction.2

```
#include<iostream.h>
const int Multiple 3;                               (2005 D)
void main( )
{ value = 15;
 for(int Counter = 1;Counter = <5;Counter ++,  Value -= 2)
  if(Value%Multiple = = 0)
       cout<<Value * Multiple;
       cout<<end1;
  else
       cout<<Value + Multiple <<endl;
}
```

Answer:

```
#include<iostream.h>
const int Multiple=3;
void main( )
{ int Value = 15;
  for(int Counter = 1;Counter  <=5;Counter ++, Value -= 2)
   if(Value%Multiple == 0)
   {  cout<<Value * Multiple;
      cout<<endl;
   }
   else
     cout<<Value + Multiple <<endl;
 }
```

12) Rewrite the following program after removing the syntactical error(s), if any.Underline each correction.2

```
#include<iostream.h>
const int dividor 5;                                (2005 OD)
void main( )
{     Number = 15;
for(int Count=1;Count=<5;Count++,Number -= 3)
    if(Number % dividor = = 0)
        cout<<Number / Dividor;
        cout<<endl;
    else
     cout<<Number + Dividor <<endl;
```

Ans:

```
#include<iostream.h>
const int dividor= 5;
void main( )
{ int Number = 15;
  for(int Count=1;Count<=5;Count++,Number -= 3)
   if(Number % dividor = = 0)
   {   cout<<Number / Dividor;
       cout<<endl;
   }
  else
       cout<<Number + Dividor <<endl;
}
```

13) Rewrite the corrected code for the following program. Underline each correction if any. **(2004)**

```
 #include<iostream.h>
 structure Supergym
 {    int member number;
      char membername[20];
      char membertype[]="HIG";
};
 void main( )
{    Supergym person1,person2;
     cin>>"Member Number: ";
     cin>>person1.membhernumber;
     cout<<"Member Name: ";
     cin>>person1.membername;
     person1.member type = "MIG";
    person2=person1;
    cin>>"Member Number;"
              <<person2.membernumber;
    cin<<"Member Name"
              <<person2.membername;
    cin<<"Member Number:"
              <<person2.membertype;
     }
```

Ans:

```
#include<iostream.h>
 #include<string.h>
 struct Supergym
{   int membernumber;
    char membername[20];
    char membertype[4];
};
 void main( )
{  Supergym person1,person2;
   cin>>"Member Number: ";
   cin>>person1.membernumber;
  cout<<"Member Name: ";
  cin>>person1.membername;
  strcpy(person1.membertype,"MIG");
  person2=person1;
```

```
 cin>>"Member Number;"
              >>person2.membernumber;
  cin>>"Member Name"
              >>person2.membername;
  cin>>"Member Number:"
              >>person2.membertype;
 }
```

14) Rewrite the following program after removing all the syntax error(s) if any. 2

```
#include<iostream.h>                    (2003)
void main( )
{   int P[ ]={90,10,24,15};Q,Number=4;
   Q=9;
  for[int I=Number-1;I>=0,I--]
  switch(I)
   {   case 0;
       case 3:cout>>P[I]*Q<<endl;break;
       case 1:
       case 2: cout<<P[I]+Q;
  }    }
```

Ans:

```
#include<iostream.h>
void main( )
{    int P[ ]={90,10,24,15},Q,Number=4;
     Q=9;
     for(int I=Number-1;I>=0;I--)
     switch(I)
     {   case 0:
        case 3:cout<<P[I]*Q<<endl; break;
        case 1:
        case 2: cout<<P[I]+Q;
      }
}
```

14)Find the syntax error(s), if any, in the following program. **(2002)** 2

```
#include<iostream.h>
void main( )
{   int x;
  cin>>x;
  for( int y=0,y<10,y++)
     cout<<x+y;
}
```

Ans:

```
#include<iostream.h>
void main( )
{  int x;
 cin>>x;
 for( int y=0;y<10;y++)
 cout<<x+y;
}
```

15) Will the following program execute successfully?If not, state the reason(s) **(2000)** 2

```
#include<stdio.h>
void main( )
{      int s1,s2,num;
       s1=s2=0;
       for(x=0;x<11;x++)
       {    cin<<num;
            if(num>0)s1+=num;else s2=/num;
       }
       cout<<s1<<s2;
}
```

Ans: The program will not execute successfully.
Because some syntax errors are there in the program. They are (i)cin and cout, stream objects used but iostream.h header file is not included in the program.
(ii)x is not declared, it should be declared as int.
(iii)With cin, we should use >> instead of <<.
(iv)The shorthand operator /=, is given wrongly as =/.
So the corrected program is as follows:

```
#include<iostream.h>
void main( )
{      int s1,s2,num;
       s1=s2=0;
       for(int x=0;x<11;x++)
       { cin>>num;
        if(num>0)s1+=num;else s2/=num;
       }
       cout<<s1<<s2;
}
```

16) Find the syntax error(s), if any, in the following program: **(1999)**

```
#include<iostream.h>
main( )
{ int x[5],*y,z[5];
  for(i=0;i<5;i++)
  {    x[i]=I;
       z[i]=i+3;
       y=z;
       x=y;
   }
}
```

Ans (i) Line No 5: Undefined symbol 'i'.
The variable 'i' is not declared in the program.
(ii)Line No 10:Assign the value of a pointer to an integer variable. Ie error in x=y.

17) Find the syntax error(s), if any, in the following program: **(1998)**

```
include<iostream.h>
void main( )
{    int R; W=90;
    while W>60
    {    R=W-50;
        switch(W)
        {   20:cout<<"Lower Range"<<endl;
           30:cout<<"Middle Range "<<endl;
           40:cout<<"Higher Range"<<endl;
        }
    }
}
```

Ans:

(i) Line 1: It should be, #include<iostream.h>
(ii) Line 4:Variables should be separated using commas.
It should be int R,W=90;
(iii) Line 5:Test expression should be in braces.
It should be while (W>60)
(iv) Line 10:It should be case 20;
(v) Line 11:It should be case 30;

(vi) Line 13:It should be case 40;

So the corrected version of the program is as follows:

```
#include<iostream.h>
void main( )
{ int R, W=90;
  while (W>60)
 {R=W-50;
  switch(W)
    {  case 20:cout<<"Lower Range"<<endl;
       case 30:cout<<"Middle Range "<<endl;
       case 40:cout<<"Higher Range"<<endl;
     }
  }
}
```

18) Rewrite the following program after removing the syntactical errors (if any). Underline each correction.2

```
#include <iostream.h>
struct Pixels
{    int Color,Style;}
void ShowPoint(Pixels P)
{ cout<<P.Color,P.Style<<endl;}
void main()
{
Pixels Point1=(5,3);
ShowPoint(Point1);
Pixels Point2=Point1;
Color.Point1+=2;
ShowPoint(Point2);
}
```

Ans: (**MP2 2009-10**)

```
#include <iostream.h> 2
struct Pixels
{
   int Color,Style;
};
void ShowPoint(Pixels P)
{
   cout<<P.Color<<P.Style<<endl;
}
void main()
{
        Pixels Point1={5,3};
        ShowPoint(Point1);
        Pixels Point2=Point1;
        Point1.Color+=2;
        ShowPoint(Point2);
}
```

19) Rewrite the following program after removing the syntactical error(s) if any.Underline each correction. 2

```
#include<iostream.h>                    (2008 D)
void main( )
{     First = 10, Second = 20;
      Jumpto(First;Second);
      Jumpto(Second);
 }
 void Jumpto(int N1, int N2 = 20)
 {    N1=N1+N2;
      count<<N1>>N2;
 }
```

Ans)

```
#include<iostream.h>
 void Jumpto(int N1,int N2=20);  //Prototype missing
void main( )
{  int First = 10, Second = 20;  //Data type missing
   Jumpto(First,Second);    //Comma to come instead of ;
   Jumpto(Second);
 }
 void Jumpto(int N1, int N2)
{     N1=N1+N2;
     cout<<N1<<N2;       //Output operator << required
 }
```

20) Rewrite the following program after removing the syntax error(s) if any.Underline each correction. 2

```
#include<iostream.h>                    (2008 OD)
void main( )
{    One=10,Two=20;
     Callme(One;Two);
     Callme(Two);
 }
 void Callme(int Arg1,int Arg2)
 {     Arg1=Arg1+Arg2;
       Count<<Arg1>>Arg2;
 }
```

Ans:

```
void Callme(int Arg1,int Arg2=20);
#include<iostream.h>
void main( )
{  int One=10,Two=20;
   Callme(One,Two);          //Given ; instead of ,
   Callme(Two);
}
void Callme(int Arg1,int Arg2)
{
    Arg1=Arg1+Arg2;
   cout<<Arg1<<Arg2;
 }
```

MODEL 3b): Rewrite the following program after removing the syntactical errors (if any). Underline each correction (Using Class) -2 Marks

1) Rewrite the following program after removing the syntactical errors (if any). Underline each correction.2

```
#include<conio.h>                    (2017 MP)
#include<iostream.h>
#include<string.h>
#include<stdio.h>
class product
{
int product_code,qty,price;
char name[20];
public:
product(){
product_code=0;qty=0;price=0;
name=NULL;
}
void entry()
{
cout<<"\n Enter code,qty,price";
```

```
cin>>product_code>>qty>>price;
gets(name);
}
void tot_price() {return qty*price;}
};
void main()
{
p product;
p.entry();
cout<<tot_price();
}
```

A)

```
#include<conio.h>
#include<iostream.h>
#include<string.h>
#include<stdio.h>
class product
{
int product_code,qty,price;
char name[20];
public:
product(){
product_code=0;qty=0;price=0;
strcpy(name,NULL);
}
void entry()
{
cout<<"\n Enter code,qty,price";
cin>>product_code>>qty>>price;
gets(name);
}
int tot_price() {return qty*price;}
};
void main()
{
product p;
p.entry();
cout<<p.tot_price();
}
```

2) Rewrite the following c++ program code after removing the syntax error(s) (if any). Underline each correction. 2

include <iostream.h> **(2010 D)**

```
class TRAIN
{
long TrainNo;
char Description[25];
public
void Entry ( )
{
cin >>TrainNo; gets(Description);
}
Void Display ( )
{
cout<<TrainNo<<":"<<Description<<endl;
}
};
void main( )
{
TRAIN T;
Entry. T( ); Display. T( );
}
```

Ans.

```
#include<iostream.h>
#include<stdio.h>
class TRAIN
{
        long TrainNo;
        char Description [25];
    public:
        void Entry ()
        {
         cin>>TrainNo; gets (Description);
        }
        void Display ()
        {
        cout<<TrainNo<<":"<<Description<<end1;
        }
};
void main ()
{        TRAIN T;
        T.Entry();
        T.Display();
}
```

3) Rewrite the following C++ program code after removing the syntax error(s) (if any). Underline each correction. 2

include <iostream.h> **(2010 OD)**

```
class FLIGHT
{
long FlightCode;
char Description[25];
public
void AddInfo ( )
{
cin>>FlightCode; gets (Description) ;
{
void ShowInfo ()
(
cout<<FlightCode<<":"<<Description<<endl;
}
} ;
void main()
{
FLIGHT F;
AddInfo.F(); ShowInfo.F();
}
```

Ans.

```
#include <iostream.h> / / Error 1
#include <stdio.h>      / / Error 2
class FLIGHT
{
  long FlightCode;
  //not required if gets( ) is re-placed with
  //cin.getline( ) or cin
  char Description[25];
public :                  / / Error 3
   void AddInfo ( )
   {    cin>>FlightCode; gets (Description) ;
    }
    void ShowInfo ( )
```

```
    {   cout<<FlightCode<<":"<<Description<<endl;
    }
} ;
void main ( )
{
    FLIGHT F;
    F.AddInfo( ) ;
    F. ShowInfo ( ) ;          / / Error 4
}
```

4) Rewrite the following program after removing the syntactical errors (if any). **(2009 OD)**
Underline each correction. 2

```
include <iostream.h>
 include <stdio.h>
class MyStudent
{
int StudentId = 1001;
char Name [20] ;
public
MyStudent( ){ }
void Register ( ) {cin>>StudentId; gets (Name) ;}
void Display ( ) {cout<<StudentId<< ":" <<Name<<end1;}
} ;
void main ( )
{
MyStudent MS ;
Register.MS( ) ;
MS.Display( ) ;
}
```

Ans

```
 # include <iostream.h>
# include <stdio.h>
class MyStudent
{     int StudentId;
          char Name[20];
      public :
          MyStudent( )
          {
              StudentId = 1001;
          }
            void Register( )
            {
                cin>>StudentId;
                gets (Name);
            }
          void Display ()
          {
           cout«StudentId<<":"<<Name<<endl;
          }
};
void main ()
{         MyStudent MS;
          MS. Register ();
          MS. Display () ;
}
```

5)Rewrite the following program after removing the syntactical errors (if any). Underline each correction. 2

```
#include [iostream.h]                    (2008-09 MP1)
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();
              }
```

6) Rewrite the following program after removing the syntactical errors (if any). **(2009-10 MP1)**
Underline each correction. 2

```
#include [iostream.h]
class MEMBER
{
int Mno;float Fees;
PUBLIC:
void Register(){cin>>Mno>>Fees;}
void Display{cout<<Mno<<" : "<<Fees<<endl;}
};
void main()
{
MEMBER M;
Register();
M.Display();
}
```

A)

```
#include <iostream.h>
class MEMBER
{    int Mno;float Fees;
    public:
          void Register()
          {       cin>>Mno>>Fees;
          }
          void Display()
           {       cout<<Mno<<":"<<Fees<<endl;
          }
};
void main()
{         MEMBER M;
          M.Register();
          M.Display();
}
```

7) Rewrite the following program after removing the syntactical errors (if any). **(2009 D)**
Underline each correction. 2

```
#include [iostream.h]
#include [stdio.h]
class Employee
{
int EmpId=901;
char EName [20] ;
public
Employee(){}
void Joining() {cin>>EmpId; gets (EName);}
void List () {cout<<EmpId<<" : "<<EName<<endl;}
};
void main ()
{
Employee E;
Joining.E();
E.List()
}
```

Ans

```
#include <iostream.h>
#include <stdio.h>
class Employee
{           int EmpId;
           char EName[20];
    public :
           Employee()
           {
                 EmpId=901;
             }
           void Joining( )
           {
               cin>>EmpId;
               gets (EName);
           }
            void List ( )
            {
                cout<<EmpId<<": "<<EName<<endl;
            }
};
void main ()
{
           Employee E;
           E.Joining ();
           E.List ();
}
```

8) Rewrite the following program after removing the syntactical errors (if any). **(2012 OD)**
Underline each correction. 2

```
#include <iostream.h>
Class 1tem
{
long IId, Qty;
public :
void Purchase{cin>>IId>>Qty;}
void Sale ( )
{
cout«setw(5)<<IId<<"Old:"<<Qty<<endl;
cout<<"New: "<<Qty«end1;
}
} ;
void main ( )
{
Item I ;
Purchase ( ) ;
I.Sale ( ) ;
I.Sale ( )
}
```

Ans

```
 #include<iosteam.h>
class Item // C Capital
{
long IId,Qty;
public:
void Purchase ( ){cin>>IId>>Qty;}
void Sale ( )
{
 cout<<setw(5)<<IId<<" Old: "<<Qty<<endl;
//Either the statement setw(5) is removed
//or header file included as #include<iomanip.h>
  cout<<"New:"<<--Qty<<endl;
}
} ;
void main ( )
{
Item I;
I.Purchase( );// Object missing
I. Sale ( ) ;
I. Sale ( ) ; // ; is missing
}
```

MODEL 4a): Write the **output** of the following C++ program code (2 Marks).
Note: Assume all required header files are already being included in the program (**using pointers)**

1) Write the output of the following C++ program code:
Note: Assume all required header files are already being included in the program. 2 **(2017 MP)**

```
void change(int *s)
{
for(int i=0;i<4;i++)
{
if(*s<40)
{
if(*s%2==0)
*s=*s+10;
else
*s=*s+11;
}
else
{
if(*s%2==0)
*s=*s-10;
else
*s=*s-11;
}
cout<<*s<<" ";
s++;
}
}
```

```
void main()
{
int score[]={25,60,35,53};
change(score);
}
```

A)

36 50 46 42

2) Obtain the output of the following C++ program as expected to appear on the screen after its execution. 2

Important Note: **(2014 OD)**

- All the desired header files are already included in the code, which are required to run the code.

```
void main( )
{
 char *Text=”AJANTA”;
 int *P,Num[ ]={1,5,7,9};
 P=Num;
 cout<<*P<<Text<<endl;
 Text++;
 P++;
 cout<<*P<<Text<<endl;
}
```

A)

1AJANTA
5JANTA

3) Observe the following C++ code carefully and obtain the output, which will appear on the screen after execution of it.

Important Note: **(2013 D)** 2marks

-All the desired header files are already included in the code, which are required to run the code.

```
void main( )
{
char *String=”SHAKTI”;
int *Point,Value[ ]={10,15,70,19};
Point=Value;
cout<<*Point<<String<<endl;
String++;
Point++;
cout<<*Point<<String<<endl;
}
```

A)

10SHAKTI
15HAKTI

4)Find the output of the following program:2

(MP2 2008-09)

```
#include <iostream.h>
struct Game
{       char Magic[20];int Score;
};
void main()
{       Game M={“Tiger”,500};
        char *Choice;
        Choice=M.Magic;
        Choice[4]=’P’;
        Choice[2]=’L’;
        M.Score+=50;
         cout<<M.Magic<<M.Score<<endl;
         Game N=M;
        N.Magic[0]=’A’;N.Magic[3]=’J’;
        N.Score-=120;
         cout<<N.Magic<<N.Score<<endl;
}
```

Answer:

TiLeP550
AiLJP430

MODEL 4b): Output**(Using Class Concept)–3M**

1.Write the output of the following C++ program code:
Note: Assume all required header files are already being included in the program. 3

(2017 MP)

```
class seminar
{
char topic[30];
int charges;
public:
seminar()
{
strcpy(topic,"Registration");
charges=5000;
}
seminar(char t[])
{
strcpy(topic,t);
charges=5000;
}
seminar(int c)
{
strcpy(topic,"Registration with Discount");
charges=5000-c;
}
void regis(char t[],int c)
{
strcpy(topic,t);
charges=charges+c;
}
void regis(int c=2000)
{
charges=charges+c;
}
void subject(char t[],int c)
{
strcpy(topic,t);
charges=charges+c;
}
void show()
{
cout<<topic<<"@"<<charges<<endl;
}
};
void main()
{
seminar s1,s2(1000),s3("Genetic Mutation"),s4;
s1.show();
s2.show();
s1.subject("ICT",2000);
s1.show();
s2.regis("Cyber Crime",2500);
s2.show();
s3.regis();
```

```
s3.show();
s4=s2;
s4.show();
getch();
}
```

A)

Registration@5000
Registration with Discount@4000
ICT@7000
Cyber Crime@6500
Genetic Mutation@7000
Cyber Crime@6500

2) Find and write the output of the following C++ program code: **(2016)**

Note: Assume all required header files are already being included in the program. 3

```
class Share
{
long int Code;
float Rate;
int DD;
public:
Share(){Code=1000;Rate=100;DD=1;}
void GetCode(long int C,float R)
{
Code=C;
Rate=R;
}
void Update(int Change,int D)
{
Rate+=Change;
DD=D;
}
void Status()
{
cout<<"Date:"<<DD<<endl;
cout<<Code<<"#"<<Rate<<endl;
}
};

void main( )
{
Share S,T,U;
S.GetCode(1324,350);
T.GetCode(1435,250);
S.Update(50,28);
U.Update(25,26);
S.Status();
T.Status();
U.Status();
}
```

A)

Date:28
1324#400
Date:1
1435#250
Date:26
1000#75

3) Write the output of the following C++ program code:

Note: Assume all required header files are already being included in the program. **(2015)** 3

```
class Eval
{
char Level;
int Point;
public:
Eval( ) {Level='E';Point=0;}
void Sink(int L)
{
Level=
L;
}
void Float(int L)
{
Level += L;
Point++;
}
void Show()
{
cout<<Level<<"#"<<Point<<endl;
}
};
void main()
{
Eval E;
E.Sink(3);
E.Show();
E.Float(7);
E.Show();
E.Sink(2);
E.Show();
}
```

A)

B#0
I#1
G#1

4) Obtain the output of the following C++ Program, which wll appear on the screen after its execution. 3

Important Note: **(2014)**

-All the desired header files are already included in the code, which are required to run the code.

```
class Game
{  int Level, Score;
   char Type;
public:
   Game(char GType='P')
   { Level=1;Score=01;Type=GType; }
   void play(int GS);
   void Change( );
   void Show( );
   {
  cout<<Type<<"@"<<Level<<endl;
  cout<<Score<<endl;
   }
};
void main( )
{
Game A('G'),B;
B.Show( );
```

```
A.Play(11);
A.Change( );
B.Play(25);
A.Show( );
B.Show( );
}
void Player:: Change( )
{
  Type=(Type==’P’)?’G’:’P’;
}
void Game::Play(int GS)
{
  Score+=GS;
  if(Score>=30)
     Level=3;
  else if(Score>=20)
     Level=2;
  else
     Level=1;
}
```

A)

```
P@1
0
P@1
11
P@2
25
```

5) Obser the following C++ code carefully and obtain the output,which will appear on the screen after execution of it3

```
#include<iostream.h>
class Aroundus
{  int Place, Humidity, Temp;
 public:
    Aroundus(int P=2)
    {   Place=P; Humidity=60;  Temp=20; }
     void Hot(int T)
     { Temp+=T; }
     void Humid(int H)
     {  Humidity+=H;}
     void JustSee( )
     {
  cout<<Place<<”:”<<Temp<<”&”<<Humidity<<”%”<<endl;
     }
};

void main( )
{ Aroundus A,B(5);
  A.Hot(10);
  A.JustSee( );
  B.Humid(15);
  B.Hot(2);
  B.JustSee( );
  A.Humid(5);
  A.JustSee( );
}
```

(2013)

A)

```
    2:30&60%
    5:22&75%
    2.30&65%
```

6.Find the output of the following program: 3

```
#include <iostream.h>
class METRO
{
int Mno,TripNo,PassengerCount;
public:
METRO(int Tmno=l)
{Mno=Tmno;TripNo=0;PassengerCount=0;}
void Trip(int PC=20) {TripNo++;PassengerCount+=PC; }
void status Show ()
{cout<<Mno<<":"<<TripNO<<":"<<PassengerCount<<end
l:}
};
void main ()
{
METRO M(5), T;
M. Trip () ;
M. StatusShow() ;
T. StatusShow() ;
M. Status Show () ;
}
```

(2012)

Ans

(Full 3 Marks)	*(2½ Marks)*	*(2½ Marks)*
5:1:20	5 1 20	5:1:20 1:1:50 5:2:50
1:1:50	1 1 50	
5:2:50	5 2 50	

7 Write the **output** of the following program.

Ans:

```
#include<iostream.h>
class Counter
{  private:
      unsigned int count;
   public:
      Counter()
      {      count=0;
      }
      void inc_Count()
      {       count++;
      }
      int get_Count()
      {       return count;
      }
};
void main()
{      Counter C1,C2;
      cout<<"\nC1="<<C1.get_Count();
      cout<<"\nC2="<<C2.get_Count();
      C1.inc_Count();
      C2.inc_Count();
      C2.inc_Count();
      cout<<"\nC1="<<C1.get_Count();
      cout<<"\nC2="<<C2.get_Count();
}
```

Output:

```
C1=0
C2=0
C1=1
C2=2
```

(2002)

MODEL 4c): Output (Converting a string)–3M

1) Find and write the output of the following C++ program code:

(2016)

Note: Assume all required header files are already included in the program. 2

```
typedef char TEXT[80];
void JumbleUp(TEXT T)
{
int L=strlen(T);
for (int C=0;C<L1;C+= 2)
{
char CT=T[C];
T[C]=T[C+1];
T[C+1]=CT;
}
for (C=1;C<L;C+=2)
if (T[C]>='M' && T[C]<='U')
T[C]='@';
}
void main()
{
TEXT Str="HARMONIOUS";
JumbleUp(Str);
cout<<Str<<endl;
}
```

A) AHM@N@OIS

2) Find the output of the following program : **2**

```
#include <iostream.h>                                   (2010 D)
#include <ctype.h>
void ChangeIt(char Text[ ], char C)
{  for (int K=0;Text[K]!='\0';K++)
   {     if (Text[K]>='F' && Text[K]<='L')
                        Text[K]=tolower (Text[K]);
           else
           if (Text[K]=='E' || Text[K]=='e')
                        Text[K]=C;
           else
           if (K%2==0)
                        Text[K]=toupper(Text[K]);
           else
                        Text[K]=Text[K-1];
    }
}
void main ( )
{          char OldText[ ]="pOwERALone";
           ChangeIt(OldText,'%');
           cout<<"New TEXT:"<<OldText<<endl;
}
```

Ans.

New TEXT : PPW % RRllN%

3) Find. The output of the following program: 2

```
#include <iostream.h>                    (2010 OD)
#include <ctype.h>
void MyCode (char Msg [], char CH)
{  for (int (Cnt=O;Msg[Cnt]!='\0';Cnt++)
   {  if (Msg[Cnt]>='B' && Msg[Cnt]<='G')
             Msg[Cnt]=tolower(Msg[Cnt]);
      else
      if (Msg[Cnt]=='A'|| Msg[Cnt]=='a')
            Msg[Cnt]=CH;
      else
      if (Cnt%2==0)
            Msg[Cnt]=toupper(Msg[Cnt]);
      else
            Msg[Cnt]=Msg[Cnt-l];
    }
}
void main ()
{     char MyText [] =" ApEACeDriVE";
      MyCode(MyText,'@');
      cout<<"NEW TEXT:"<<MyText<<endl;
}
```

Ans. **NEW TEXT :@@e@ccddIIe**

4) Find the output of the following program:2

```
#include <iostream.h>                    (2009 D)
#include <ctype.h>
void Encode (char Info [ ], int N) ;
void main ( )
{            char Memo [ ] = "Justnow" ;
           Encode (Memo, 2) ;
           cout<<Memo<<endl ;
}
void Encode (char Info [ ], int N)
{            for (int I = 0 ; Info[I] !='\0' ; 1++)
           if (1%2= =0)
                        Info[I] = Info[I] –N ;
           else if (islower(Info[I]))
                        Info[I] = toupper(Info[I]) ;
           else
                        Info[I] = Info[I] +N ;
}
```

Ans **HuqTlOu**

5) Find the output of the following program: 2

```
#include <iostream.h>                    (2009 OD)
#include <ctype.h>
void Secret (char Mig[ ], int N);
void main ( )
{   char SMS[ ] = "rEPorTmE" ;
   Secret{SMS,2);
   cout<<SMS<<end1;
}
void Secret(char Msg[ ], int N)
{  for (int C=0; Msg[C] !=' \0' ;C++)
   if (C%2==0)
         Msg[C] = Msg[C]+N;
   else if (isupper(Msg[C]))
            Msg[C] = tolower(Msg[C]);
    else
            Msg[C] = Msg[C]-N;
}
```

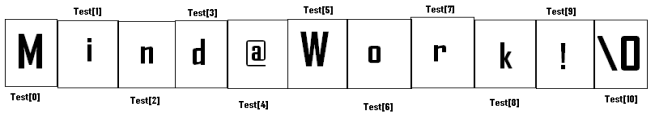
Ans **teRmttoe**

6)Find the output of the following program;3

```
#include<iostream.h>                (2008 D)
#include<ctype.h>
void main( )
{      char Text[ ] = "Mind@work!";
       for(int I=0; Text[I]!='\0';I++)
       {    if(!isalpha(Text[I]))
                        Text[I]='*';
            else if(isupper(Text[I]))
```

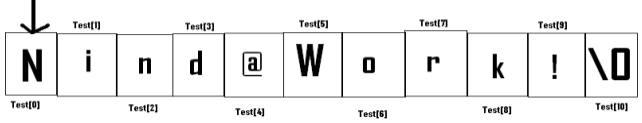
```
                Text[I]=Text[I]+1;
        else
                Text[I] = Text[I+1];
    }
   cout<<Text;
}
```

Ans: Text[ ] =



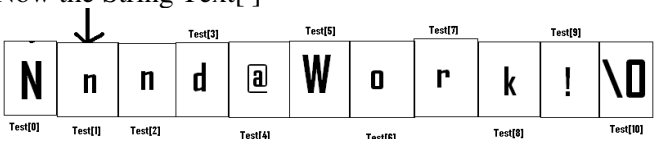
When I=0

Since Text[0] is 'M', Upper Case Letter,
(isupper(Text[I]) will becomes true.
So Text[I] =Text[I]+1
So Text[0]=Text[0]+1
Text[0] =77(ASCII Value of M) + 1 = 78
=**N**(78 is ASCII Value of N)
Now the String Text[ ] =



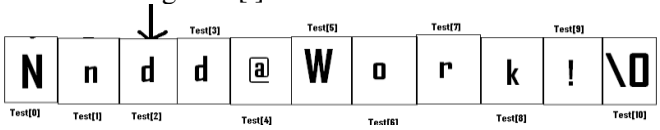
When I=1

Since Text[1] is 'i', Which is a character, but which is not Upper case,
else part will be executed.
Ie Text[I]=Text[I+1]
Here Text[1]=Text[1+1]
=Text[2]
Ie 'n' will be stored in place of 'i'
Now the String Text[ ] =



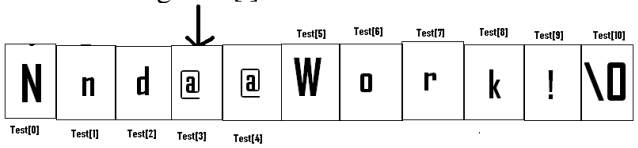
When I=2

Since Text[2] is 'n', Which is a character, but which is not Upper case, else part will be executed.
Ie Text[I]=Text[I+1]
Here Text[2]=Text[2+1]
=Text[3]
Ie 'd' will be stored in place of 'n'
Now the String Text[ ] =



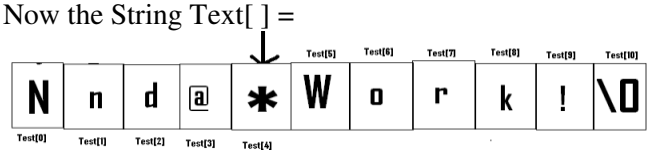
When I=3

Since Text[3] is 'd', Which is a character, but which is not Upper case, else part will be executed.
Ie Text[I]=Text[I+1]
Here Text[3]=Text[3+1]
=Text[4]
Ie '@' will be stored in place of 'd'
Now the String Text[ ] =



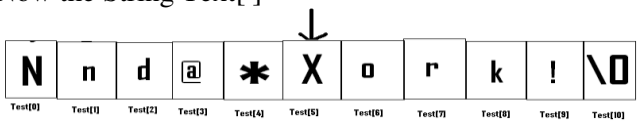
When I=4

Since Text[4] is '@', Since which is not an alphabet, (!isalpha(Text[I])) will becomes true.
Ie **if(!isalpha(Text[I]))**
Text[I]='*';
Ie Text[4]='*'
Ie '*' will be stored in place of '@'
Now the String Text[ ] =



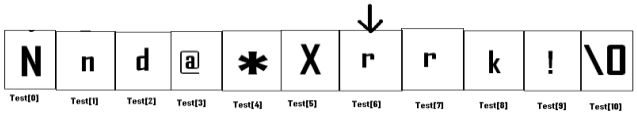
When I=5

Since Text[5] is 'W', Upper Case Letter,
(isupper(Text[I]) will becomes true.
So Text[I] =Text[I]+1
So Text[5]=Text[5]+1
Text[5] =87(ASCII Value of W) + 1 = 88
=**X**(88 is ASCII Value of X)
Now the String Text[ ] =



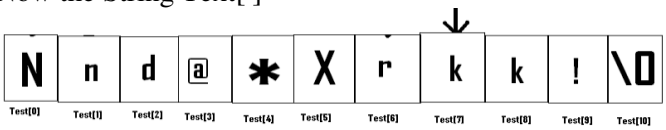
When I=6

Since Text[6] is 'o', Which is a character, but which is not Upper case, else part will be executed.
Ie Text[I]=Text[I+1]
Here Text[6]=Text[6+1]
=Text[7]
Ie 'r' will be stored in place of 'o'
Now the String Text[ ] =



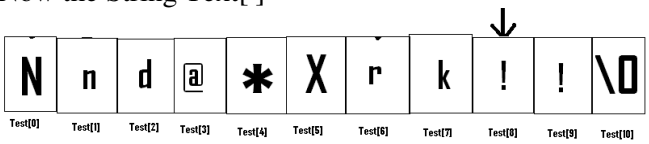
When I=7

Since Text[7] is 'r', Which is a character, but which is not Upper case, else part will be executed.
Ie Text[I]=Text[I+1]
Here Text[7]=Text[7+1]=Text[8]
Ie 'k' will be stored in place of 'r'
Now the String Text[ ] =



When I=8

Since Text[8] is 'k', Which is a character, but which is not Upper case, else part will be executed. Ie
Text[I]=Text[I+1]
Here Text[8]=Text[8+1]
=Text[9]
Ie '!' will be stored in place of 'k'
Now the String Text[ ] =



When I=9

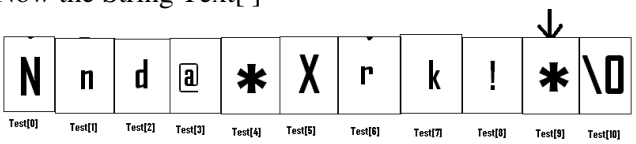
Since Text[9] is '!', Since which is not an alphabet, (!isalpha(Text[I])) will becomes true.
Ie **if(!isalpha(Text[I]))**

Text[I]='*';

Ie Text[9]='*'

Ie '*' will be stored in place of '!'

Now the String Text[ ] =



Output: **Nnd@*Xrk!***

7)Find the output of the following program:3

```
#include<iostream.h>                          (2008 OD)
#include<ctype.h>
void main( )
{  char Mystring[ ] = "what@OUTPUT!";
  for(int I=0; Mystring[I]!='\0';I++)
  {  if(!isalpha(Mystring[I]))
          Mystring[I]='*';
    else if(isupper(Mystring[I]))
        Mystring[I]=Mystring[I]+1;
    else
          Mystring[I] =Mystring[I+1];
   }
  cout<<Mystring;}
```

Ans:

Output: **hat@*PVUQVU***

8) Find the output of the following program 2

```
#include<iostream.h>                          (2005 D)
#include<string.h>
#include<ctype.h>
void Convert(char Str[ ],int Len)
{  for(int Count=0;Count<Len;Count++)
  {  if(isupper(Str[Count]))
       Str[Count]=tolower(Str[Count]);
    else if (islower(Str[Count]))
      Str[Count]=toupper(Str[Count]);
    else if(isdigit(Str[Count]))
      Str[Count]=Str[Count]+1;
     else  Str[Count]='*';
  }
}
void main( )
{  char Text[ ]="CBSE Exam 2005";
    int Size = strlen(Text);
    Convert(Text,Size);
    cout<<Text<<endl;
    for(int C=0,R=Size – 1;C<=Size/2;C++,R--)
    {
        char Temp=Text[C];
        Text[C]=Text[R];
        Text[R]=Temp;
     }
    cout<<Text<<endl;
}
```

Ans:

Output:

cbse*eXAM*3116

6113*MXAe*esbc

9) Find the output of the following program 2

```
#include<iostream.h>                          (2005 OD)
#include<string.h>
#include<ctype.h>
void Change(char Msg[],int Len)
{  for(int Count=0;Count<Len;Count++)
  { if(islower(Msg[Count]))
        Msg[Count] = toupper(Msg[Count]);
   else if(isupper(Msg[Count]))
        Msg[Count] = tolower(Msg[Count]);
   else if (isdigit(Msg[Count]))
        Msg[Count]=Msg[Count]+1;
  else Msg[Count] = '*';
  }
}
void main( )
{ char Message[ ]="2005 Tests ahead";
  int Size=strlen(Message);
  Change(Message,Size);
  cout<<Message<<endl;
for(int C=0,R=Size – 1; C<=Size/2;C++,R--)
{  char Temp=Message[C];
  Message[C]=Message[R];
  Message[R]=Temp;
}
 cout<<Message<<endl;
}
```

Ans: Output:

3116*tESTS*AHEAD

DAEHA*SSTEt*6113

10) Give the output of the following program segment(Assuming all required header files are included in the program): **(2000)** 2

```
char *NAME="a ProFiLe";
for(int x=0;x<strlen(NAME);x++)
   if(islower(NAME[x]))
      NAME[x]=toupper(NAME[x]);
  else if(isupper(NAME[x]))
      if(x%2!=0)
          NAME[x]=tolower(NAME[x-1]);
      else
          NAME[x]--;
cout<<NAME<<endl;
```

Ans: Output: **AOROoIiE**

11) Give the **output** of the following program segment:

```
char *NAME="IntRAneT";                        (1998)
      for(int x=0;x<strlen(NAME); x++)
      if(islower(NAME[x])
         NAME[x]=toupper(NAME[x]));
      else if(isupper(NAME[x]))
           if(x%2==0)
              NAME[x]=tolower(NAME[x]);
           else
              NAME[x]=NAME[x-1];
     puts(NAME);
```

Ans: Output: **INTTaNEE**

12) Find the output of the following program: 2
(MP1 2008-09)

```
#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 Textare separated by single
space
   Encrypt(Text);
   cout<<Text<<endl;
}
```

Answer:

@a@E@E#rTH

13) Find the output of the following program: 2
(MP1 2009-10)

```
#include <iostream.h>
void Secret(char Str[ ])
{  for (int L=0;Str[L]!='\0';L++);
   for (int C=0;C<L/2;C++)
   if (Str[C]=='A' || Str[C]=='E')
        Str[C]='#';
   else
   {
        char Temp=Str[C];
        Str[C]=Str[L-C-1];
        Str[L-C-1]=Temp;
    }
}
void main()
{
    char Message[ ]="ArabSagar";
    Secret(Message);
    cout<<Message<<endl;
}
```

A) #agaSbarr

MODEL 4d): Output **(Using functions)–2M**

1) Write the output of the following C++ program code:
Note: Assume all required header files are already being included in the program. **(2015)** 2

```
void Location(int &X,int Y=4)
{ Y+=2;
  X+=Y;
}
void main()
{
int PX=l0,PY=2;
Location(PY) ;
cout<<PX<<" , "<<PY<<endl ;
Location(PX,PY);
cout<<PX<<" , "<<PY<<endl ;
}
```

A)
10, 8
20, 8

(2) Find the output of the following program: 3
(2011 D)

```
#inc1ude<iostream.h>
void ChangeArray(int Number, int ARR[ ], int Size)
{for (int L =0; L<Size; L++)
   if (L<Number)
        ARR [L] +=L;
   e1se
        ARR [L] *=L;
}
void Show (int ARR [ ], int Size)
{
for (int L=0; L<Size; L++)
     (L%2!=0)?cout<<ARR[L]<<"#": cout<<ARR[L]<<end1;
}
void main ( )
{
int Array [ ] = {30, 20, 40, 10, 60, 50};
ChangeArray (3, Array, 6) ;
Show (Array, 6) ;
}
```

Ans: 30
21#42
30#240
250#

(3) Find the output of the following program:3
(2011 OD)

```
#include<iostream.h>
void SwitchOver(int A [ ], int N, int Split)
{
for (int K=0 ; K<N; K++)
if (K<Split)
      A(K)+ =K;
else
      A [K]*=K;
}
void Display (int A [ ], int N)
{
for (int K=0 ; K<N ; K++)
  (K%2==0)? Cout<<A[K]<<"%":cout<<A(K]<<endl;
}
void main ( )
{
int H[ ]= {30,40,50,20,10,5};
SwitchOver (H, 6, 3);
Display (H, 6);
}
```

Ans:
30%41
52%60
40%25

4)Find the output of the following program. 3
(2007 D)

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

```
void Withdef(int HisNum=30)
{  for(int I=20;I<=HisNum;I+=5)
            cout<<I<<",";
  cout<<endl;
 }
 void Control(int &MyNum)
 {  MyNum+=10;
   Withdef(MyNum);
 }
 void main()
 {   int YourNum=20;
    Control(YourNum);
    Withdef();
    cout<<"Number="<<YourNum<<endl;
  }
```

Ans:

Output:

20,25,30,
20,25,30,
Number=30

5)Find the output of the following program3

```
#include<iostream.h>                    (2007 OD)
void Indirect(int Temp=20)
{   for(int I=10;I<=Temp;I+=5)
          cout<<I<<",";
    cout<<endl;
}
void Direct(int &Num)
{   Num+=10;
   Indirect(Num);
}
void main( )
{   int Number=20;
    Direct(Number);
    Indirect( );
    cout<<"Number ="<<Number<<endl;
}
```

Ans: Output:

10,15,20,25,30,
10,15,20,
Number =30

6) Write the output of the following program:

```
#include<iostream.h>                    (2003)
int Execute(int M)
{  if(M%3==0)
      return M*3;
   else
      return M+10;
 }
 void Output(int B=2)
 {  for(int T=0;T<B;T++)
            cout<<Execute(T)<<"*";
            cout<<endl;
  }
  void main( )
  {    Output(4);
       Output( );
       Output(3);
  }
```

Output:

```
0*11*12*9*
0*11*
0*11*12*
```

7)Write the output of the following program 3

```
#include<iostream.h>                    (2002)
void X(int &A,int &B)
{         A=A+B;
          B=A-B;
          A=A-B;
}
void main( )
{         int a=4,b=18;
         X(a,b);
         cout<<a<<","<<b;
}
```

Ans: Output: **18,4**

8) Give the output of the following program:

```
#include<iostream.h>                    (2001)
#include<conio.h>
int g=20;
void func(int &x,int y)
{      x=x-y;
       y=x*10;
       cout<<x<<','<<y<<'\n';
}
void main( )
{      int g=7;
       func(g,::g);
       cout<<g<<','<<::g<<'\n';
       func(::g,g);
       cout<<g<<','<<::g<<'\n';
}
```

Ans: Output:

-13,-130
-13,20
33,330
-13,33

9)Write the output of the following program3

```
#include<iostream.h>                    (2000)
int func(int &x,int y=10)
{     if(x%y==0) return ++x;else return y- -;
}
void main( )
{    int p=20,q=23;
    q=func(p,q);
    cout<<p<<q<<endl;
    p=func(q);
    cout<<p<<q<<endl;
    q=func(p);
    cout<<p<<q<<endl;
   }
```

Ans: Output: **2023**
1023
1111

10) Write the output of the following program.

```
#include<iostream.h>                    (1999)
static int i=100;
void abc( )
{  static int i=8;
   cout<<"first  ="<<I;
 }
 main( )
 {  static int i=2;
```

```
   abc( );
   cout<<"second ="<<i<<endl;     }
```

Ans: Output:

First =8second =2

11) Write the output of the following program: **(1998)**

```
#include<iostream.h>
void Execute(int &X,int Y=200)
{   int TEMP=X+Y;
   X+=TEMP;
   if(Y!=200)
     cout<<TEMP<<X<<Y<<endl;
 }
 void main( )
 {   int A=50,B=20;
    Execute(B);
    cout<<A<<B<<endl;
    Execute(A,B);
    cout<<A<<B<<endl;
 }
```

Output:

```
50240
290340240
340240
```

12) Find the output of the following program3 **(MP2 2008-09)**

```
#include <iostream.h>
void Changethecontent(int Arr[], int Count)
{     for (int C=1;C<Count;C++)
         Arr[C-1]+=Arr[C];
}
void main()
{
   int A[ ]={3,4,5},B[ ]={10,20,30,40},C[ ]={900,1200};
   Changethecontent(A,3);
   Changethecontent(B,4);
   Changethecontent(C,2);
   for (int L=0;L<3;L++)
        cout<<A[L]<<'#';
    cout<<endl;
    for (L=0;L<4;L++)
         cout<<B[L] <<'#';
    cout<<endl;
    for (L=0;L<2;L++)
        cout<<C[L] <<'#';
}
```

Answer:

7#9#5#
30#50#70#40#
2100#1200#

MODEL 4e): Output **(Using functions & Structures) – 3M**

(1) Find the output of the following program : **3**

```
#inc1ude <iostream.h>                    (2010 D)
struct POINT
{      int X, Y, Z;
};
void StepIn(POINT & P, int Step=1)
{     P.X+=Step;
      P.Y-=Step;
      P.Z+=Step;
}
void StepOut(POINT & P, int Step=1)
{     P.X-=Step;
      P.Y+=Step;
      P.Z–=Step;
}
void main ( )
{  POINT P1={15, 25, 5}, P2={10, 30, 20};
   StepIn(P1);
   StepOut(P2,4);
   cout<<P1.X<<","<<P1.Y<<","<<P1.Z<<endl;
   cout<<P2.X<<","<<P2.Y<<","<<P2.Z<<endl;
   StepIn(P2,12);
   cout<<P2.X<<","<<P2.Y<<","<<P2.Z<<endl;
}
```

Ans. 16, 24, 6
6, 34, 16
18, 22, 28

(2) Find the output of the following program: 3

```
#include <iostream.h>          (2010 OD)
struct THREE_D
{   int X,Y,Z;  };
void MoveIn(THREE_D &T, int Step=l)
{           T.X+=Step;
           T.Y-=Step;
           T.Z+=Step;
}
void MoveOut(THREE_D &T, int Step=l)
{           T.X-=Step;
           T.Y+=Step;
           T.Z-=Step;
}
void main ()
{  THREE_D Tl={lO,20,5},T2={30,lO,40};
   MoveIn(T1);
   MoveOut(T2,5) ;
   cout<<Tl.X<<","<<Tl.Y<<","<<T1.Z<<endl;
   cout<<T2.X<<","<<T2.Y<<","<<T2.Z<<endl;
   MoveIn(T2,l0);
   cout<<T2.X<<","<<T2.y<<","<<T2.Z<<endl;
}
```

Ans. 11, 19, 6
25, 15, 35
35, 5, 45

3) Find the output of the following program:

```
#include<iostream.h>                    (2005 D)
struct MyBox
{  int Length,Breadth,Height;
};
void Dimension(MyBox M)
{  cout<<M.Length<<"x"<<M.Breadth<<"x";
   cout<<M.Height<<endl;
}
void main( )
{  MyBox B1={10,15,5},B2,B3;
   ++B1.Height;
   Dimension(B1);
   B3=B1;
   ++B3.Length;
   B3.Breadth++;
   Dimension(B3);
```

Output:

```
10x15x6
11x16x6
10x16x11
```

```
   B2=B3;
   B2.Height+=5;
   B2.Length--;
   Dimension(B2);
 }
```

4) Find the output of the following program:

```
#include<iostream.h>                    (2005 OD)
struct Package
{     int Length,Breadth,Height;
 };
 void Occupies(Package M)
{  cout<<M.Length<<"x"<<M.Breadth<<"x";
   cout<<M.Height<<endl;
}
 void main( )
{  Package P1={100,150,50},P2,P3;
   ++P1.Height;
   Occupies(P1);
   P3=P1;
   ++P3.Lengh;
   P3.Breadth++;
   Occupies(P3);
   P2=P3;
   P2.Height+=50;
   P2.Length--;
   Occupies(P2);
```

Output:

```
100x150x51
101x151x51
100x151x101
```

5) Give the output of the following program:

```
      #include<iostream.h>          (2003)
      struct Pixel
      {           int C,R;
      };
void Display(Pixel P)
 {   cout<<"col"<<P.C<<"Row"<<P.R<<endl;
 }
 void main( )
 {        Pixel X={40,50},Y,Z;
          Z=X;
          X.C+=10;
          Y=X;
          Y.R+=20;
          Z.C-=15;
          Display(X);
          Display(Y);
          Display(Z);
 }
```

Output:

```
col50Row50
col50Row70
col25Row50
```

6) Find the output of the following program: 3

```
#include <iostream.h>        (MP1 2008-09)
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

7) Find the output of the following program:3

```
#include <iostream.h>              (MP1 2009-10)
struct GAME
{        int Score, Bonus;
};
void Play(GAME &g, int N=10)
{      g.Score++;
       g.Bonus+=N;
}
void main()
{      GAME G={110,50};
       Play(G,10);
       cout<<G.Score<<":"<<G.Bonus<<endl;
       Play(G);
       cout<<G.Score<<":"<<G.Bonus<<endl;
       Play(G,15);
       cout<<G.Score<<":"<<G.Bonus<<endl;
}
```

111:60 3
112:70
113:85

MODEL 4f): Output (Mislleneous) – 2M

1.Find the output of the following program: 2

```
#include <iostream.h>                    (2012)
#include <ctype.h>
typedef char str80 [80] ;
void main ( )
{
char *Notes ;
str80 str="vR2GooD";
int L=6;
Notes=Str;
while (L>=3)
{
Str[L]=(isupper(Str[L])?tolower(Str[L]):
toupper(Str[L]));
cout<<Notes<<endl;
L--;
Notes++;
}
}
```

Ans)

```
vR2Good
R2GoOd
2GOOd
gOOd
```

2) Find the output of the following program: 2

```
#include<iostream.h>                    (2008 D)
 void main( )
{ int U=10,V=20;
```

```
 for(int I=1;I<=2;I++)
 {  cout<<"[1]"<<U++<<"&"<<V – 5 <<endl;
    cout<<"[2]"<<++V<<"&"<<U + 2 <<endl;
  }
}
```

Ans: Output: **[1]10&15**
[2]21&13
[1]11&16
[2]22&14

3) Find the output of the following program: 2

```
#include<iostream.h>                    (2008OD)
void main( )
{ int A=5,B=10;
 for(int I=1;I<=2;I++)
 { cout<<"Line1"<<A++<<"&"<<B-2 <<endl;
  cout<<"Line2"<<++B<<"&"<<A +3 <<endl;
  }
}
```

Ans: Output:
Line15&8
Line211&9
Line16&9
Line212&10

4 Find the output of the following program 2

```
#include<iostream.h>                    (2006 D)
void main( )
{  long NUM=1234543;
  int F=0,S=0;
  do
  {   int R=NUM % 10;
      if (R %2 != 0)
           F += R;
      else
           S += R;
      NUM / = 10;
   }   while (NUM>0);
   cout<<F-S;
}
```

Ans: Output: **2**

5)Find the output of the following program 2

```
#include<iostream.h                    (2006 OD)
void main( )
{  long Number=7583241;
  int First = 0, Second =0;
  do
  {   int R=Number%10;
      if(R%2 ==0)
           First += R;
      else
           Second += R;
      Number / = 10;
   } while (Number > 0);
   cout<<First-Second;
  }
```

Ans: Output **-2**

6) What will be the output of the following program

```
#include<iostream.h>                    (2004)
void main( )
{   int var1=5,var2=10;
  for(int i=1,i<=2;i++)
  {  cout<<var1++<<'\t'<< - - var2<<endl;
    cout<<var2- -<<'\t'<<+ + var1<<endl;
  }
}
```

Ans: Output:

5	**9**
9	**7**
7	**7**
7	**9**

1.d) Write the output of the following program2

```
void main( )              (2002)
{  int x=5,y=5;
 cout<<x- -;
 cout<<",";
 cout<- - x;
 cout<<",";
 cout<<y- -<<","<<- -y;
}
```

Ans: Output: **5,3,4,4**

MODEL 5): Possible Output **(Random) – 2M**

1) Observe the following program carefully and attempt the given questions: 2

```
#include<iostream.h>                    (2017 MP)
#include<conio.h>
#include<stdlib.h>
void main()
{
clrscr();
randomize();
char courses[][10]={"M.Tech","MCA","MBA","B.Tech"};
int ch;
for(int i=1;i<=3;i++)
{
ch=random(i)+1;
cout<<courses[ch]<<"\t";
}
getch();
}
```

I. Out of all the four courses stored in the variable courses, which course will never be displayed in the output and which course will always be displayed at first in the output?
II. Mention the minimum and the maximum value assigned to thevariable ch?

A)
I. M.Tech will never be displayed in the output.
MCA will always be displayed at first in the output.
II. Minimum value of ch=1
Maximum value of ch=3

2)Look at the following C++ code and find the possible output(s) from the options (i) to (iv) following it. Also, write the maximum and the minimum values that can be assigned to the variable PICKER. 2

Note: - Assume all the required header files are already being included in the code.

- The function random(n) generates an integer between 0 and n-1 **(2016)**

```
void main()
{
randomize();
int PICKER;
PICKER=1+random(3);
char COLOR[][5]={"BLUE","PINK","GREEN","RED"};
for(int I=0;I<=PICKER; I++)
{
for(int J=0; J<=I;J++)
cout<<COLOR[J];
cout<<endl;
}
}
```

(i)	(ii)	(iii)	(iv)
PINK PINKGREEN PINKGREENRED	BLUE BLUEPINK BLUEPINKGREEN BLUEPINKGREENRED	GREEN GREENRED	BLUE BLUEPINK BLUEPINKGREEN

A)

(ii) (iv)

BLUEPINK BLUE

BLUEPINKGREEN BLUEPINK

BLUEPINKGREENRED BLUEPINKGREEN

Minimum Value of PICKER = 1

Maximum Value of PICKER = 3

3) Study the following program and select the possible output(s) from the option (i) to (iv) following it. Also, write the maximum and the minimum values that can be assigned to the variable VAL. 2

Note:-Assume all required header files are already being included in the program. **(2015)**

-random(n) function generates an integer between 0 and n-1.

```
void main()
{
randomize();
int VAL;
VAL=random(3)+2;
char GUESS[]="ABCDEFGHIJK";
for (int I=l;I<=VAL;I++)
{
for(int J=VAL;J<=7;J++)
cout«GUESS[J];
cout«endl;
}
}
```

(i)	(ii)	(iii)	(iv)
BCDEFGH	CDEFGH	EFGH	FGHI
BCDEFGH	CDEFGH	EFGH	FGHI
		EFGH	FGHI
		EFGH	FGHI

A) (ii) and (iii)

Min Value of VAL = 2

Max Value of VAL = 4

4) Read the following C++ code carefully and find out, which out of the given option (i) to (iv) are expected correct output(s) of it. Also, write the maximum and minimum value that can be assigned to the variable Taker used in the code: **(2014)**

```
void main( )
{ int GuessMe[4]={100,50,200,20};
  Int Taker=random(2)+2;
  For(int Change=0;Change<Taker;Change++)
   Cout<<GuessMe[Change]<<"#";
}
```

(i) 100#

(ii) 50#200#

(iii)100#50#200#

(iv)100#50#

Answer: (iii) and (iv)

Maximum Value = 3

Minimum Value = 2

5) Based on the following C++ code, find out the expected correct output(s) from the options (i) to (iv). Also, find out the minimum and the maximum value that can be assigned to the variable Trick used in the code at the time when value of Count is 3: 2 **(2013)**

```
void main( )
{  char Status[ ][10]={"EXCEL","GOOD","OK"};
 int Turn=10, Trick;
 for(int Count=1;Count<4;Count++)
  {
     Trick=random(Count);
    cout<<Turn-Trick<<Status[Trick]<<"#";
  }
}
```

(i) 10EXCEL#10EXCEL#80K#

(ii) 10EXCEL#80K#9GOOD#

(iii) 10EXCEL#9GOOD#10EXCEL#

(iv) 10EXCEL#10GOOD#80K#

A)

Minimum Value for Trick: 0

Maximum Value for Trick: 2

(6) Observe the following program and find out, which output(s) out of (i) to (iv) **will not** be expected from the program? What will be the minimum and the maximum value assigned to the variable Chance? **(2012 D)**

```
#include<iostream.h>
#include<stdlib.h>
void main( )
{   randomize( );
    int Arr[ ] ={9,6},N;
    int Chance=random(2)+10;
    for(int C=0;C<2;C++)
    {      N=random(2);
           cout<<Arr[N]+Chance<<"#";
    }
}
```

(i) 9#6#

(ii) 19#17#

(iii) 19#16#

(iv) 20#16#

Ans: (i) 9#6#

Minimum Value: 10

Maximum Value: 11

(7) Go through the C++ code shown below, and find out the possible output or outputs from the suggested Output Options (i) to (iv). Also, write the least value and highest value, which can be assigned to the variable Guess. 2

```
#include <iostream.h>
#include <stdlib.h>
void main ( )                                    (2011 D)
{ randomize ( ) ;
int Guess, High=4;
Guess=random{High)+ 50 ;
for{int C=Guess ; C<=55 ; C++)
cout<<C<<"#" ;
}
```

(i) 50 # 51 # 52 # 53 # 54 # 55 #
(ii) 52 # 53 # 54 # 55
(iii) 53 # 54 #
(iv) 51 # 52 # 53 # 54 # 55

Ans: (i) 50 # 51 # 52 # 53 # 54 # 55 #
Least value 50
Highest value 53

(8) Go through the C++ code shown below, and find out the possible output or outputs from the suggested Output Options (i) to (iv). Also, write the minimum and maximum values, which can be assigned to the variable MyNum. 2

```
#include<iostream.h>          (2011 OD)
#include <stdlib.h>
void main ( )
{randomize ( ) ;
int MyNum, Max=5;
MyNum = 20 + random (Max) ;
for (int N=MyNum; N<=25;N++)
cout<N<"*";
}
```

(i)20*21*22*23*24*25
(ii) 22*23*24*25*
(iii) 23*24*
(iv)21*22*23*24*25

Ans (ii) 22*23*24*25*
Minimum value 20
Maximum value 24

(9) The following code is from a game, which generates a set of 4 random numbers. Yallav is playing this game, help him to identify the correct option(s) out of the four choices given below as the possible set of such numbers generated from the program code so that he wins the game. Justify your answer. 2

```
#include <iostream.h>                    (2010 D)
#include <stdlib.h>
const int LOW=15;
void main ( )
{       randomize( ) ;
        int POINT=5, Number;
        for (int 1=1;I<=4;I++)
        {    Number=LOW+random(POINT) ;
             cout<<Number<<":" ;
             POINT--;
         }
}
```

(i)19:16:15:18:
(ii) 14:18:15:16:
(iii) 19:16:14:18
(iv)19:16:15:16:

Ans.

Ans) (iv) 19:16:15:16:

Justification is as follows:

I	POINT	random (POINT)	Minimum Number	Maximum Number
1	5	0 to 4	15	19
2	4	0 to 3	15	18
3	3	0 to 2	15	17
4	2	0 to 1	15	16

The only option that satisfies these values is option (iv).

10) The following code is from a game, which generates a set of 4 random numbers. Praful is playing this game, help him to identify the correct option(s) out of the four choices given below as the possible set of such numbers generated from the program code so that he wins the game. Justify your answer. 2

```
#include <iostream.h>                    (2010 OD)
#include <stdlib.h>
const int LOW=25;
void main ()
{    randomize() ;
     int P01NT=5,Number;
    for (int I=1;I<=4;I++)
   {   Number=LOW+random(POINT);
       cout<<Number<<":";
       P0INT--;
     }       }
```

(i)29:26:25:28:
(ii) 24:28:25:26:
(iii) 29:26:24:28:
(iv) 29:26:25:26:

Ans. (iv) 29:26:25:26:

Justification is as follows:

I	POINT	Number	
		Minimum	Maximum
1	5	25	29
2	4	25	28
3	3	25	27
4	2	25	26

The only option that satisfies these values is option (iv).

(11) Study the following program and select the possible output from it : 2

```
#include <iostream.h>                    (2009D)
#include <stdlib.h>
const int LIMIT = 4 ;
void main ( )
{          randomize( ) ;
           int Points;
           Points = 100 + random(LIMIT) ;
           for (int P=Points ; P>=100 ; P– –)
                    cout<<P<<"#" ;
           cout<<endl;
}
```

(i)103#102#101#100#
(ii) 100#101#102#103#
(iii) 100#101#102#103#104#
(iv)104#103#102#101#100#

Ans

103#102#101#100#

(12) Study the following program and select the possible output from it : 2

(2009 OD)

```
#include <iostream.h>
#include <stdlib.h>
const int MAX=3 ;
void main ( )
{          randomize( ) ;
          int Number ;
          Number = 50 + random{MAX) ;
          for (int P=Number; P>=50; P– –)
                    cout<<p<< " # " ;
          cout<<endl;
}
```

(i)53#52#51#50# (ii) 50#51#52#

(iii) 50#51# (iv)51#50#

Ans (iv) 51#50#

(**Solution:** MAX value is 3. That's why random(MAX) can produce 0 or 1 or 2. (random(N)will produce no.between 1 to n-1). The Number value may be 50 or 51 or 52. The P value starts from Number, upto 50,each time decreases by 1.

So Possible outputs are as follows:

52#51#50#

51#50#

50#.

As the output 51#50# is available in given answers, so 51#50# is the answer.)

13) In the following program, find the correct possible output(s) from the options: 2

(2008 D)

```
#include<stdlib.h>
#include<iostream.h>
void main( )
{ randomize( );
char City[][10]= {"DEL","CHN","KOL","BOM","BNG"};
int Fly;
for(int I=0; I<3;I++)
    {  Fly=random(2) + 1;
      cout<<City[Fly]<<":";
     }
}
```

Outputs:

(i) DEL : CHN : KOL:

(ii) CHN: KOL : CHN:

(iii) KOL : BOM : BNG:

(iv) KOL : CHN : KOL:

Ans) Since random(2) gives either 0 or 1, Fly value will be either 1 or 2. (random(n) gives you any number between 0 to n-1)

City[1] is "CHN". City[2] is "KOL".

Since I value from 0 to 2 (ie<3), 3 iterations will takes place. So the possible output consists 3 strings separated by :, each of them may be either "CHN" or "KOL".

So the possible output will be

(ii) CHN : KOL : CHN:

(iv) KOL :CHN : KOL:

14) In the following program, find the correct possible output(s) from the options: 2

(2008 OD)

```
#include<stdlib.h>
#include<iostream.h>
void main( )
{  randomize( );
 char Area[ ][10]={"NORTH","SOUTH","EAST","WEST"};
   int ToGo;
   for(int I=0; I<3;I++)
   {   ToGo=random(2) + 1;
      cout<<Area[ToGo]<<":";
    }
}
```

Ans: **Outputs:**

(i) SOUTH : EAST : SOUTH :

(ii) NORTH : SOUTH : EAST :

(iii) SOUTH : EAST : WEST :

(iv) SOUTH : EAST : EAST :

Ans) Since random(2) gives either 0 or 1, ToGo value will be either 1 or 2. (random(n) gives you any number between 0 to n-1)Area[1] is "SOUTH".Area[2] is "EAST". Since I value from 0 to 2 (ie<3), 3 iterations will takes place. So the possible output consists 3 strings separated by :, each of them may be either "SOUTH" or "EAST".

So the possible output will be

(i) SOUTH : EAST : SOUTH :

(iv) SOUTH : EAST : EAST :

15) In the following C++ program what is the expected value of MyMarks from options (i) to (iv)given below. Justify answer. 2

(2007 D)

```
#include<stdlib.h>
#include<iostream.h>
void main( )
{    randomize( );
    int Marks[]={99,92,94,96,93,95},MyMarks;
    MyMarks = Marks [1+random(2)];
     cout<<MyMarks<<endl;
}
```

(i)99 (ii)94 (iii)96 (iv) None of the above.

Ans: Output:

(ii) 94

16) In the following C++ program what is the expected value of Mysore from options (i) to (iv) given below.Justify your answer. 2

(2007 OD)

```
#include<stdlib.h>
#include<iostream.h>
void main( )
{ randomize( );
  int Score[ ] = {25,20,34,56,72,63},Myscore;
  cout<<Myscore<<endl;
}
```

(i) 25 (ii) 34 (iii) 20 (iv) None of the above.

Ans: Expected Output:

(i) None of the above.

17) Observe the following program SCORE.CPP carefully, if the value of Num entered by the user is 5, choose the correct possible output(s) from the options from (i) to (iv), and justify your option. 2

(2005 D)

```
//Program: SCORE.CPP
#include<stdlib.h>
#include<iostream.h>
void main( )
{       randomize( );
       int Num,Rndnum;
```

```
    cin>>Num;
    Rndnum = random(Num) + 5;
   for(int N = 1;N<=Rndnum;N++)
        cout<<N<<" ";
}
```

Output Options:

(i) 1 2 3 4 (ii) 1 2
(iii) 1 2 3 4 5 6 7 8 9
(iv) 1 2 3

Ans: Expected Output:

(iii) 1 2 3 4 5 6 7 8 9

18) Observe the following program GAME.CPP carefully, if the value of Num entered by the user is 14, choose the correct possible output(s) from the options from (i) to (iv), and justify your option. 2

```
//Program:GAME.CPP
#include<stdlib.h>                    ( 2005 OD)
#include<iostream.h>
void main( )
{  randomize( );
   int Num,Rndnum;
  cin>>Num;
  Rndnum=random(Num)+7;
          for(int N=1;N<=Rndnum;N++)
              cout<<N<<" ";
}
```

Output Options:

(i) 1 2 3 (ii) 1 2 3 4 5 6 7 8 9 10 11
(iii) 1 2 3 4 5 (iv) 1 2 3 4

Ans: Expected Output

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

19) 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>                    (2008-09 MP1)
void main()
{   int N,Guessme;
    randomize();
    cin>>N;
    Guessme=random(N)+10;
    cout<<Guessme<<endl;
}
```

Answer:

Maximum Value:24 Minimum Value:10

20) In the following program, if the value of N given by the user is 20, what maximum and minimum values the program could possibly display? 2

```
#include <iostream.h>                  (2008-09 MP2)
#include <stdlib.h>
void main()
{  int N,Guessnum;
  randomize();
  cin>>N;
  Guessnum=random(N-10)+10;
  cout<<Guessnum<<endl;
}
```

Answer:

Maximum Value:19 Minimum Value:10

21) In the following program, if the value of Guess entered by the user is 65, what will be the expected output(s) from the following options (i), (ii), (iii) and (iv)? 2

```
#include <iostream.h>
#include <stdlib.h>                    (2009-10 MP1)
void main()
{          int Guess;
          randomize();
          cin>>Guess;
          for (int I=1;I<=4;I++)
          {
                    New=Guess+random(I);
                    cout<<(char)New;
          }
}
```

(i)ABBC
(ii) ACBA
(iii)BCDA
(iv) CABD

A) **(i) ABBC**

(22) In the following program, if the value of N given by the user is 20, what maximum and minimum values the program could possibly display? 2

```
#include <iostream.h>
#include <stdlib.h>            (2009-10 MP2)
void main()
{
int N,Guessnum;
randomize();
cin>>N;
Guessnum=random(N-10)+10;
cout<<Guessnum<<endl;
}
```

A)

Maximum Value: 19 Minimum Value: 10

MODEL 6): Theory Question – **2M**

1) Explain conditional operator with suitable example? 2

A) Conditional operator is also known as ternary operator because it requires three operands and can be used to replace simple if-else code. It is used to check the condition and execute first expression if condition is true else execute other. **(2017 MP)**

Syntax:

Conditional expression? Expression 1 : Expression 2;

Explanation:

If the conditional expression is true then expression 1 executes otherwise expression 2 executes.

Example:

```
int y=10,x;
x=y>10?1:0;
cout<<x;
```

Output: 0

2) What is the difference between call by reference and call by value with respect to memory allocation? Give a suitableexample to illustrate using a C++ code.**(2014 OD)** 2

A)Refer 2010 Outside Delhi Paper

3) What is the benefit of using function prototype for a function? Give a suitable example to illustrate it using a C++ code. **(2013D)** 2

A) The benefit of using function prototype for a function is that, it tells the compilr that there is a some function defined somewhere in the program and we can access it.

Example:

```
void Add(int,int)          //function prototype
void main( )
{
  Add(4,6);
}
void Add(int a, int b)
{
  cout<<a+b;
}
```

4) Give the difference between the type casting and automatic type conversion. Also, give a suitable C++ code to illustrate both. **(2012D)** 2

Ans. Automatic Type Conversion: It is an implicit process of conversion of a data from one data type to another. It is performed by the compiler. It is also called as type promotion.

For example:

```
int N = 65;
char C = N;      // Automatic type conversion
cout<<C;
```

Output:

A

Type Casting: It is an explicit process of conversion of a data from one type to another.
(It is performed by the programmer.)

For example

```
int A=1, B=2;
float C = (float)A/B;      //Type Casting
cout<<C;
```

Output: 0.5

5) What is the difference between Local Variable and Global Variable? Also, give a suitable C++ code to illustrate both. **(2011D)** 2

Ans: Local Variables: Local variables are those variables which are declared within a function or a compound statement and these variables can only be used within that function/scope.

Global Variables: Global variables are those variables which are not declared within any function or scope. So, these variables can be accessed by any function of the program.

Example:

```
#include<iostream.h>
#include<conio.h.>
int G;                          // Global variable declared
void Fun ( )
{
int L=25;// Local variable of function Fun ( ) assigned value 25
G=5;       // Global Variable is accessed and assigned value 5
cout<<G<<endl; //Value of global variable is displayed as 5
cout<<L<<endl; // Value of local variable is displayed as 25
}
void main ( )
{
 Fun ( ) ;            // Function call
 G = G + 5;           // Global variable is incremented by 5
 cout<<G<<endl; // Global variable is displayed as 10
}
```

6) What is the difference between Type Casting and Automatic Type conversion? Also, give a suitable C++ code to illustrate both. **(2011 OD)**

Ans: Refer 2012 Delhi

7) What is the difference between automatic type conversion and type casting? Also, give a suitable C++ code to illustrate both. **(2010 D)** 2

Ans: Refer 2012 Outside Delhi

8) What is the difference between call by value and call by reference? Also, give a suitable C++ code to illustrate both. **(2010 OD)** 2

Ans. Call by value:1) The actual arguments wil be copied into formal perameters.
2) If we done any modifications to the formal perameters, actual arguments will not be modified.
3) We should use call by value when we do not want to change the original values.

Call by reference: 1) The formal perameters are the reference to the actual arguments
2) If we done any modifications to the formal perameters, actual arguments will be modified.
3)We should use call by reference when we want to change the original values.
Formal perameters declaration will be preceded by & in the function definition.

```
void Calculator(int A,int & B )
{
A++;
B++;
}
```

Here in the above example, A is called by value and B is called by reference.

(

9) What is the difference between call by value and call by reference? Give an example in C++ to illustrate both. 2

Ans: ***Call by value*** is used to create a temporary copy of the data coming from the actual parameter into the formal parameter. The changes done in the function in formal parameter are not reflected back in the calling environment. It does not use '&' sign.

Call by reference is used to share the same memory location for actual and formal parameters and so changes done in the function are reflected back in the calling environment. It uses '&' sign. **(2009 D)**

```
Void Compute(int A, int &B)
{   A++;
    B++;
    cout<<"In the function"<<endl;
```

```
    cout<<"A="<<A<<"&"<<"B="<<B<<endl;
}
void main ()
{    int I=50,J=25;
    cout<<"Before function call "<<endl;
    cout<<"I="<<I<<"&"<<"J="<<J <<endl;
    Compute (I,J) ;
    cout<<"After function call "<<endl;
    cout<<I="<<I<<"&"<<"J="<<J <<endl;
}
```

OUTPUT

Before function call
I=50&J=25
In the function
A=51&B=26
After function call
I=50&J=26

10) What is the difference between Actual Parameter and Formal Parameter? Give an example in C++ to illustrate both types of parameters. **(2009 OD)** 2

Ans A parameter used in the function call is known as Actual Parameter. It is used to send the data to function. A parameter used in the function definition is known as Formal Parameter, It is used to accept the data from actual parameter.

```
Void Seventimes(int A)        //A is formal parameter
{              cout<<7*A;
}
void main ()
{              int P=6;
              Seventimes(P);      //p is actual parameter
}
```

Other answer for the same question:

Ans)The parameters in the function call statement (or calling function) are called as Actual Parameters.

The parameters in the function definition (or called function) are called as Formal Parameters.

Eg:

```
void manip(int x, int y)
{  ---
   ---
}
void main( )
{
   int a,b;
    ----
   manip(a,b);
}
```

Here a,b are Actual Parameters and
x,y are Formal Parameters.

11) What is the difference between #define and const? Explain with suitable example. **(2008 D)** 2

Ans: While they both serve a similar purpose, #define and const act differently. When using #define the identifier gets replaced by the specified value by the compiler, before the code is turned into binary. This means that the compiler makes the substitution when you compile the application.

Eg: #define number 100

In this case every instance of "number" will be replaced by the actual number 100 in your code, and this means the final compiled program will have the number 100 (in binary).

#define with different types of data:

*The #define preprocessor allows u s to define symbolic names and constants.

Eg: #define PI 3.14159

*The #define allows you to make text substitutions before compiling the program.

Eg: #define MAX 70

* Before compilation, if the C++ preprocessor finds MAX as one word, in the source code, it replaces it with the number 70.

* The #define preprocessor can be used in the creation of macros (code substitution).

Eg: #define SQUARE(x) x*x

Before compilation, if the C++ preprocessor finds SQUARE(x), where x is any value in the source code, it replaces it with its square (ie x*x). Here a macro substitutes text only; It does not check for data types.

On the other hand, when we use **const** and the application runs, memory is allocated for the constant and the value gets replaced when the application is run.

Syntax: const type variable_name=value;

Eg: const int a=10;

The value of a constant is fixed and in the above example, the value for a in entire program is 10 only. You cannot change the value of a, since it is declared as constant.

Difference between #define and const in declaration:.

1.#define: #define symbolic_constant value.

Eg: #define number 100 //No semicolon ,no equal to symbol.

2.const: const type variable_name=value;

Eg: const number=100; //Semicolon, equal to symbol.

12) What is the purpose of using a typedef command in C++?Explain with suitable example **(2008 OD)** 2

Ans: C++ allows you to define explicitly new data type names by using the keyword typedef. Using typedef does not actually create a new data class, rather it defines a new name for an existing type. This can increase the portability of a program as only the typedef statements would have to be changed. Typedef makes your code easier to read and understand. Using typedef can also aid in self documenting your code by allowing descriptive names for the standard data types.

The syntax of the typedef statement is

typedef type name;

Where type is any C++ data type and name is the new name for this type. This defines another name for the standard type of C++. For example, you could create a new name for float values by using the following statement:

typedef float amount;

This statement tells the compiler to recognize amount as an alternative name for float. Now you could create float variables using amount.

Amount loan, saving, installment;

Using typedef does not replace the standard C++ data type name with the new name, rather the new name is in addition to the existing name. You still can create float variables using float. Once a new name has been defined by typedef, it can be used as a type for another typedef also.

Eg: typedef amount money;

Now, this statement tells the compiler to recognize money as another name for amount, which itself is another name for float. Typedef does not create any new data types rather provides an alternative name for standard types. Reference provides an alias name for a variable and typedef provides an alias name for a data type.

13) Differenctiate between a Run Time Error and Syntax Error. Also give suitable examples of each in c++. 2

Ans: Run Time Errors: Errors that occur during the execution of a program are called as run time errors. It is caused of some illegal operation taking place or inavailability of desired or required conditions for the execution of the program. For instance, if a program is trying to open a file which does not exist or it could not be opened, it results into an execution error. Similarly, if enough memory is not available or an expression is trying to divide a number by zero are run-time errors.

Eg: Division by zero. C=a/b ; **(2007 D)**

User will give the values of a and b at the time of program execution. If he give the value of b as '0' , then division by zero, ie a run time error occurs.

Syntax Errors: Syntax errors occur when rules of a programming languages (syntax) is misused. Ie when a grammatical rule of C++ is violated.

Eg (i) c=a+b In this statement, since there is no semicolon at the end of the statement, there will occurs a syntax error.

(ii) cin<<a; In this statement, since stream insertion operator (<<) has given instead of stream extraction operation(>>), there will occurs a syntax error.

14) Differentiate between a Logical Error and Syntax Error. Also give suitable examples of each in C++. 2

Ans: Logical Error: A logical error is that error which causes a program to produce incorrect or undesired output.

An incorrectly implemented algorithm or use of a variable before its initialization, or unmarked end for a loop, or wrong parameters passed are causes logical errors. These must be handled carefully.

For instance, if we are trying to print the table of a number 5 and if we say **(2007 OD)**

```
counter=1;
while(counter>8)
 {    cout<<n*counter;
      counter=counter+1;
 }
```

Here the loop would not be executed even once as the condition (counter>8) is not fulfilled at all. Therefore, no output will be produced. Such an error is logical error.

Syntax Error: Syntax errors occur when rules of a programming languages (syntax) is misused. Ie when a grammatical rule of C++ is violated.

Eg (i) c=a+b

In this statement, since there is no semicolon at the end of the statement, there will occurs a syntax error.

(ii)cin<<a; In this statement, since stream insertion operator (<<) has given instead of stream extraction operation(>>), there will occurs a syntax error.

15) Illustrate the use of #define in C++ to define a macro.2

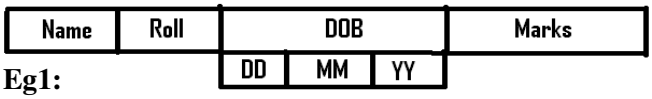
Ans: The #define preprocessor can be used in the creation of macros (code substitution). **(2006 D)**

Eg: #define SQUARE(x) x*x

Before compilation, if the C++ preprocessor finds SQUARE(x), where x is any value in the source code, it replaces it with its square (ie x*x). Here a macro substitutes text only; It does not check for data types.

1.f) What are Nested Structures? Give an example.**(2006D)**

Ans: Nested structures are structures as member of another structure. For example, the date of birth is astructure within the structure of a student as shown below. These types of structures are known as nested structures.



Eg1:

```
struct date
{   int dd;
    int mm;
    int yy;
};
struct student
{  char name[20];
   int roll;
   date dob;
   int marks;
};
```

The member of a nested structure is referenced from the outermost to innermost with the help of dot operators.

Student stud;

Then the members of the nested structure can be accessed as **stud.dob.mm=10;**

Eg2:

```
struct addr
{     int houseno;
      char area[26];
      char city[26];
      char state[26];
};
struct emp
{    int empno;
     char name[26];
     char design[16];
     addr address;
     float basic;
}worker;
```

16) Differentiate between a Call by Value and Call by Reference, giving suitable examples of each. **(2005D)** 2

Ans: Call by value: In call by value method, the called function creates a new set of variables and copies the values of arguments into them. The function does not have access to the original variables (actual parameters) and can only work on the copies of values it created. Passing arguments

by value is useful when the original values are not to be modified.

In call by reference method, a reference to the actual argument (original variable) is passed to the called function. (Reference is an alias for a predefined variable. Ie the same variable value can be accessed by any of the two names: the original variable's name and the reference name.) Thus, in call by reference method, the changes are reflected back to the original values. The call by reference method is useful in situations where the values of the original variables are to be changed using a function.

Example:

```
void Calculator(int A,int & B )
{
A++;
a+=A;
}
```

Here A is called by value and B is called by reference.

17) What is the difference between global variables and local variables?Give an example to illustrate the same.2

Ans: The local variables are the variables defined within any function (or block) and are hence accessible only within the block in which they are declared. In contrast to local variables, variables declared outside of all the functions in a program are called global variables. These variables are defined outside of any function, so they are accessible to all functions. These functions perform various operations on the data. They are also known as External Variables.

Eg: #include<iostream.h> **(2003)**

```
int a,b;
void main()
{       float f;
          ---;
          ---;
}
```

In the above program segment, a and b are global variables, we can access a and b from any function. F is local variable to function main( ), we can access f from main( ) only.

18) Why main( )function is so special. Give two reasons?1

Ans: Execution of the program starts and ends at main( ). The main( ) is the driver function of the program. If it is not present in a program,no execution can take place.**(1999)**

19) What is the difference between Global Variable and Local Variable? **(2008-09 MP1)** 2

Answer:

Global Variable	Local Variable
• It is a variable, which is declared outside all the functions • It is accessible throughout the program	• 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

```
#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);
}
```

20) What is the difference between Global Variable and Local Variable? Also, give a suitable C++ code to illustrate both. **(2009-10 MP1)** 2

Ans) Global Variable:

* It is a variable which is declared outside all the functions
* It is accessible throughout the program

Local Variable:

* 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

```
#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);
}
```

21) What is the difference between Actual Parameter and Formal Parameters? Also, give a suitable C++ code to illustrate both. **(2009-10 MP2)** 2

A) Actual Parameter Formal Parameter 2

* It is a parameter, which is used in function call to send the value from calling environment
* It is a parameter, which is used in function header, to receive the value from actual parameter

```
#include <iostream.h>
void Calc(int T) //T is formal parameter
{          cout<<5*T;
}
void main()
{       int A=45;
        Calc(A);//A is actual parameter
}
```

22)Differentiate between the post increment and pre increment operators. Also, give a suitable C++ code to illustrate both. **(2011-12 MP1)** 2

Post Increment: ++ is an increment operator to increment the value of a variable by one. When used after the operand it is known as post increment operator.

Pre Increment: When ++ is used before an operand to increment its value by one, it is called a pre-increment operator.

Example:

```
#include<iostream.h>
void main( )
{ int NUM=9;
  cout<<++NUM; //10 will be displayed
  cout<<NUM++;//10 will be displayed
  cout<<NUM;//11 will  be displayed
}
```

MODEL 7): Write a function definition for the following sequence

1)Write definition for a function SumSequence( ) in C++ with two arguments/ parameters – double X and int n. The function should return a value of type double and it should perform sum of the following series. **(2004)**

$1/x - 3!/x^2 + 5!/x^3 - 7!/x^4 + 9!/x^5$ - ------upto n terms.

Note: The symbol ! represents Factorial of a number ie 5!= 1 X 2 X 3 X 4 X 5.

```
#include<iostream.h>
#include<math.h>
#include<conio.h>
double SumSequence(int x1,int n1);
void main()
{ int x;
  int n;
  clrscr();
  cout<<"Enter the vaue of X and N";
  cin>>x>>n;
  cout<<"\nThe sum of the series =
          "<<SumSequence(x,n);
  getch();
}
double SumSequence(int x1,int n1)
{ double sum=0;
  int c=0;
  for(int i=1;i<=(2*n1);i=i+2)
  {  int f=1;
     for(int j=1;j<=I;j++)
     {       f=f*j;
     }
     c=c+1;
     if(c%2==1)
     {      sum=sum+f/(pow(x1,c));
     }
     else
     {     sum=sum-f/(pow(x1,c));
     }
  }
  return sum;
}
```

2) Write a C++ function SUMFUN( ) having two parameters Y(of type double) and m(of type integer) with a result type as double to find the sum of the series given below: **(2003)**

$Y + Y^3 / 2! + Y^5 /3! + ------ + Y^{2m-1} / m!$

```
#include<iostream.h>
#include<math.h>
#include<conio.h>
double SUMFUN(int y1,int m1);
void main()
{  int y;
  int m;
  clrscr();
  cout<<"Enter the vaue of Y and M";
  cin>>y>>m;
  cout<<"\nThe sum of the series =
      "<<SUMFUN(y,m);
  getch();
}
double SUMFUN(int y1,int m1)
{  double sum=0;
  double upper;
  for(int i=1;i<=m1;i++)
  {  int f=1;
     for(int j=1;j<=I;j++)
     {       f=f*j;
     }
     upper=pow(y1,(i*2-1));
     sum=sum+upper/f;
  }
  return sum;
}
```

3) Write a function named SUMFIN( ), with arguments x, N, which returns the sum of N terms of the following series.: **(2001)** 4

x – x^3/3 + x^5/5 – x^7/7 + x^9/9

```
#include<iostream.h>
#include<math.h>
#include<conio.h>
double SUMFIN(int x1,int n1);
void main()
{  int x;
    int n;
   clrscr();
   cout<<"Enter the vaue of X and N";
   cin>>x>>n;
cout<<"\nThe sum of Series = "<<SUMFIN(x,n);
  getch();
}
double SUMFIN(int x1,int n1)
{   double sum=0;
   int c=0;
   for(int i=1;i<=(2*n1);i=i+2)
   {     c=c+1;
         if(c%2==1)
         {       sum=sum+(pow(x1,i))/I;
           }
           else
           {       sum=sum-(pow(x1,i))/I;
            }
   }
```

```
  return sum;
}
```

4) Write a function seqsum( ) in C++ with two arguments, double x and int n. The function should return a value of type double and it should find the sum of the following series. **(2000)**

$1+ x/2! + x^2/4! + x^3/6! + x^4/8! + x^5/10! + ----+ x^n/(2n)!$

```
#include<iostream.h>
#include<math.h>
#include<conio.h>
double seqsum(int x1,int m1);
void main()
{  int x;
 int m;
 clrscr();
 cout<<"Enter the vaue of X and M";
 cin>>x>>m;
 cout<<"\nThe sum of the series =
       "<<seqsum(x,m);
 getch();
}
double seqsum(int x1,int m1)
{ double sum=1;
 for(int i=1;i<=m1;i++)
 {  int f=1;
   for(int j=1;j<=2*I;j++)
   {      f=f*j;
   }
   sum=sum+pow(x1,i)/f;
 }
 return sum;
}
```

5) Write a C++ function having two value parameters X and N with result type float to find the sum of series given below: **(1998)**

$1 + x^1/2! + x^2/3! + x^3/4! + x^4/5! +$ - - - - - - $x^n/(n+1)!$

```
#include<iostream.h>
#include<conio.h>
#include<math.h>
float sum_series(float X,int N)  //function being declared
{   float sum=0,term;
  int fact,f;
  sum+=1;
  for(int i=1;i<=N;i++)
  {  fact=1;
    for(f=1;f<=(i+1);f++)
    fact*=f;
    term=pow(X,i)/fact;
    sum+=term;
  }
  return(sum);
}
void main( )
{ clrscr( );
  float x1;
  int n1;
  cout<<"\nEnter the value of X and N";
  cin>>x1>>n1;
  cout<<"\nThe Sum of the Series
        ..."<<sum_series(x1,n1);
  getch( );
}
```

MODEL 8): Mislleneous

1)Write a function called zero_Small() that has two integer arguments being passed by reference and sets the smaller of the two numbers to 0. Write the main program to access this function. **(2002)**

```
#include<iostream.h>
#include<conio.h>
void zero_Small(int &A,int &B)
{       if(A<B)
            A=0;
        else
            B=0;
}
void main( )
{  clrscr();
  int a,b;
  cout<<"Enter any two values…";
  cin>>a>>b;
  cout<<"Initial values of a and b are ";
  cout<<a<<" "<<b<<endl;
  zero_Small(a,b);
  cout<<endl<<"The final values of a and b are ";
  cout<<a<<","<<b;
  cout<<endl;
  cout<<"\nPress any key to continue...";
  getch();
}
```

2) Write a C++ function that converts a 2-digit octal number into binary number and prints the binary equivalent.

```
#include<iostream.h>                                    (1999)
#include<conio.h>
void binary(int a)
//member function for conversion
{  int I,b[5];  //integer array 6
 for(i=3;i>=1;i--)
 {    b[i]=a%2;
      a=a/2;
  }
  for(i=1;i<=3;i++)
      cout<<b[i];
}
void main()
{  int n,x,y;
 clrscr( );
 cout<<"Enter a two digit octal number: ";
 cin>>n;
 x=n/10;
 y=n%10;
 binary(x);
 binary(y);
```

```
 getch( );
}
```

IMPORTANT HEADER FILES & ITS FUNCTIONS

ctype.h (Character functions)
isalnum( ), isalpha( ), isdigit( ), islower( ), isupper( ), tolower( ), toupper( )

string.h (Generally starts with str)
strcat( ), strcmp( ), strcpy( ), strlent( ), strchr( ), stricmp( ), strlwr( ), strew( ), strupr( )

iomanip.h
setw( ), setprecision( ), endl, flush( ).

Stdlib.h
abs( ), labs( ), free( ), random( ), atof( ), atoi( ), atol( ),strtol( ), strtod( ), calloc( ),malloc(), realloc( )

iostream.h
(cout,cin – these are streams available in iostream.h)
get( ) getline( ) read( ) write( ) put( )
open( ) close( ) flush( )
seekg( ) seekp( ) tellg( ) tellp( )
bad( ) eof( ) fail( ) good( ) clear( )

stdio.h (Many of the functions starting with f)
printf( ) scanf( )
fflush( ) fgetc( ) fgetchar( ) fgets( ) fopen( ) fprintf( ) fputc( ) fputchar( )
fputs( ) fread( ) freopen( ) fscanf( ) fseek( ) fsetpos( )
fwrite( ) ftell( )
fwrite( ) getc( ) getchar( ) gets( ) getw( ) putc( )
putchar( ) puts( ) putw( )
remove( ) rename( )

conio.h
clrscr( ) getch( ) gotoxy( ) cprintf( )

dos.h
sound( ) nosound( ) delay( )

process.h
exit(0)

math.h
acos( ) acosl( ), etc, etc div( ) exp( ) ceil( ) ceill( )
fabs( ) floor( ) fmod( ) log( ) pow( ) modf( ) poly( )
sqrt( )

2.OBJECT ORIENTED PROGRAMMING & 3. FUNCTION OVERLOADING

2017 CBSE Model Paper:

2.a) What do you understand by Function overloading or Functional polymorphism? Explain with suitable example.2

A) It is a method of using the same function or method to work using different sets of input. Function overloading is one of the example of polymorphism, where more than one function carrying same name behave differently with different set of parameters passed to them.

```
void show()
{  cout<<"\n Hello World!";
}
void show(char na[])
{   cout<<"\n Hello World! Its "<<na;
}
```

2016

2.A) Write any four important characteristics of Object Oriented Programming? Give example of any one of the characteristics using C++. 2

A)

Encapsulation
- Data Hiding
- Polymorphism
- Inheritance

Example of Encapsulation:

```
class student
{
int rno;
char name[20];
public:
void input()
{
cin>>rno;
gets(name);
}
void output()
{
cout<<rno<<" "<<name<<endl;
}
};
```

The data members and member functions are wrapped up together(encapsulated) into a single unit called class.

2014 Outside Delhi:

2.a) What is function overloading? Write an example using C++ to illustrate the concept of function overloading. 2

2010 Delhi:

2. (a) What do you understand by Polymorphism? Also, give an example in C++ to illustrate the same. 2

Ans. The process of using an -operator or a function in different ways for different set of inputs given is known- as polymorphism. Function overloading is- an example of polymorphism, where the functions having same name with different set of parameters perform different operations.

Example:

```
void Disp ( ) //Function 1
{       cout<<"Hello"<<endl;
}
void Disp(int N) //Function 2
{       for(int I=1;I<=N;I++)
        cout<<I<<endl;
}
void Disp (int N,int M) //Function 3
{       for (int I=N;I<=M; I++)
        cout<<N<<"x"<<I<<"="<<N*I<<endl;
}
void main ( )
{ int x=5, y=10;
  Disp(x);  //Function 2 called-Prints numbers from 1 to 5
  Disp(x,y) ; //Function 3 called- Prints from multiples of 5
                //ranging from 5 to 10
  Disp () ; //Function 1 called- Prints Hello
}
```

2010 Outside Delhi:

2. (a) What do you understand by Data Encapsulation and Data Hiding ?' Also, give an example in C++ to illustrate both. 2

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

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

```
class Computer
{       char CPU[lO] ;int RNM; //Data Hiding
public:                         //Data Encapeulation
        void STOCK();
       void SHOW();
};
```

2009 Outside Delhi:

2. (a) What is function overloading? Give an example in C++ to illustrate function overloading. 2

Ans Function overloading is an example of polymorphism, where the functions having same name with different set of parameters perform different operations. **OR**

When a function is having more than one definition and differentiable by the number/type of parameters is known as function overloading

Example:

```
void Disp() //Function 1
{       cout<<"Hello"<<endl;
}
void Disp(int N) // Function 2
{       for (int I=1;I<=N;I++)
        cout<<I<<end1;
}
void main ()
{       int x=5;
        Disp(x);//call for Function 2 - Prints
        //numbers from 1 to 5
        Disp(); //call for Function 1 - Prints Hello
}
```

2005 Delhi:

2.a) Define the term Data Hiding in the context of Object Oriented Programming. Give a suitable example using a C++code to illustrate the same. **2**

Ans: A class groups its members into three sections: private, protected and public. The private and protected members remain hidden from outside world. Thus through private and protected members, a class enforces data – hiding. (The outside world is given only the essential and necessary information through public members, rest of the things remain hidden, which is nothing but abstraction. The act of representing only essential features without including background details is known as abstraction.)

```
Eg: class ABC
    {       private:    int a,b;
            protected: int c,d;
            public:     int e,f;
                        void disp( )
                        {  ----
                           ----
                        }
                        -----
    }
```

In the above class public members(ie e,f and disp( )) only will be available to outside the class.. The other private members (a,b), protected members (c,d) will not be available to outside the class. This concept is called data hiding.

2005 Outside Delhi:

2.a) Define the term Data Encapsulation in the context of Object Oriented Programming. Give a suitable example using a C++ code to illustrate the same. 2

Ans: Encapsulation is wrapping up of characteristics and behavior into one unit. While implementing encapsulation, following things are taken care:

a) Anything that an object does not know or cannot do is excluded from the objects.

b)Encapsulation is used to hide unimportant implementation details from other objects.

c)Packaging an object's variables within the protective custody of its methods is called encapsulation and this task is accomplished through classes. Ie the data and associated functions are wrapped up in one unit called class.

A class binds together data and its associated functions under one unit thereby enforcing encapsulation.

```
Eg:class Rectangle
  {   private: float len,bre,area;
     public:  void readData( )
      { cout<<"\nEnter the length and
              breadth..";
       cin>>len>>bre;
      }
      void calculate( )
      {     area=len*bre;
      }
      void display( )
      {  cout<<"\nThe area of the rectangle =
            "<<area;
      }
   };
```

Eg: Here in the above class the data members ie len,bre,area and the member functions ie readData( ), calculate( ), display( ) are bind together in a class named as Rectangle. Ie The member functions can access any data member in the class.

Benefits with encapsulation:

(i) Modularity.

(ii) Information hiding.

2004:

1.a) What is polymorphism? Give an example in C ++ to show its implementation in C++.

Ans: Polymorphism is the attribute that allows one interface to be used with different situation.C++ implements polymorphism through virtual functions, through overloaded functions and overloaded operators.

A virtual function is used to specify the interface in abstract class, but its implementation details are made available by the concrete class(es).

An overloaded function refers to a function having (one name and) more than one distinct meanings.

Similarly, when two or more distinct meanings are defined for an operator, it is said to be an 'overloaded operator'. It is the compiler's job to select the specific action as it applies to each situation.

Eg: The program in the next answer.

2003:

2.a) What do you understand by function overloading? Give an example illustrating its use in a c++ program.

Ans: A function name having several definitions that are differentiable by the number or types of their arguments, is known as an overloaded function and this process is known as function overloading.

Function overloading not only implements polymorphism but also reduces number of comparisons in a program and thereby makes the program run faster.

Example program illustrating function overloading:

```
//Program to find out area of a circle or area of //rectangle
using function overloading.
 #include<iostream.h>
 #include<conio.h>
void area(float r)
{ cout<<"\nThe area of the circle ="<<3.1415*r*r;
 }
void area(float l,float b)
{    cout<<"\nThe area of the rectangle = "<<l*b;
 }
void main( )
{  float rad,len,bre;
   int n;
   clrscr( );
   cout<<"\n1. Area of a Circle…";
   cout<<"\n2. Area of a Rectangle…";
   cout<<"\n\nEnter your choice: ";
   cin>>n;
```

Object Oriented Programming	Procedural Programming
• Emphasis on Data	• Emphasis on doing things (functions)
• Follows Bottom-Up approach in program design	• Follows Top-down approach in program design
• Data hiding feature prevents accidental change in data	• Presence of Global variables increase chances of accidental change in data
• Features like data encapsulation, polymorphism, inheritance are present	• Such features are not available

```
   switch(n)
   {case 1:  cout<<"\nEnter the radius: ";
             cin>>rad;
             area(rad);
             break;
    case 2:  cout<<"\nEnter the length
                   and breadth: ";
             cin>>len>>bre;
             area(len,bre);
             break;
    default:  cout<<"\nYou have to enter
                   either 1 or 2";
   } //end of switch
   getch( );
}
```

2000:

1.a) Illustrate the concept of function overloading with the help of an example. 1

Ans: The above answer.

1998:

1.a) Define the following terms:

(i) Inheritance (ii)Encapsulation.

Ans:a) Inheritance: The capability of one class to inherit properties from another class is called as inheritance.The class inheritance, lets you generate a model that is closer to the real world. The class inheritance lets you derive new classes (derived class) from old ones (base class), with the derived class inheriting the properties, including the methods of the old class.

Uses of Inheritance:

i)Capability to express the inheritance relationship which ensures the closeness with the real world models.

ii) Reusability.

iii)Transitive nature of inheritance.

b) Encapsulation: The wrapping up of data and functions into a single unit (class) is called as encapsulation.

Model Paper 1 for 2008-09 Batch:

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();
};
```

Data Hiding

Data Encapsulation

Model Paper 2 for 2008-09 Batch:

1. (a) What is the difference between Object Oriented Programming and Procedural Programming? **2**

Answer:

2.(a) What do you understand by Polymorphism? Give a suitable example of the same. 2

Answer: Polymorphism: It is a method of using the same operator or function (method) to work using different sets of input. Function overloading is one of the example of polymorphism, where more than one function carrying same name behave differently with different set of parameters passed to them.

```
void Display()
{       cout<<"Hello!"<<endl;
}
void Display(int N)
{       cout<<2*N+5<<endl;
}
```

Sample Paper 1 for 2009-10 Batch:

2.a) What do you understand by Data Encapsulation and Data Hiding? Also, give a suitable C++ code to illustrate both. 2

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

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

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

Sample Paper for 2009-10 Batch:

2.a) What do you understand by Polymorphism? Give a suitable example of the same. 2

Ans) Polymorphism: It is a method of using the same operator or function (method) to work using different set of inputs. Function overloading is one of the examples of polymor-phism, where more than one function carrying same name behave differently with different set of parameters passed to them.

```
void Display()
{
        cout<<"Hello!"<<endl;
}
void Display(int N)
{
        cout<<2*N+5<<endl;
}
```

Important Questions from old questions

1. What do you understand by Polymorphism? Also, give an example in C++ to illustrate the same.
2. What is function overloading? Give an example in C++ to illustrate function overloading.
3. Define the term Data Hiding in the context of Object Oriented Programming. Give a suitable example using a C++code to illustrate the same
4. What do you understand by Data Encapsulation and Data Hiding ?' Also, give an example in C++ to illustrate both.

XII COMPUTER
4. CLASSES, 5.CONSTRUCTORS & 6.INHERITANCE
MODEL WISE QUESTION & ANSWERS

MODEL 1: Define a class 4 Marks

1.Define a class DanceAcademy in C++ with following description: (2017 MP)
Private Members
- Enrollno of type int
- Name of type string
- Style of type string
- Fee of type float
- A member function chkfee( ) to assign the value of fee variable according to the style entered by the user according to the criteria as given below:

Style	Fee
Classical	10000
Western	8000
Freestyle	11000

Public Members:
*A function enrollment() to allow users to enter values for Enrollno,Name, Style and call function chkfee()to assign value of fee variable according to the Style entered by the user.
*A function display() to allow users to view the details of all the data members.
Ans)
```
class DanceAcademy
{
int Enrollno;
char Name[20];
char Style[20];
float Fee;
void chkfee()
{
if(strcmpi(Style, "Classical")==0)
        Fee=10000;
else if(strcmpi(Style, "Western")==0)
        Fee=8000;
else if(strcmpi(Style, "Freestyle")==0)
        Fee=11000;
}
public:
void enrollment()
{
cout<<"Please enter Enrollno,Name,Style";
cin>>Enrollno;
gets(Name);
gets(Style);
chkfee();
}
void display()
{
cout<<"\n Entered Enrollno, Name, Style and Fee is:
"<<Enrollno<<"\t"<<Name<<"\t"<<Style<<"\t"<<Fee;
}
};
```
2) Write the definition of a class CITY in C++ with following description: (2016)
Private Members
Ccode //Data member for City Code (an integer)
CName //Data member for City Name (a string)
Pop //Data member for Population (a long int)
KM //Data member for Area Coverage (a float)
Density//Data member for Population Density (a float)
DenCal()//A member function to calculate Density as Pop/KM
Public Members
Record() //A function to allow user to enter values of //Acode,Name,Pop,KM and call DenCal() function
View() //A function to display all the data members //also display a message "Highly Populated City" //if the Density is more than 10000
Ans)
```
class CITY
{
int Ccode;
char CName[20];
long int Pop;
float KM;
float Density;
void DenCal();
public:
void Record();
void View();
};
void CITY::Record()
{
cin>>Ccode;
gets(CName); // OR cin>>CName;
cin>>Pop;
cin>>KM;
DenCal( );
}
void CITY::View()
{
cout<<Ccode<<CName<<Pop<<KM<<Density; //Ignore endl
if(Density>10000)
cout<<"Highly Populated City"; //Ignore endl
}
void CITY::DenCal()
{
Density= Pop/KM;
}
```
3) Write the definition of a class Photo in C++ with following description: (2015)
Private Members
Pno //Data member for Photo Number (an integer)
Category //Data member for Photo Category (a string)
Exhibit //Data member for Exhibition Gallery (a string)
FixExhibit// A member function to assign Exhibition //Gallery as per Category as shown in the following table

Category	Exhibit
Antique	Zaveri
Modern	Johnsen
Classic	Terenida

Public Members
Register()//A function to allow user to enter values //Pno,Category and call FixExhibit( )function
ViewAll()//A function to display all the data members
Ans)
```
class Photo
{
int Pno;
char Category[20];
char Exhibit[20];
void FixExhibit();
public:
void Register();
void ViewAll();
```

```
};
void Photo::FixExhibit()
{
if(strcmpi(Category,"Antique")==0)
      strcpy(Exhibit,"Zaveri");
else if(strcmpi(Category,"Modern")==0)
      strcpy(Exhibit,"Johnsen");
else if strcmpi(Category,"Classic")==0)
      strcpy(Exhibit,"Terenida");
}
void Photo::Register()
{
cin>>Pno;
gets(Category);
FixExhibit();
}
void Photo:: ViewAll()
{
cout<<Pno<<Category<<Exhibit<<endl;
}
```

4) Define a class Tourist in C++ with the following specification: (2014)

Data members:

- CNO – to store Cab no
- CType – to store a character 'A','B' or 'C' as City type
- PerKM – to store per kilometer charges
- Distance – to store distance travelled (in km)

Member functions:

- A constructor function to initialize CType as 'A' and CNo as '0000'
- A function CityCharges( ) to assign PerKM as per the following table.

Type	PKM
A	20
B	18
C	15

- A function RegisterCab( ) to allow administration to enter the values for CNo and CType. Also, this function should call CityCharges( ) to assign PerKM Charges.
- A function Display( ) to allow user to enter the value of Distance and display CNo, CType, PerKM, PerKM*Distance(as Amount) on screen.

Answer:

```
class Tourist
{  int CNo;
   char CType;
   int PerKM;
   int Distance;
public:
 Tourist( )
 {
  CType='A';
  CNo=0;
 }
 void CityCharges( )
 {
  if(CType=='A')
      PerKM=20;
 else if(CType=='B')
      PerKM=18;
 else if(CType=='C')
     PerKM=15;
}
void RegisterCab( )
{
 cout<<"Enter the CabNo";
cin>>CNo;
cout<<"Enter Cab Type";
cin>>CType;
cityCharges( );
}
void Display( )
{
cout<<"Enter the distance";
cin>>Distance;
cout<<"Cab No is: "<<CNo<<endl;
cout<<"Cab Type is : "<<CType<<endl;
cout<<"Per Kilometer charges is :"<<PerKM<<endl;
cout<<"Amount is: "<<PerKM*Distance;
}
};
```

5) Define a class Bus in C++ with the following specifications: (2013)

Date Members:

- Busno – to store Bus No
- From – to store Place name of origin
- To – to store place name of destination
- Type – to store Bus Type such as 'O' for ordinary
- Distance – to store the Distance in Kilometers
- Fare – to store the Bus Fare

Member Functions:

- A constructor function to initialize Type as 'O' and Fare as 500
- A function CalcFare( ) to calculate Fare as per the following criteria:

  TYPE FARE
  'O' 15*Distance
  'E' 20*Distance
  'L' 24*Distance
- A function Allocate( ) to allow user to enter values for Busno, From, To, Type and Distance. Also, this function should call CalcFare( ) to calculate Fare.
- A function Show( ) to display the content of all the data members on screen.

Answer:

```
#include<iostream.h>
#include<conio.h>
class Bus
{
  private:
   char From[20],To[20];
   int fare,busno,distance;
char Type;
public:
Bus( );//Constructor
~Bus( );//Destructor
 int CalcFare( );
void Allocate( );
void Show( );
};
Bus::Bus( )
{
  Fare=500;
 Type='O';
}
void Bus::Allocate( )
{
cout<<"Enter the Bus no: ";
cin>>busno;
cout<<"From: ";
cin>>From;
cout<<"To: ";
cin>>To;
cout<<"Enter the Type: ";
```

```
cin>>Type;
cout<<"Enter the distance: ";
cin>>distance;
CalcFare( );
}
int Bus::CalcFare( )
{
 if(Type=='O')
 {    fare=15*distance;
 }
else if(Type=='E')
{
     fare=20*distance;
}
else if(Type=='L')
{
    fare=24*distance;
}
else
   cout<<Wrong Type";
return fare;
}
void Bus::Show( )
{
 cout<<"Bus no: "<<busno<<endl;
cout<<"From: "<<From<<endl;
cout<<"To: "<<To<<endl;
cout<<"Type: "<<Type<<endl;
cout<<"Distance: "<<distance<<endl;
cout<<"Total Fare: "<<fare<<endl;
}
Bus::~Bus( )
{
  cout<<"Bus Object is Deleted";
}
```

(6) Define a class RESTRA in C++ with following description : 2012

Private Members

- FoodCode of type int
- Food of type string
- FType of type string
- Sticker of type string

A member function GetSticker () to assign the following value for Sticker as per the given FType:

FType	Sticker
Vegetarian	GREEN
Contains Egg	YELLOW
Non-Vegetarian	RED

Public Members

- A function GetFood () to allow user to enter values for FoodCode.

Food, FType and call function GetSticker() to assign Sticker.

- A function ShowFood() to allow user to view the content of all the data members.

Ans

```
class RESTRA
{
int FoodCode;
char Food[20], FType [20],Sticker[20];
void GetSticker () ;
public:
void GetFood () ;
void ShowFood () ;
} ;
void RESTRA::GetSticker() {
if (strcmp (FType, "Vegetarian") ==0)
       strcpy (Sticker,"GREEN") ;
else if (strcmp (FType,"Contains Egg")==O)
       strcpy (Sticker, "YELLOW") ;
else if (strcmp (FType,'Non-Vegetarian")==O)
      strcpy(Sticker,"RED");
}
void RESTRA::GetFood()
{
cin>>FoodCode;
gets (Food);
gets (FType) ;
GetSticker () ;
}
void RESTRA::ShowFood ()
{
cout<<FoodCode<<":"<<Food<<FType<<":"<<Sticker<<endl;
}
```

7) Define a class Applicant in C++ with following description: (2011)

Private Members

_ A data member ANo (Admission Number) of type long
_ A data member Name of type string
_ A data member Agg (Aggregate Marks) of type float
_ A data member Grade of type char
_ A member function GradeMe() to find the Grade as per the Aggregate Marks obtained by a student. Equivalent Aggregate Marks range and the respective Grades are shown as follows:

Aggregate Marks	Grade
>=80	A
less than 80 and >=65	B
less than 65 and >=50	C
less than 50	D

Public Members

_ A function ENTER() to allow user to enter values for ANo, Name, Agg & call function GradeMe() to find the Grade.
_ A function_RESULT( ) to allow user to view the content of all the data Members

A)

```
class Applicant
{
long ANo;
char Name [20] ;
float Agg;
char Grade;
void Grademe ( ) ;
public:
void Enter ( ) ;
void Result ( ) ;
} ;
void Applicant: :GradeMe( )
{
if (Agg>=80)
     Grade=' A' ;
else if(Agg>=65)
     Grade=' B' ;
else if(Agg>=50)
     Grade=' C' ;
else
     Grade=' D' ;
}
void Applicant: :Enter ( )
{
cin>>ANo;
```

```
gets (Name) ;
cin>>Agg;
GradeMe() ;
}
void Applicant: :Result ( )
{
cout<<ANo<<Name<<Agg<<Grade<<end1;
}
```

8) Define a class ITEM in C++ with following description: (2010D)

Private Members

_ Code of type integer (Item Code)
_ Iname of type string (Item Name)
_ Price of type float (Price of each item)
_ Qty of type integer (Quantity of item in stock)
_ Offer of type float (Offer percentage on the item)
_ A member function GetOffer() to calculate Offer percentage as per the following rule:
If Qty<=50 Offer is 0
If 50<Qty<=100 Offer is 5
If Qty>100 Offer is 10

Public Members

_ A function GetStock() to allow user to enter values for Code, Iname, Price, Qty and call function GetOffer() to calculate the offer
_ A function ShowItem() to allow user to view the content of all the data members

Ans.

```
class ITEM
{
        int Code;
        char Iname [20] ;
        float Price;
        int Qty;
        float Offer;
        void GetOffer() ;
    public:
        void GetStock ()
        {
        cin>>Code;
        gets (Iname) ;
        // OR cin.getline (Iname, 80) ; OR cin>>Iname;
        cin>>Price>>Qty;
        GetOffer() ;
}
void ShowItern ( )
{
        cout<<Code<<Iname<<Price<<Qty<<Offer;
};
void ITEM: : GetOffer ()
{
        if (Qty<=50)
                Offer = 0;
        else if (Qty <=100)
                Offer = 5; / /OR Offer = 0.05;
        else
                Offer = 10; / /OR Offer = 0.1;
}
```

9) Define a class STOCK in C++ with following description: (2010 OD)

Private Members

_ ICode of type integer (Item Code)
_ Item of type string (Item Name)
_ Price of type float (Price of each item)
_ Qty of type integer (Quantity in stock)
_ Discount of type float (Discount percentage on the item)
_ A member function FindDisc() to calculate discount as per the following rule:
If Qty<=50 Discount is 0
If 50<Qty<=100 Discount is 5
If Qty>100 Discount is 10

Public Members

_ A function Buy() to allow user to enter values for ICode, Item, Price, Qty and call function FindDisc() to calculate the Discount.
_ A function ShowAll() to allow user to view the content of all the data members.

Ans.

```
class STOCK
{       int ICode,Qty;
        char Item[20];
        float Price,Discount;
        void FindDisc();
    public:
        void Buy();
        void ShowAll();
} ;
void STOCK::Buy()
{       cin>>ICode;
        gets(Item);
        cin>>Price;
        cin»Qty;
        FindDisc();
}
void STOCK::FindDisc()
{       if (Qty<=50)
                Discount=0;
        else if (Qty<=100)
                Discount=5; // =0.05;
        Else
                Discount=10; // =0.1;
}
void STOCK::ShowAll()
{
cout<<ICode<<'\t'<<Item<<'\t'<<Price<<'\t'<<Qty
        <<'\t'<<Discount<<endl;
}
```

10) Define a class RESORT in C++ with following description: **(2009D)**

Private Members

_ Rno *//Data* member to store Room No
_ Name *//Data* member to store customer name
_ Charges *//Data* member to store per day charges
_ Days *//Data* member to store number of days of stay
_ COMPUTE( ) *//*A function to calculate' and return Amount as Days*Charges and if the value of Days*Charges is more than 11000
then as 1.02*Days*Charges

Public Members

_ Getinfo ( ) *//A* function to enter the content
Rno, Name ,*Charges* and Days
_ Dispinfo ( ) *//A* function to display Rno, Name, Charges,*Days* and Amount (Amount to be displayed by *calling* function COMPUTE ( ))

Ans

```
class RESORT
{       int Rno;
        char Name [20];
        float Charges;
        int Days;
        float COMPUTE();
      public:
        void Getinfo() ;
        void Dispinfo();
};
void RESORT::Getinfo()
{       cin>>Rno;
```

```
        gets (Name);
        cin>>Charges;
        cin>>Days;
}
void RESORT::Dispinfo()
{
cout<<Rno<<" "<<Name<<" "<<Charges<<"
            "<<Days<< COMPUTE()<<endl;
}
float RESORT::COMPUTE(}
{
        float Amount = Charges*Days;
        if (Amount>11000)
            Amount = 1.02*Days*Charges;
        return Amount;
}
```

11) Define a class HOTEL in C++ with the following description: **(2009 OD)**

Private Members:

_ Rno //Data member to store *Room* No
_ Name //Data member to store customer name
_ Tariff //Data member to store per day charges
_ NOD //Data member to store number of days of stay
_ CALC( ) /*A function to calculate and return Amount as NOD*Tariff and if the value of NOD*Tariff is more than 10000 then as
1.05*NOD*Tariff */

Public Members

_ Checkin ( ) / / A function to enter the content Rno, Name, Tariff and NOD
_ Checkout( ) / / A function to display Rno, Name, Tariff,NOD and Amount (Amount to be displayed by calling function CALC( ))

Ans

```
class HOTEL
{       int Rno;
        char Name[20];
        float Tariff;
        int NOD;
        float CALC() ;
  public:
        void Checkin() ;
        void Checkout() ;
} ;
float HOTEL::CALC()
{   float Amount = Tariff*NOD;
        if (Amount>10000)
                Amount = 1.05*NOD*Tariff;
        return Amount;
}
void HOTEL::Checkin()
{
        cin>>Rno;
        gets (Name);
        cin>>Tariff;
        cin>>NOD;
}
void HOTEL::Checkout()
{
      cout<<Rno<<" "<<Name<<" "<<Tariff<<"
                        "<<NOD<<CALC ()<<endl;
}
```

12) Define a class named ADMISSION in C++ with the following descriptions: (2006D)

Private Members:

AD_NO integer(Ranges 10 – 2000)
NAME Array of characters(String)
CLASS Character
FEES Float

Public Members:

Function Read_Data( ) to read an object of ADMISSION type. Function Display( ) to display the details of an object. Function Draw-Nos.( ) to choose 2 students randomly. And display the details. Use random function to generate admission nos. to match with AD_NO.

Ans:

```
class ADMISSION
{   int AD_NO;
  char NAME[31];
  char CLASS;
  float FEES;
public:
  void Read_Data( )
  { cout<<"\nEnter the Admission Number: ";
   cin>>AD_NO;
   cout<<"\nEnter the Student Name: ";
   gets(NAME);
   cout<<"\nEnter the Class: ";
   cin>>CLASS;
   cout<<"\nEnter the Fees: ";
   cin>>FEES;
  }
  void Display()
  { cout<<"\nThe Admission Number of the
          student: "<<AD_NO;
   cout<<"\nThe name of the Student: "
          <<NAME;
   cout<<"\nThe Class of the Student:"
          <<CLASS;
   cout<<"\nThe Fees of the Student: "
          <<FEES;
  }
  void Draw_Nos();
};
void ADMISSION::Draw_Nos( )
{    //Dear Students, a test for you.  Complete this member
function.

}
```

13) Define a class named HOUSING in C++ with the following descriptions: (2006 OD)

Private Members:

REG_NO integer(Ranges 10-1000)
NAME Array of characters(String)
TYPE Character
COST Float

Public Members:

Function Read_Data( ) to rread an object of HOUSING type. Function Display( ) to display the details of an object. Function Draw_Nos( ) to choose and display the details of 2 houses selected randomly from an array of 10 objects of type HOUSING. Use random function to generate the registration nos. to match with REG_NO from the array.

Ans:

```
class HOUSING
{  int REG_NO;
  char NAME[31];
  char TYPE;
  float COST;
public:
  void Read_Data( )
  { cout<<"\nEnter the House Registration
          Number: ";
   cin>>REG_NO;
   cout<<"\nEnter the House Name: ";
   gets(NAME);
```

```
    cout<<"\nEnter the House Type: ";
    cin>>TYPE;
    cout<<"\nEnter the House Cost: ";
    cin>>COST;
   }
   void Display()
   { cout<<"\nThe Registration Number of the
            House: "<<REG_NO;
    cout<<"\nThe name of the House: "
            <<NAME;
    cout<<"\nThe Type of the House: "<<TYPE;
    cout<<"\nThe Cost of the House: "<<COST;
   }
   void Draw_Nos();
};
void HOUSING::Draw_Nos( )
{ //Dear Students, a test for you.  Complete this member function.

}
```

14) Declare a class myfolder with the following specifications: (2004)

Private members of the class:

Filenames an array of strig of size[10][25]
(to represent all the names of files inside myfolder)
Availspace long
(to represent total number of bytes available in myfolder)
Usedspace long
(to represent total number of bytes used in myfolder)

Public members of the class:

Newfileentry() : A function to accept values of Filenames, Availspace and Usedspace from user.
Retavailspace(): A function that returns the value of total kilobytes available
(1 kilobyte=1024 bytes)
Showfiles( ): A function that displays the names of all the files in myfolder

Ans:

```
class myfolder
{  char Filenames[10][25];
  long Availspace;
  long Usedspace;
public:
  void Newfileentry( )
  {
      cout<<"\nEnter any 10 file names: ";
      for(int i=0;i<=9;i++)
     {cout<<"\nEnter the "<<i+1<<" file name: ";
      gets(Filenames[i]);
      }
cout<<"\nEnter the Available Space (In
                Kilobytes): ";
 cin>>Availspace;
 cout<<"\nEnter the Used Space (In
               Kilobytes): ";
cin>>Usedspace;
  }
  long RetavailSpace( )
  {     ret Availspace;
  }
  void Showfiles( )
  {  cout<<"\nThe names of the files in
              myfolder object....";
    for(i=0;i<=9;i++)
      {     puts(Filenames[i]);
            cout<<endl;
      }
  }
```

15) Define a class Student for the following specifications. (2002)

Private members of the Student are:

roll_no integer
name array of characters of size 20
class_st array of characters of size 8
marks array of integers of size 5
Percentage float
Calculate( ) that calculates overall percentage marks and returns the percentage

Public Members of the Student are:

Readmarks reads mark and invoke the calculate function
Displaymarks prints the data.

Ans:

```
class Student
{   int roll_no;
    char name[20];
    char class_st[8];
    int marks[5];
    float percentage;
    float calculate( )
    { percentage=(marks[0]+marks[1]+marks[2]+
         marks[3]+marks[4])/5;
      return percentage;
    }
  public:
    void Readmarks( )
    { cout<<"\nEnter any 5 subject marks;
      cin>>marks[0]>>marks[1]>>marks[2]>>
                marks[3]>>marks[4];
      calculate( );
     }
     void Displaymarks( )
     { cout<<"\nThe Roll Number of the
                Student: "<<roll_no;
      cout<<"\nThe Name of the Student:"
                <<name;
      cout<<"\nThe class of the Student:  "
                <<class_st;
       cout<<"\n5 subject marks of the
                student…\n";
      cout<<marks[0]<<"\t"<<marks[1]<<"\t"<<
                marks[2]<<"\t";
      cout<<marks[3]<<"\t"<<marks[4]<<"\n";
      cout<<"Percentage ="<<percentage;
     }
   };
```

16) Declare a class to represent bank account of 10 customers with the following data members. Name of the depositor, account number, type of account (S for Savings and C for Current), Balance amount. The class also contains member functions to do the following: (2001)

(i)To initialize data members.
(ii) To deposit money
(iii)To withdraw money after checking the balance (minimum balance is Rs.1000)
(iv) To display the data members.
[Note:You are also required to give detailed function definitions.]

```
class Bank
{       char name[15];
       int acc_no;
       char acc_type;
       float bal_amount;
   public:
       void readData( )
       {    cout<<"\nEnter the name: ";
            gets(name);
```

```
        cout<<"\nEnter the account number: ";
        cin>>acc_no;
        cout<<"\nEnter the account type: ";
        cin>>acc_type;
        cout<<"\nEnter the amount to deposit: ";
        cin>>bal_amount;
    }
    void deposit( )
    { float deposit;
     cout<<"\nEnter your account number: ";
     cin>>acc_no;
     cout<<"\nEnter the amount to deposit: ";
     cin>>deposit;
     bal_amount=bal_amount + deposit;
    }
    void withdraw( )
    {  float w_amount;
      cout<<"\nEnter your account number: ";
       cin>>acc_no;
       cout<<"\nEnter amount to withdraw";
       cin>>w_amount;
       if((bal_amount-w_amount)<1000)
           cout<<"\nWithdraw is not possible";
       else
       {  bal_amount=bal_amount-w_amount;
          cout<<"\nThe balance is
                 "<<bal_amount-w_amount;
       }
    }
    void display( )
    {   cout<<"\nName of the depositor: "
             <<name;
       cout<<"\nAccount Number: "<<acc_no;
       cout<<"\nAccount Type: "<<acc_type;
       cout<<"\nThe balance amount is
            "<<bal_amount;
    }
};
```

17) Define a class worker with the following specification. (2000)

Private member of class worker:

wname	25characters
hrwrk,wgrate	float (hours worked and wagerate per hour)
totwage	float(hrwrk*wgrate)
cakcwg()	A function to find hrwrk*wgrate with float return type

Public members of class worker:

In_data( ): A function to accept values for wno, wname, hrrwrk, wgrate and invoke calcwg( ) to calculate totpay.

Out_data( ): A function to display all the data members on the screen you should give definitions of functions.

```
class worker
{    char wname[25];
     float hrwrk,wgrate;
     float totwage;
     float cakcwg( )
     {   return hrwrk*wgrate;
     }
public:
    void In_data( )
    {  cout<<"\nEnter Worker number,name,
            hours worked and wage rate";
       cin>>wno;
       gets(wname);
       cin>>hrwrk>>wgrate;
       calcwg( );
    }
 void Out_data( )
 { cout<<"\nThe Worker Number: "<<wno;
  cout<<"\nThe Name of the worker:
            "<<wname;
  cout<<"\nNumber of hours worked by the
            worker: "<<hrwrk;
  cout<<"\nThe Wage Rate of the Worker:
           "<<wgrate;
  cout<<"\nThe total wages of the worker:
          "<<totwage;
 }
```

18) Define a class Teacher with the following class specification: (1999)

Private members:

Name	20 characters
Subject	10 characters
Basic, DA, HRA	float
Salary	float
Calculate( )	function computes the salary and returns it. Salary is sum of Basic, DA and HRA

Public members:

ReadData( ): Function accepts the data values and invoke the calculate function.

DisplayData( ):Function prints the data on the screen.

```
class Teacher
{    char Name[20];
     char subject[10];
     float Basic,DA,HRA,Salary;
     float Calculate( )
     {      Salary=Basic+DA+HRA;
            return Salary;
     }
     public:
     void ReadData( )
     {    cout<<"\nEnter Basic, Dearness
                  Allowance and "
          cout<<" House Rent Allowance: ";
          cin>>Basic>>DA>>HRA;
          Calculate();
     }
     void DisplayData( )
     {     cout<<"\nThe Basic : "<<Basic;
           cout<<"\nThe Dearness
                    Allowance: "<<DA;
          cout<<"\nThe House Rent
                    Allowance: "<<HRA;
          cout<<"\nThe Salary: "<<Salary;
     }
    };
```

19) Define a class student with the following specifications: (1998)

Private members of class student:

Admno	integer
Sname	20 character
English	float
Math	float
Science	float
Total	float
Ctotal( )	A function to calculate English + math + science with float return type

Public member functions of class student:

Takedata( ):Function to accept values for admno,sname, English, math, science and invoke ctotal to calculate total.

Showdata( ):Function to display all the data members on the screen.

```
class student
{    int Admno;
     char Sname[20];
```

```
    float English,Math,Science,Total;
    float Ctotal()
    {   Total=English+math+science;
        return Total;
    }
    public:
    void Takedata()
    {  cout<<"\nEnter the admission
         number,name of the student: ";
       cin>>Admno;
       gets(sname);
       cout<<"\nEnter English, Maths,
                    Science Marks: ";
        cin>>English>>Math>>Science;
        Ctotal( );
    }
    void Showdata( )
    {   cout<<"\nThe admission number of
              the student: "<<Admno;
        cout<<"\nThe name of the student:
                          "<<Sname;
        cout<<"\nEnglish , Maths and
              Science Marks are…";
        cout<<english<<"\t"<<math<<"\t"
                  <<science<<"\n";
        cout<<"\nTotal marks of the
                  student: "<<Total;
};
```

20)Define a class TEST in C++ with following description: (2008-09MP1)

Private Members

a. TestCode of type integer
b. Description of type string
c. NoCandidate of type integer
d. CenterReqd (number of centers required) of type integer
e. 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 DISPTEST() 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;;
}
```

21)Define a class in C++ with following description: (2008-09MP2)

Private Members

*A data member Flight number of type integer
*A data member Destination of type string
*A data member Distance of type float
*A data member Fuel of type float
*A member function CALFUEL() to calculate the value of Fuel as per the following criteria

Distance	Fuel
<=1000	500
more than 1000 and <=2000	1100
more than 2000	2200

Public Members

*A function FEEDINFO() to allow user to enter values for Flight Number, Destination, Distance & call function CALFUEL() to calculate the quantity of Fuel
*A function SHOWINFO() to allow user to view the content of all the data members

Answer:

```
class FLIGHT
{       int Fno;
        char Destination[20];
        float Distance, Fuel;
        void CALFUEL();
public:
        void FEEDINFO();
        void SHOWINFO();
};
void FLIGHT::CALFUEL()
{       if (Distance<1000)
                Fuel=500;
        else
                if (Distance<2000)
                        Fuel=1100;
                else
                        Fuel=2200;
}
void FLIGHT::FEEDINFO()
{cout<<"Flight No   :";cin>>Fno;
cout<<"Destination :";gets(Destination);
cout<<"Distance    :";cin>>Distance;
CALFUEL();
}
void FLIGHT::SHOWINFO()
{
cout<<"Flight No   :"<<Fno<<endl;
cout<<"Destination :"<<Destination<<endl;
cout<<"Distance    :"<<Distance<<endl;;
cout<<"Fuel        :"<<Fuel<<endl;;
}
```

22) Define a class TEST in C++ with following description: (2009-10 MP1)

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 DISPTEST() to allow user to view the content of all the data members

A)

```
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();
}
{   cout<<"Test Code :"<<TestCode<<endl;
    cout<<"Description :"<<Description<<endl;
    cout<<"Number :"<<NoCandidate<<endl;;
    cout<<"Centres :"<<CenterReqd<<endl;;
}
```

23) Define a class in C++ with following description: (2009-10 MP2)

Private Members

• A data member Flight number of type integer
• A data member Destination of type string
• A data member Distance of type float
• A data member Fuel of type float
• A member function CALFUEL() to calculate the value of Fuel as per the following criteria

Distance	Fuel
<=1000	500
more than 1000 and <=2000	1100
more than 2000	2200

Public Members

" A function FEEDINFO() to allow user to enter values for Flight Number,
Destination, Distance & call function CALFUEL() to calculate the quantity of Fuel

" A function SHOWINFO() to allow user to view the content of all the data members

A)

```
class FLIGHT
{           int Fno;
            char Destination[20];
            float Distance, Fuel;
            void CALFUEL();
    public:
            void FEEDINFO();
            void SHOWINFO();
};
void FLIGHT::CALFUEL()
{
            if (Distance<=1000)
                        Fuel=500;
            else
            if (Distance<=2000)
                        Fuel=1100;
            else
            Fuel=2200;
}
void FLIGHT::FEEDINFO()
{
            cout<<"Flight No :";cin>>Fno;
        cout<<"Destination :";gets(Destination);
        cout<<"Distance :";cin>>Distance;
        CALFUEL();
}
void FLIGHT::SHOWINFO()
{
        cout<<"Flight No :"<<Fno<<endl;
        cout<<"Destination :"<<Destination<<endl;
        cout<<"Distance :"<<Distance<<endl;;
        cout<<"Fuel :"<<Fuel<<endl;;
}
```

MODEL 1b: Define a class (Using Constructors) 4 Marks

1)Define a class Garments in c++ with following descriptions. (2008 D)

private members :

GCode of type string
GType of type string
Gsize of type intiger
Gfabric of type istring
Gprice of type float

A function **Assign()** which calculate and the value of GPrice as follows.

For the value of GFabric "COTTON" ,

GType	GPrice(RS)
TROUSER	1300
SHIRT	1100

For GFabric other than "COTTON", the above mentioned GPrice gets reduced by 10%

public members:

A constructor to assign initial values of GCode,GType and GFabric with the a word "NOT ALLOTED"and Gsize and Gprice with 0.

A function Input ()to the values of the data membersGCode, GType,Gsize and GFabric and invoke the Assign() function.

A function Display () which displays the content of all the data members for a garment.

```
#include<iostream.h>
#include<string.h>
#include<conio.h>
#include<stdio.h>
class Garments
{    char GCode[21],GType[21];
     int Gsize;
     char Gfabric[21];
     float Gprice;
     void Assign( )
     {        if(strcmp(strupr(Gfabric),"COTTON")==0)
  { if(strcmp(strupr(GType),"TROUSER")==0)
                        Gprice=1300;
    if(strcmp(strupr(GType),"SHIRT")==0)
                        Gprice=1100;
  }
 else
  {if(strcmp(strupr(GType),"TROUSER")==0)
                        Gprice=1300*0.90;
  if(strcmp(strupr(GType),"SHIRT")==0)
```

```
                    Gprice=1100*0.90;
  }
 }
public:
  Garments( )
  {
    strcpy(GCode,"NOT ALLOTED");
          strcpy(GType,"NOT ALLOTED");
          Gsize=0;
          strcpy(Gfabric,"NOT ALLOTED");
          Gprice=0;
 }
 void Input( )
 {  cout<<"\nEnter the Grament Code: ";
    gets(GCode);
    cout<<"\nEnter the Garment Type: ";
    gets(GType);
    cout<<"\nEnter the Garment Size: ";
    cin>>Gsize;
    cout<<"\nEnter the Garment Fabric: ";
    gets(Gfabric);
    Assign( );
 }
 void display( )
 {  cout<<"\nThe Garment Code: "<<GCode;
    cout<<"\nThe Garment Type: "<<GType;
    cout<<"\nThe Garment Size: "<<Gsize;
    cout<<"\nThe Garment Fabric: "<<Gfabric;
    cout<<"\nThe Garment Price: "<<Gprice;
 }
};
 void main( )
 {  Garments G;
   G.Input( );
   G.display( );
}
```

2) Define a class clothing in c++ with the following descriptions : (2008OD)

private members :

code of type string
type of type string
size of type intiger
material of type string
price of type float

A function **calc_price( )**which calculates and assigns the value of GPrice as follows ;

For the value of material as "COTTON" :

Type	**price (Rs)**
TROUSER	1500.
SHIRT	1200.

for material other than "COTTON", the above mentioned GPprice price gets reduced by 25%

public members :

* A constructor to assign initial values of code ,type and material with the word "NOT ASSIGNED "and size and price with 0.
* A function enter() to input the values of the data members code, type, size and material and invoke the caclPrice () function.
* A function show which displays the content of all the data members for a clothing.

```
#include<iostream.h>
#include<string.h>
#include<conio.h>
#include<stdio.h>
class clothing
{     char Code[21],Type[21];
     int size;
     char material[21];
     float price;
     void calc_price( )
     {       if(strcmp(strupr(material),"COTTON")==0)
 {   if(strcmp(strupr(Type),"TROUSER")==0)
price=1500;
    if(strcmp(strupr(Type),"SHIRT")==0)
                price=1200;
 }
else
  {      if(strcmp(strupr(Type),"TROUSER")==0)
                          price=1500*0.75;
        if(strcmp(strupr(Type),"SHIRT")==0)
                          price=1200*0.75;
   }
 }
public:
  clothing( )
  {   strcpy(Code,"NOT ALLOTED");
     strcpy(Type,"NOT ALLOTED");
     size=0;
     strcpy(material,"NOT ALLOTED");
     price=0;
  }
  void enter( )
  {
     cout<<"\nEnter the Cloth Code: ";
     gets(Code);
     cout<<"\nEnter the Cloth Type: ";
     gets(Type);
     cout<<"\nEnter the Cloth Size: ";
     cin>>size;
    cout<<"\nEnter the cloth material: ";
     gets(material);
     calc_price( );
  }
  void show( )
  {
     cout<<"\nThe Cloth Code: "<<Code;
     cout<<"\nThe Cloth Type: "<<Type;
     cout<<"\nThe Cloth Size: "<<size;
     cout<<"\nThe Cloth Material: "
                          <<material;
     cout<<"\nThe Cloth Price: "<<price;
           }
};
void main( )
{
          clothing C;
          C.enter( );
          C.show( );
}
```

3)Define a class Tour in C++ with the description given below. (2007 D)

Private Members:

TCode of type string
No of Adults of type integer
No of Kids of type integer
Kilometers of type integer
TotalFare of type float

Public Members:

- A constructor to assign initial values as follows:
  TCode with the word "NULL"
  No of Adults as 0
  No of Kids as 0
  Kilometers as 0
  TotalFare as 0
- A function AssignFare() which calculates and assigns the value of the data member Totalfare as follows
  For **each** Adult

Fare (Rs)	*For Kilometers*
500	>=1000
300	<1000 & >=500
200	<500

For **each** Kid the above Fare will be 50% of the Fare mentioned in the above table
For Example:
If Kilometers is 850, Noofadults =2 and NoofKids =3
Then TotalFare should be calculated as
Numof Adults *300+ NoofKids *150
i.e., 2*300+ 3 *150 =1050

- A function EnterTour() to input the values of the data members TCode, NoofAdults, NoofKids and Kilometers ; and invoke the AssignFare() function.
- A function ShowTour() which displays the content of all the data members for a Tour.

Ans:

```
#include<conio.h>
#include<stdio.h>
#include<string.h>
#include<iostream.h>
class Tour
{  char TCode[21];
  int NoofAdults,NoofKids,Kilometres;
  float TotalFare;
 public:
  Tour( )
  { strcpy(TCode,"NULL");
NoofAdults=NoofKids=Kilometres=TotalFare=0;
  }
  void AssignFare( )
  { if(Kilometres>=1000)
 TotalFare=NoofAdults*500+NoofKids*250;
    else if(Kilometres>=500)
 TotalFare=NoofAdults*300+NoofKids*150;
    else
 TotalFare=NoofAdults*200+NoofKids*100;
  }
  void EnterTour( )
  {  cout<<"\nEnter the Tour Code: ";
   gets(TCode);
   cout<<"\nEnter the Number of Adults: ";
   cin>>NoofAdults;
   cout<<"\nEnter the Number of Kids: ";
   cin>>NoofKids;
  cout<<"\nEnter the Number of Kilometres: ";
   cin>>Kilometres;
   AssignFare( );
  }
  void ShowTour( )
  {    cout<<"\nThe Tour Code: "<<TCode;
   cout<<"\nThe Number of Adults:"
                    <<NoofAdults;
   cout<<"\nThe Number of Kids:
                    "<<NoofKids;
   cout<<"\nThe Number of Kilometres: "
                    <<Kilometres;
   cout<<"\n\nThe Total Fare: "<<TotalFare;
  }
 };
 void main( )
 {  clrscr();
   Tour T;
   T.EnterTour( );
   T.ShowTour( );
   getch();
 }
```

4) Define a class Travel in C++ with the description given below : (2007 OD)

Private Members:

T_Code of type string
No_ of_ Adults of type integer
No _of _Children of type integer
Distance of type integer
TotalFare of type float

Public Members:

- A constructor to assign initial values as follows:
  TCode with the word "NULL"
  No _of_ Adults as 0
  No_ of_Children as 0
  Distance as 0
  TotalFare as 0
- A function AssignFare() which calculates and assigns the value of the data member Totalfare as follows
  For **each** Adult

Fare (Rs)	*For Kilometers*
500	>=1000
300	<1000 & >=500
200	<500

For **each** Child the above Fare will be 50% of the Fare mentioned in the above table
For Example:
If Distance is 750, No_of_adults =3 and No_of_Children =2
Then TotalFare should be calculated as
Num_of _Adults *300+ No_of_Children *150
i.e., 3*300+ 2 *150 =1200

- A function EnterTour() to input the values of the data members T_Code, No_of_Adults, No_of_Children and Distance ; and invoke the AssignFare() function.
- A function ShowTravel() which displays the content of all the data members for a Travel.

```
#include<conio.h>
#include<stdio.h>
#include<string.h>
#include<iostream.h>
class Travel
{  char T_Code[21];
   int No_of_Adults,No_of_Children,Distance;
   float TotalFare;
 public:
    Travel( )
    {  strcpy(T_Code,"NULL");
   No_of_Adults=No_of_Children=Distance=
              TotalFare=0;
    }
    void AssignFare( )
    {
 if(Distance>=1000)
      TotalFare=No_of_Adults*500+No_of_Children*250;
 else if(Distance>=500)
      TotalFare=No_of_Adults*300+No_of_Children*150;
 else
      TotalFare=No_of_Adults*200+No_of_Children*100;
     }
    void EnterTravel( )
   {   cout<<"\nEnter the Travel Code: ";
       gets(T_Code);
       cout<<"\nEnter the Number of Adults: ";
       cin>>No_of_Adults;
    cout<<"\nEnter the Number of Children: ";
      cin>>No_of_Children;
```

```
    cout<<"\nEnter the Distance in Kilometres: ";
     cin>>Distance;
     AssignFare( );
    }
  void ShowTravel( )
  { cout<<"\nThe Travel Code: " <<T_Code;
cout<<"\nThe Number of Adults: " <<No_of_Adults;
 cout<<"\nThe Number of Children: "<<No_of_Children;
 cout<<"\nThe Distance in Kilometres: "<<Distance;
 cout<<"\n\nThe Total Fare: "<<TotalFare;
  }
 };
 void main( )
 {
  clrscr();
  Travel T;
  T.EnterTravel( );
  T.ShowTravel( );
  getch();
 }
```

5) Define a class Travelplan in C++ with the following descriptions: (2005 D)

Private Members:

Plancode of type long
Place of type character array(string)
Number_of_travellers of type integer
Number_of_buses of type integer

Public Members:

*A constructer to assign initial values of PlanCode as 1001, Place as "agra",Number_of_travellers as 5,Number_of_buses as 1
* A function NewPlan() which allows user to enter PlanCode, Place and Number_of travelers. Also, assign the value of Number_of_buses as per the following conditions:

Number_of_travellers	Number_of_buses
less than 20	1
Equal to or more than 20 and less than 40	2
Equal to 40 or more than 40	3

* A function ShowPlan() to display the3 content of all the data members on the screen.

Ans:

```
#include<iostream.h>
#include<conio.h>
#include<stdio.h>
#include<string.h>
class TravelPlan
{  long PlanCode;
  char Place[21];
  int Number_of_travellers,Number_of_buses;
 public:
  TravelPlan( )
  {  PlanCode=1001;
    strcpy(Place,"Agra");
    Number_of_travellers=5;
    Number_of_buses=1;
  }
  void NewPlan( )
  {  cout<<"\nEnter the Plan Code: ";
    cin>>PlanCode;
    cout<<"\nEnter the Place to Travel: ";
    gets(Place);
   cout<<"\nEnter the Number of Travellers: ";
    cin>>Number_of_travellers;
    if(Number_of_travellers>=40)
          Number_of_buses=3;
    else if(Number_of_travellers>=20)
          Number_of_buses=2;
    else
          Number_of_buses=1;
  }
  void ShowPlan( )
  {  cout<<"\nThe Plan Code: "<<PlanCode;
    cout<<"\nThe Place of Travel: "<<Place;
    cout<<"\nNumber of Travellers: "
                <<Number_of_travellers;
    cout<<"\nNumber of Buses: "
                <<Number_of_buses;
  }
 };
 void main( )
 {   clrscr( );
    TravelPlan T;
    T.NewPlan( );
    T.ShowPlan( );
    getch();
 }
```

6) Define a class Travel in C++ with the following descriptions: (2005 OD)

Private Members:

Travelcode of type long
Place of type character array(string)
Number_of_travellers of type integer
Number_of_buses of type integer

Public Members:

* A constructer to assign initial values of TravelCode as 201, Place as "Nainital", Number_of_travellers as 10, Number_of_buses as 1
* A function NewTravel() which allows user to enter TravelCode, Place and Number_of travelers. Also, assign the value of Number_of_buses as per the following conditions:

Number_of_travellers	Number_of_buses
less than 20	1
Equal to or more than 20 and less than 40	2
Equal to 40 or more than 40	3

* A function ShowTravel() to display the content of all the data members on the screen.

Ans:

```
#include<iostream.h>
#include<conio.h>
#include<stdio.h>
#include<string.h>
class Travel
{  long TravelCode;
  char Place[21];
  int No_of_travellers,No_of_buses;
 public:
  Travel( )
  {  TravelCode=201;
    strcpy(Place,"Nainital");
    No_of_travellers=5;
    No_of_buses=1;
  }
  void NewTravel( )
  {  cout<<"\nEnter the Travel Code: ";
    cin>>TravelCode;
    cout<<"\nEnter the Place to Travel: ";
    gets(Place);
   cout<<"\nEnter the Number of Travellers: ";
    cin>>No_of_travellers;
    if(No_of_travellers>=40)
          No_of_buses=3;
    else if(No_of_travellers>=20)
          No_of_buses=2;
    else
         No_of_buses=1;
  }
  void ShowTravel( )
```

```
  {  cout<<"\nThe Plan Code: "<<TravelCode;
     cout<<"\nThe Place of Travel: "<<Place;
     cout<<"\nNumber of Travellers: "
           <<No_of_travellers;
     cout<<"\nNumber of Buses: "
           <<No_of_buses;
  }
};
void main( )
{    clrscr( );
     Travel T;
     T.NewTravel( );
     T.ShowTravel( );
     getch();
}
```

7) Define a class Play in C++ with the following specifications: (2003 D)

Private members of class **Play**

*Play code	integer
*Playtime	25 character
*Duration	float
*Noofscenes	integer

Public member function of class Play

*A constructer function to initialize Duration as 45 and Noofscenes as

*Newplay() function to values for Playcode and Playtitle.

*Moreinfor() to assign the values of assign the values of Duration and Noofscenes with the of corresponding values passed as parameters to this function.

*Shoplay() function to display all the dataq members on the screen.

Ans:

```
#include<iostream.h>
#include<conio.h>
#include<string.h>
#include<stdio.h>
class Play
{    int Playcode;
   char Playtitle[25];
   float Duration;
   int Noofscenes;
 public:
   Play( )
   {  Duration=45;
     Noofscenes=5;
   }
   void Newplay( )
   { cout<<"\nEnter the Play Code: ";
     cin>>Playcode;
     cout<<"\nEnter the Play Title: ";
     gets(Playtitle);
   }
   void Moreinfor(float D,int N)
   {  Duration = D;
     Noofscenes = N;
   }
   void Showplay( )
   {  cout<<"\nThe Play Code  : "
              <<Playcode;
     cout<<"\nThe Play Title : "
              <<Playtitle;
     cout<<"\nThe Duration   :"
              <<Duration;
     cout<<"\nThe No of
          Scenes:"<<Noofscenes;
   }
};
void main( )
{  clrscr( );
   Play P;
   P.Newplay( );
   float Dur;
   int NS;
   cout<<"\nEnter the Duration and
              Number of Scenes: ";
   cin>>Dur>>NS;
   P.Moreinfor(Dur,NS);
   P.Showplay( );
   getch( );
}
```

MODEL 2: Answer the questions (i) and (ii) after going through the following class 2Marks

1.Answer the questions(i) and (ii) after going through the following class: (2017 MP)

```
class planet
{
char name[20];char distance[20];
public:
planet()                          //Function 1
{
strcpy(name, "Venus");
strcpy(distance,"38 million km");
}
void display(char na[],char d[])      //Function 2
{
cout<<na<<"has"<<d<<"distancefromEarth"<<endl;
}
planet(char na[], char d[])           //Function 3
{
strcpy(name,na);
strcpy(distance,d);
}
~planet() //Function 4
{
cout<<"Planetarium time over!!!"<<endl;
}
};
```

I. What is Function 1 referred as? When will it be executed?

II. Write suitable C++ statement to invoke Function 2.

Ans I. Constructor. It will be executed at the time of object creation.

II. planet p;

p.display("Pluto","7.5 Billion Km");

2) Observe the following C++ code and answer the questions (i) and (ii). Assume all necessary files are included: (2016)

```
class BOOK
{
long Code ;
char Title[20];
float Price;
public:
BOOK()                            //Member Function 1
{
cout<<"Bought"<<endl;
Code=10;strcpy(Title,"NoTitle");Price=100;
}
BOOK(int C,char T[],float P)      //Member Function 2
{
Code=C;
strcpy(Title,T);
Price=P;
}
void Update(float P)              //Member Function 3
{
```

```
Price+=P;
}
void Display()                    //Member Function 4
{
cout<<Code<<":"<<Title<<":"<<Price<<endl;
}
~BOOK()                           //Member Function 5
{
cout<<"Book Discarded!"<<end1;
}
};
void main()                                //Line 1
{                                          //Line 2
BOOK B,C(101,"Truth",350};                 //Line 3
for (int I=0;I<4;I++)                      //Line 4
{                                          //Line 5
B.Update(50);C.Update(20);                 //Line 6
B.Display();C.Display();                   //Line 7
}                                          //Line 8
}                                          //Line 9
```

(i) Which specific concept of object oriented programming out of the following is illustrated by Member Function 1 and Member Function 2 combined together?

- Data Encapsulation
- Polymorphism
- Inheritance
- Data Hiding

Ans Polymorphism

(ii) How many times the message "Book Discarded!" will be displayed after executing the above C++ code? Out of Line 1 to Line 9, which line is responsible to display the message "Book Discarded!"

Ans 2 times
Line 9

3)Observe the following C++ code and answer the questions (i) and (ii) : (2015)

```
class Passenger
{
long PNR;
char Name [20] ;
public:
Passenger( )                          //Function 1
{ cout<<"Ready"<<endl; }
void Book(long P,char N[])            //Function 2
{ PNR = P; strcpy(Name, N); }
void Print()                          //Function 3
{ cout«PNR << Name <<endl; }
~Passenger()                          //Function 4
{ cout<<"Booking cancelled!"<<endl; }
};
```

(i) Fill in the blank statements in Line 1 and Line 2 to execute Function 2 and Function 3 respectively in the following code:

```
v oid main()
{
Passenger P;
_____ //Line 1
_____ //Line 2
}//Ends here
```

Ans P.Book(1234567,"Ravi"); //Line 1
P.Print(); //Line 2

(ii) Which function will be executed at }//Ends here? What is this function referred as ?

Ans Function 4 OR ~Passenger(). It is a Destructor function.

4) Answer the questions (i) and (ii) ater going through the following class: (2014)

```
class Hospital
{   int Pno,Dno;
  public:
    Hospital(int PN);                 //Function 1
   Hospital( );                       //Function 2
   Hospital (Hospital &H);            //Function 3
  void In( );                         //Function 4
  void Disp ( );                      //Function 5
};
void main( )
{  Hospital H(20);                    //Statement 1
}
```

(i) Which of the function out of function 1,2,3,4 or 5 will get executed when the statement 1 is executed in the above code?

A) Function 1 will be executed when the statement 1 is executed.

(ii) Write a statement to declare a new object G with reference to already existing object H using Function 3.

A) Hospital G(H);

5) Answer the questions (i) and (ii) after going through the following class: (2013)

```
class Race
{
  int CarNo,Track;
public:
   Race( );//Function 1
  Race(int CN);//Function 2
  Race(Race &R);//Function 3
  void Register( );//Function 4
void Drive( );//Function 5
};
void main( )
{
  Race R;
  ----
  ----
}
```

(i) Out of the following, which of the option is correct for calling Function 2?

(a) Option 1 – Race T(30);
(b) Option 2 – Race U(R);

Ans) (a) Option 1 – Race T(30);

(ii) Name the feature of Object Oriented Programming which is illustrated by Function 1, Function 2 and Function 3 combined together.

Anser) Constructor Overloading.

6) Answer the questions (i) and (ii) after going through the following class (2012)

```
class Travel
{
int PlaceCode; char Place[20] ; float Charges;
public:
Travel ()                                  //Function 1
{
PlaceCode=l;strcpy (Place, "DELHJ:") ; Charges = 1000;
}
void TravelPlan (float C)                  //Function 2
{
cout<<PlaceCode<<":"<<Place«":"<<Charges<<endl;
}
~Travel ( )                                //Function 3
{
Cout<<"Travel Plan Cancelled"<<endl;
}
Travel (int PC, char P[], float C)         //Function 4
{
PlaceCode=PC;strcpy(Place,P); Charges=C;
}
} ;
```

(i) In Object Oriented Programming, what are Function 1 and Function 4 combined together referred as?

Ans (i) Polymorphism OR Constructor Overloading OR Overloaded Constructor OR Function Overloading OR Overloaded Functions OR Default Constructor and Parameterized Constructor

(ii) In Object Oriented Programming, which concept is illustrated by Function 3? When is this function calledlinvoked?

Ans. (ii) Destructor. It is called / Invoked when an object of the class goes out of scope.

Note:*(Full 1 Mark to be given if only the correct invocation is written)*

7) Write the output of the following C++ code. Also, write the name of feature of Object Oriented Programming used in the following program jointly illustrated by the function [I] to [IV]. 2011

```
#include<iostream.h>
void Line ( )                                   //Function [I]
{
for (int L=1;L<=80;L++) cout<<"-";
cout<<end1;
}
void Line (int N)                               //Function[II]
{
for (int L=l;L<=N;L++) Cout<<"*";
cout<<endl;
}
void Line (char C, int N)                       //Function [III]
{
for (int L=l;L<=N;L++) cout<<C;
cout<<end1;
}
void Line (int M, int, N)                       //Function [IV]
{
for (int L=1;L<=N;L++) cout<<M*L;
cout<<end1;
}
void main ( )
{
int A=9, B=4, C=3;
char K= '#' ;
Line (K,B);
Line (A,C);
}
```

Ans

####
91827

Polymorphism OR Function Overloading

(8) Answer the questions (i) and (ii) after going through the following class: (2010D)

```
class TEST
{       int Regno, Max, Min, Score;
  public:
     TEST() //Function 1
     {
        Regno= 101;
        Max=100;
        Min=40;
        Score=75;
      }
      TEST(int Pregno,int Pscore) //Function 2
      {
         Regno=Pregno;
         Max=100;
         Min=40;
         Score=Pscore;
       }
      ~TEST() //Function 3
      {
          cout<<"TEST Over"<<endl;
       }
void Display() //Function 4
{
 cout<<Regno<<":"<<Max<<":"<<Min<<endl;
      cout<<"[Score]"<<Score<<endl;
}
};
```

(i) As per Object Oriented Programming, which. concept is illustrated by **Function 1 and Function 2** together?

Ans.

Polymorphism (OR) Function Overloading (OR) Constructor Overloading

(ii) What is **Function 3** specifically referred as ? When do you think, **Function 3** will be invoked/called?

Ans.

Destructor, invoked or called when scope of an Object

9) Answer the questions (i) and (ii) after going through the following class: (2010OD)

```
class Exam
{
   int Rno,MaxMarks,MinMarks,Marks;
public:
   Exam ( ) //Module 1
  {
    Rno=101;
    MaxMarks=l00;
     MinMarks=40;
     Marks=75;
    }
    Exam (int Prno, int Pmarks) //Module 2
    { Rno=Prno;
     MaxMarks=l00;
     MinMarks=40;
     Marks=Pmarks;
     }
     ~Exam () //Module 3
     {
         cout<<"Exam Over"<<endl;
      }
      void Show () //Module 4
      {
  cout<<Rno<<":"<<MaxMarks<<":"<<MinMarks<<endl;
      cout<<"[Marks Got]"<<Marks<<endl;
       }
};
```

(i) As per Object Oriented Programming, which concept is illustrated by**Module 1** and **Module 2** together?

Ans.

Polymorphism (OR) Constructor Overloading (OR) Function Overloading

(ii) What is **Module 3** referred as ? When do you think, **Module 3** will be invoked/called?

Ans.

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

(10) Answer the questions (i) and (ii) after going through the following class: (2009D)

```
class WORK 2
{
            int WorkId;char WorkType ;
public:
            -WORK ( ) //Function 1
            {
                cout<<"Un-Allocated"<<endl ;
            }
            void status ( ) //Function 2
            {
```

```
        cout<<WorkId<<": "<<WorkType<<endl ;
          }
        WORK ( ) //Function 3
        {
           WorkId = 10;
          WorkType='T' ;
        }
        WORK(WORK &W) //Function 4
        {
              WorkId=W. WorkId+12;
              WorkType=W. WorkType+l
         }
} ;
```

(i) Which member function out of Function 1, Function 2, Function 3 and Function 4 shown in the above definition of class WORK is called automatically, when the scope of an object gets over? Is it known as Constructor OR Destructor
OR Overloaded Function OR Copy Constructor?
Ans Function 1
Destructor.
(ii) WORK W; // Statement 1
WORK Y(W); // Statement 2
Which member function out of Function 1, Function 2, Function 3 and Function 4 shown in the above definition of class WORK will be called on execution of statement written as statement 2 ? What is this function specifically known as
out of Destructor or Copy Constructor or Default Constructor?
Ans Function 4
Copy Constructor.

(11) Answer the questions (i) and (ii) after going through the following class: (2009 OD)

```
class Job
{int JobId;
        char JobType;
public:
        ~Job ( ) //Function 1
        {
          cout<< "Resigned" <<end1;
        }
        Job ( ) //Function 2
        {  JobId=10 ;
           JobType ='T" ;
        }
        void TellMe( )//Function 3
        {
         cout<<JobId<< ": " <<JobType<<end1;
        }
        Job (Job &J) //Function 4
        {
          JobId=J.JobId+10;
          JobType=J.JobType+l;
        }
};
```

(i) Which member function out of Function 1, Function 2, Function 3 and Function 4 shown in the above definition of class Job is called automatically, when the scope of an object gets over? Is it known as Constructor OR Destructor OR Overloaded Function OR Copy Constructor?
Ans Function 1.
Destructor.
(ii)

```
Job P ;              //Line 1
    Job Q(P) ;       //Line 2
```

Which member function out of Function 1, Function 2, Function 3 and Function 4 shown in the above definition of class Job will be called on execution of statement written as Line 2 ? What is this function specifically known as out of Destructor or Copy Constructor or Default Constructor?
Ans Function 4. Copy Constructor.

12) Answer the questions (i) and (ii) after going through the following program: (2008D)

```
#include <iostream.h>
#include<string.h>
class bazaar
{   char Type[20] ;
    char product [20];
    int qty ;
    float price ;
    bazaar()                              //function 1
    {   strcpy (type , "Electronic") ;
        strcpy  (product , "calculator");
        qty=10;
        price=225;
    }
 public  :
 void Disp()        //function 2
 {   cout<< type <<"-"<<product<<":"
          <<qty<< "@" << price << endl ;
 }
};
void main ()
{     Bazaar  B ;       //statement 1
      B. disp() ;       //statement  2
}
```

(i) Will statement 1 initialize all the data members for object B with the values given in the function 1 ? (YES OR NO).
Justify your answer suggesting the correction(s) to be made in the above code.
Ans: No. The reason is the constructor should be defined under the public visibility label.
(ii) What shall be the possible output when the program gets executed ? (Assuming, if required _ the suggested correction(s) are made in the program).
Ans: Possible Output:
Electronic–Calculator:10@225

13) Answer the questions (i) and (ii) after going through the following program: (2008OD)

```
#include<iostream.h>
#include<string.h>
class Retail
{   char category[20];
    char item[20];
    int  qty;
    float price;
   retail ()                  //function 1
   {   strcpy (category,  "cerial");
       strcpy (Item, "Rice");
       qty =100 ;
       price =25 ;
   }
 public;
   void show()                //function 2
  {  cout << category <<"-"<< Item << "
             :"<<Qty<<"@"<< price<<endl;
   }
};
void main()
{   Retail R;               //statement 1
    R. show ();             //statement 2
}
```

(i) will statement 1 initialize all the data members for objects R with the given in the function 1 ? (YES OR NO). Justify your Answer suggesting the corrections(s) to be made in the above code.
Ans: No. The reason is the constructor should be defined under the public visibility label.

(ii) What shall be the possible out put when the program gets executed ? (Assuming, if required the suggested correction(s) are made in the program)

Ans: Possible Output:

cerial–Rice:100@25

14) Answer the question (i)and (ii)after going through the following class: (2007D)

```
class Maths
{       char Chapter[20]
        int Marks;
public:
        Maths()                 //Member Function 1
        {   strcpy (Chapter, "Geometry");
            Marks=10;
            cout <<"Chapter Initialised ";
        }
        -Maths()                //Member Functions 2
        {   cout<<"Chapter Over";
        }
};
```

(i) Name the specific features of class shown by member Function 1 and Member Function 2 in the above example.

Ans: Member function 1 is a (non-parameterized or default) constructor (, which will be executed automatically at the time of creation of an object of class Maths).
Member function 2 is a destructor (,which will be executed automatically at the time of destruction of an object of class Maths).

(ii) How would Member Function 1 and Member Function 2 get executed ?

Ans: They will be executed automatically.
Member function 1 will be executed at the time of creation of an object of class Maths. Member function 2 will be executed at the time of destruction of an object of class Maths.

15) Answer the questions (i) and (ii) after going through the following class : (2007OD)

```
   class Science
  {       char Topic[20] ;
          int Weightage ;
   public :
          Science ()                    //Function 1
          {         strcpy (Topic, "Optics") ;
                    Weightage =30
                    cout<<"Topic Activated";
          }
          ~Science()                    //Function 2
          {         cout<<"Topic  Deactivated";   }
};
```

(i)Name the specific features of class shown by Function 1 and Function 2 in the above example.

Ans: Member function 1 is a (non-parameterized or default) constructor
(, which will be executed automatically at the time of creation of an object of class Science).
Member function 2 is a destructor (,which will be executed automatically at the time of destruction of an object of class Science).

(ii) How would Function 1 and Function 2 get executed ?

Ans: They will be executed automatically.
Member function 1 will be executed at the time of creation of an object of class Science. Member function 2 will be executed at the time of destruction of an object of class Science.

16) Answer the following questions (i) and (ii) after going through the following class. (2006D)

```
class Interview
{   int Month;
  public:
     interview(int y)   {Month=y;}//constructor 1
     interview(Interview&t);        //constructor 2
  };
```

(i) create an object, such that it invokes Constructor 1.

Ans: Interview A(10); //invoking constructor 1 by passing a number.

(ii) write complete definition for Constructer 2.

Ans:

```
Interview(Interview  &t)
      //This is a copy constructor.
{         Month=t.Month;
}
```

17b) Answer the following questions (i) and (ii) after going through the following class. (2006 OD)

```
   class Exam
   {      int Year;
     public:
       Exam(int y)    //Constructor 1
       {         Year=y;
       }
       Exam(Exam &t);
             //Constructor 2
   };
```

(i) Create an object, such that it invokes Constructor 1

Ans: Exam E((2008);

(ii) Write complete definition for constructor 2.

Ans:

```
Exam(Exam &t)
      //Copy Constructor.
{     Year=t.Year;
}
```

18) Answer the following questions (i) and (ii) after going through the following class. (2005D)

```
class Test
{     char Paper[20];
      int Marks
public:
      Test()     //Function 1
      {     strcpy(Paper,"Computer");
            Marks=0;
      }
      Test(char P[])
      {     strcpy(Paper,P);
            Marks=0;
      }
      Test(int M)
      {     strcpy(Paper,"Computer");
            Marks=M;
       }
       Test(char P[],int M)
       {    strcpy(Paper,P);
            Marks=M;
       }
};
```

(i)Which feature Object Oriented programming is demonstrated using Function 1, Function 2, Function 3 and Function 4 in the above class text?

Ans: Function overloading (here it is constructor overloading).

(ii)Write statements in C++ that would execute Function 2 and Function 4 of class Text.

Ans:

```
(let     char name[20];
         int X=60;
    strcpy(name,"COMPUTERSCIENCE");
```

are declared in the program)

```
(i)     Test  A(name);
       //Will execute Funciton 2
(ii)    Test  B(name,X);
       //Will execute Function 4
```

19) Answer the following questions (i)and (ii) after going through the following class. (2005 OD)

```
class Exam
```

```
{           int Marks;
            char Subject[20];
public:
     Exam()    //Function 1
     {    strcpy(Subject,"Computer");
          Marks=0;
      }
     Exam(char S[])  //Function 2
     {    strcpy(Subject,S);
          Marks=0;              }
     Exam(int M)          //Function 3
     {   strcpy(Subject,"Computer");
         Marks=M;
      }
      Exam(char S[],int M) //Function4
      {   Strcpy(Subject,P);
          Marks=M;
      }
};
```

(i)Write statements in C++ that would execute Function 3 and Function 4 of class Exam.

```
(let    char name[20];
          int X=60;
strcpy(name,"COMPUTERSCIENCE");
```

are declared in the program)

```
(i)    Exam  A(X);
       //Will execute Funciton 3
(ii)   Exam  B(name,X);
       //Will execute Function 4
```

(ii)Which feature Object Oriented Programming is demonstrated using Function 1, Function 2, Function 3 and Function 4 in the above class text?

Ans: Function overloading (here it is constructor overloading).

20)Given the following C++ code, answer the questions (i)and(ii) (2004 D)

```
class TestMeOut
{  public:
  ~TestMeOut( )   //Function 1
   {
cout<<"Leaving the examination hall"<<endl;
   }
   TestMeOut( )  //Function 2
   {
cout<<"Appearing for examination"<<endl;
   }
   void MyWork( )
   {
cout<<"Attempting Questions"<<endl;
   }
};
```

(i) In Object Oriented programming, what is Function 1 referred as and when does it get invoked/called?

Ans: Function 1 is called as Destructor, It will automatically executed at the time of destruction of the object of class TestMeOut.

(ii) In Object Oriented Programming, what is Function 2 referred as and when does it get invoked/called?

Ans: Function 2 is called as constructor (Non-parameterized or default constructor) , it will automatically executed at the time of creation of the object of class TestMeOut.

21)Answer the questions (i) and (ii) after going through the following class: (2008-09MP1)

```
class Seminar
{
  int Time;
  public:
 Seminar()         //Function 1
 {
 Time=30;cout<<"Seminar starts now"<<end1;
 }
 void Lecture()    //Function 2
 {
 cout<<"Lectures in the seminar on"<<end1;
}
Seminar(int Duration)       //Function 3
{
   Time=Duration;cout<<"Seminar starts
                          now"<<end1;
}
~Seminar()                  //Function 4
 {
    cout<<"Vote of thanks"<<end1;
 }
};
```

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.

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);
```

22)Answer the questions (i) and (ii) after going through the following program (2008-09 MP2)

```
class Match
{
     int Time;
public:
     Match()                  //Function 1
     {
       Time=0;
       cout<<"Match commences"<<end1;
     }
     void Details() //Function 2
    {
    cout<<"Inter Section Basketball Match"<<end1;
     }
     Match(int Duration)    //Function 3
     {
       Time=Duration;
   cout<<"Another Match begins now"<<end1;
     }
     Match(Match &M)    //Function 4
     {
       Time=M.Duration;
       cout<<"Like Previous Match "<<end1;
     }
};
```

i)Which category of constructor - Function 4 belongs to and what is the purpose of using it?

Answer:

Copy Constructor, it is invoked when an object is created and initialised with values of an already existing object.

*ii)*Write statements that would call the member Functions 1 and 3

Answer:

```
Match M1;          //for Function 1
Match M2(90);      //for Function 3
```

23) Answer the questions (i) and (ii) after going through the following class: (2009-10 MP1)

```
class Seminar
{ int Time;
```

```
 public:
 Seminar()                    //Function 1
 {
  Time=30;
  cout<<"Seminar starts now"<<end1;
 }
 void Lecture() //Function 2
 {
   cout<<"Lectures in the seminar on"<<end1;
 }
 Seminar(int Duration) //Function 3
 {   Time=Duration;
     cout<<"Seminar starts now"<<end1;
 }
 ~Seminar( )//Function 4
 {    cout<<"Vote of thanks"<<end1;
 }
};
```

i) In Object Oriented Programming, what is Function 4 referred as and when does it get
invoked/called?
A) Destructor, it is invoked as soon as the scope of the object gets over.
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.
A) Constructor Overloading (or Function Overloading or Polymorphism)

```
Seminar S1;                  //Function 1
Seminar S2(90);              //Function 3
```

24) Answer the questions (i) and (ii) after going through the following program: (2009-10 MP2)

```
class Match
{
          int Time;
   public:
          Match()  //Function 1
          {
          Time=0;
          cout<<"Match commences"<<end1;
          }
          void Details() //Function 2
          {
          cout<<"Inter Section Basketball
                    Match"<<end1;
          }
          Match(int Duration) //Function 3
          {
          Time=Duration;
         cout<<"Another Match begins
                          now"<<end1;
          }
          Match(Match &M) //Function 4
          {
          Time=M.Duration;
        cout<<"Like Previous Match "<<end1;
       }
};
```

i) Which category of constructor - Function 4 belongs to and what is the purpose
of using it?
A) Copy constructor, It will help to copy the data from one object to another
ii) Write statements that would call the member Functions 1 and 3
A)

```
Match M;                          //Function 1
   Match N(10);                   //Function 3
```

MODEL 3: Answer the questions (i) and (iv) based on the following: 4 Marks

IMPORTANT QUESTION WHICH COVERS MORE MODELS

Answer the questions based on the following code:

```
class Student
   {  char fname[20];
      float marks;
      int rno;
      int getrno();
protected:
      long admno;
     void sprocess();
public:
      Student();
      void stake();
      void sdisplay();
};
class Teacher:public Student
{    char tname[30];
      float salary;
      int tid;
      void TTest();
   protected:
      char Tqua[10];
      void Tprocess();
   public:
      Teacher( );
      void Ttake( );
      void Tdisplay();
      ~Teacher( );
};
class HM:public Teacher
{   char hmname[25];
    float hmsalary;
    int hmrno();
protected:
   char hmplace[35];
   int noofsubjects;
   void hmprocess( );
public:
   HM( );
   void hmtake( );
   void hmdisplay()( );
   ~HM();
};
```

a) Which type of inheritance is depicted by above example?
A)Multi level inheritance
b) How many bytes will be required by an object of class Student, Teacher, HM?
A) Student Object – 30, Teacher Object – 66, HM object - 132
c) Write the names of all members accessible from objects of class HM.
A) Member Functions: hmtake( ),hmdisplay( ), Ttake(),Tdisplay( ),sTake( ),sdisplay( )
Data Members: NIL
d) Write the names of data members accessible from objects of class HM.
e) Write the names of member functions accessible from objects of class HM.
f) Write the names of all members accessible from member functions of class HM.
A) Member Functions: hmtake( ),hmdisplay( ),hmprocess(), hmrno( ),Ttake( ),Tdisplay( ),Tprocess( ),Stake( ),sdisplay( ),sprocess( )
Data Members: hmname, hmsalary, hmplace,noofsubjects, Tqua, admno;
g) Write the names of data members accessible from member functions of class HM.

h) Write the names of all member functions accessible from member functions of class HM.
i) Write the names of all members which are accessible from objects of class Teacher.
A) Member functions : Ttake( ), Tdisplay( ), stake( ), sdisplay ()
Data Members: NIL
j) Write the names of members which are accessible from member functions of class Teacher.
A) Member functions: Ttake( ), Tdisplay( ), TProcess(),TTest( ),stake( ),sdisplay( ),sprocess( );
Data Members: Tqua, tname, salary, tid, admno;
k) What is the base class and derived class of 'Teacher'?
A)base class of Teacher – Student
Derived class of Teacher - HM
l) If HM class derived privately from class Teacher, Write the names of all members which are accessible from objects of class HM.
A)Member Functions: hmtake( ), hmdisplay( );
Data Members: NIL

1) Answer the questions (i) to (iv) based on the following: (2017 MP)

```
class indoor_sports
{
int i_id;
char i_name[20];
char i_coach[20];
protected:
int i_rank,i_fee;
void get_ifee();
public:
indoor_sports();
void iEntry();
void ishow();
};
class outdoor_sports
{
int o_id;
char o_name[20];
char o_coach[20];
protected:
int orank,ofee;
void get_ofee();
public:
outdoor_sports();
void oEntry();
void oshow();
};
class sports:public indoor_sports,protected outdoor_sports
{
char rules[20];
public:
sports();
void registration();
void showdata();
};
```

(i) Name the type of inheritance illustrated in the above C++ code.
Ans. Multiple Inheritance
(ii) Write the names of all the members, which are accessible from the objects belonging to class outdoor_sports.
Ans Data Members: None
Member Functions: oEntry(), oShow()
(Note:No marks to be awarded for any partial or additional answer(s))
(iii) Write the names of all the member functions, which are accessible from the member function of class sports.
Ans registration(), showdata(), oEntry(), oShow(), get_ofee(), iEntry(),
iShow(), get_ifee()
(iv) What will be the size of the object belonging to class indoor_sports?
Ans 46 Bytes

2) Answer the questions (i) to (iv) based on the following: (2016)

```
class ITEM
{
int Id;
char IName[20];
protected:
float Qty;
public:
ITEM();
void Enter(); void View();
};
class TRADER
{
int DCode;
protected:
char Manager[20];
public:
TRADER();
void Enter();
void View();
};
class SALEPOINT : public ITEM,private TRADER
{
char Name[20],Location[20];
public :
SALEPOINT();
void EnterAll();
void ViewAll();
};
```

(i) Which type of Inheritance out of the following is illustrated in the above example?
- Single Level Inheritance
- Multi Level Inheritance
- Multiple Inheritance

Ans Multiple Inheritance
(ii) Write the names of all the data members, which are directly accessible from the
member functions of class SALEPOINT.
Ans Name, Location, Manager, Qty
(iii) Write the names of all the member functions, which are directly accessible by an
object of class SALEPOINT.
Ans EnterAll(), ViewAll(), Enter(), View()
(iv) What will be the order of execution of the constructors, when an object of class
SALEPOINT is declared?
Ans (i) ITEM() (ii) TRADER() (iii) SALEPOINT()

3) Answer the questions (i) to (iv) based on the following: 2015

```
class Interior
{
int OrderId;
char Address[20];
protected:
float Advance;
public:
Interior();
void Book(); void View();
};
class Painting:public Interior
{
```

```
int WallArea,ColorCode;
protected:
char Type;
public:
Painting();
void PBook();
void PView();
};
class Billing:public Painting
{
float Charges;
void Calculate();
public:
Billing();
void Bill();
void BillPrint();
};
```

(i) Which type of Inheritance out of the following is illustrated in the above example?
-Single Level Inheritance
-Multi Level Inheritance
-Multiple Inheritance
Ans Multi Level Inheritance
(ii) Write the names of all the data members, which are directly accessible from the member functions of class Painting.
Ans WallArea, ColorCode,Type, Advance
(iii) Write the names of all the member functions, which are directly accessible from an object of class Billing.
Ans Bill(), BillPrint(), PBook(), PView(), Book(), View()
● *Constructors can be ignored*
(iv) What will be the order of execution of the constructors, when an object of class Billing is declared?
Ans Interior, Painting, Billing

4) Consider the following C++ code and answer the question from (i) to (iv). (2014)

```
class University
{  long Id;
   char City[20];
protected:
   char Country[20];
public:
  Universitye( );
  void Register( );
  void Display( );
};
class Department: private University
{
  long DCode[10];
  char HOD[20];
double Budget;
public:
   Department( );
void Enter( );
void Show( );
};
class Student:public Department
{ long RollNo;
char Name[20];
public:
  Student( );
void Enroll( );
void View( );
};
```

(i) Which type of inheritance is shown in the above example?
A) Multi-level inheritance is shown in the above example.
(ii) Write the names of those member functions, which are directly accessed from the objects of class Student;
A) Member functions: void Enroll( ); void View( ); void Enter( );void Show( );
(iii) Write the anem of those data members , which can be directly accessible from the member functions of class student.
A) Data Members: long Rollno;char Name[20];double Budget;
(iv) Is it possible to directly call function Display ( ) of class university from an object of class Department? (Answer as YES or NO).
A) No, it is not possible because Display( ) function of Campus becomes private for the object of Department class.

5) Consider the following C++ code and answer the questions from (i) to (iv). (2013)

```
class Personal
{
  int Class, Rno;
  char Section;
protected:
  char Name[20];
public:
   Personal( );
  void pentry( );
void Pdisplay( );
};
class Marks: private Personal
{
  float M[5];
protected:
  char Grade[5];
public:
Marks( );
void Mentery( );
void Mdisplay( );
};
class Result:public Marks
{
  float Total,Avg;
public:
  char FinalGrade,comments[20];
  Result( );
void Rcalculate( );
void Rdisplay( );
};
```

(i) Which type of inheritance is shown in the above example.
A) Multilevel Inheritance
(ii) Write the names of those data members, which can be directly accessed from the objects of class Result.
A)FinalGrame, comments
(iii) Write the names of those member functions which can be directly accessed from the objects of class Result.
A)Rcalculate( );Rdisplay( ),Mentry( ),Mdisplay( );
(iv) Write names of those data members, which can be directly accessed from the Mentry( ) function of class Marks.
A) Name[20], M[5], Grade[5];

6) Answer the questions (i) to (iv) based on the following: (2012)

```
class COMPANY
{
char Location[20] ;
double Budget, Income ;
protected:
void Accounts () ;
public:
COMPANY () ;
void Register();
void Show() ;
} ;
class FACTORY:public COMPANY
{
```

```
char Location[20] ;
int Workers;
protected:
double Salary ;
void Computer() ;
public:
FACTORY () ;
void Enter () ;
void Show() ;
} ;
class SHOP:private COMPANY
{
char Location[20] ;
float Area;
double Sale;
public:
SHOP () ;   void Input( ) ;   void Output ( ) ;
} ;
```

(i) Name the type of inheritance illustrated in the above C++ code.

Ans Hierarchical Inheritance

(ii) Write the name of data members, which are accessible from member functions of class SHOP.

Ans Location, Area, Sale

(iii) Write the names of all the member functions, which are accessible from objects belonging to class FACTORY.

Ans Enter ( ), FACTORY::Show ( ), Register ( ), COMPANY::Show ( )

OR

Enter ( ), Show ( ), Register ( ) // Show function may be present twice

OR

Enter, Show, Register

(iv) Write the names of all the members, which are accessible from objects of class SHOP

Ans Input ( ), Output ( )

7) Answer the questions (i) to (iv) based on the following: (2011)

```
class Student
{
int Rollno:
char SName[20];
float Marksl;
protected:
void Result ( ) ;
public:
Student ( ) ;
void Enroll ( ) ;void Display ( ) ;
} ;
class Teacher
{
long TCode;
char TName [20];
protected:
float Salary;
public:
Teacher ( );
void Enter ( ) ;
void Show ( ) ;
} ;
class Course: public Student, private Teacher
}
long CCode [10]; char CourseName [50];
char StartDate [8] , EndDate [8];
public:
Course ( ) ;
void Commence ( );
void CDetail ( ) ;
} ;
```

(i) Write the names of member functions, which are accessible from objects of class Course

Ans Commence( ), CDetail( ), Enroll( ),Display( )

Note:

No marks to be awarded for a partially correct answer

Constructor functions to be ignored

ii) Write the names of all the data members, which is/are accessible from member function Commence of class Course

Ans CCode, CourseName, StartDate, EndDate, Salary

iii) Write the names of all the-members, which are accessible from objects of class Teacher.

Ans Enter( ), Show( )

iv) Which type of Inheritance is illustrated in the above C++ code?

Ans Multiple Inheritance

8) Answer the questions (i) to (iv) based on the following: (2010 D)

```
class Chairperson
{   long CID; //Chairperson Identification Number
   char CName[20];
protected:
   char Description [40];
   void Allocate();
public:
   Chairperson();
   void Assign();
    void Show();
};
class Director
{
    int DID; //Director ID
   char Dname[20];
protected:
   char Profile[30];
public:
   Director();
   void Input();
   void output();
};
class Company:private Chairperson, public Director
{   int CID; //Company ID
   char City[20], Country[20];
public:
   Company();
   void Enter();
   void Display();
};
```

(i) Which type of inheritance out of the following is specifically is illustrated in the above C++ code?

(a) Single Level Inheritance

(b) Multi Level Inheritance

(c) Multiple Inheritance

Ans.

(c) Multiple Inheritance

(ii) Write the names of data members, which are accessible by objects of class type Company.

Ans None

(iii) Write the names of all member functions, which are accessible by objects of class type Company.

Ans. Enter(), Display(), Input(), output()

(iv) Write the names of all members, which are accessible from member functions of class Director.

Ans. Input(), output(), Profile, Dname, DID

9) Answer the questions (i) to (iv) based on the following: (2010 OD)

```
class Director
{
  long DID; //Director Identification Number
  char Name[20];
protected:
  char Description[40];
  void Allocate () ;
public:
  Director() ;
  void Assign () ;
  void Show () ;
} ;
class Ractory:public Director
{
  int FID; //Factory ID
  char Address[20];
protected:
   int NOE; //No. of Employees
public:
   Factory();
  void Input ();
  void Output ();
};
class ShowRoom:private Factory
{
  int SID; //Showroom ID
  char City[20];
public:
  ShowRoom();
  void Enter ();
  void Display ();
};
```

(i) Which type of inheritance out of the following is illustrated in the above C++
code?
(a) Single Level Inheritance
(b) Multi Level Inheritance
(c) Multiple Inheritance
Ans.
(b) Multilevel Inheritance
(ii) Write the names of data members, which are accessible by objects of class
type ShowRoom.
Ans. None
(iii) Write the names of all member functions which are accessible by objects of class type ShowRoom.
Ans. Enter(), Display()
(iv) Write the names of all members, which are accessible from member functions of class Factory.
Ans. FID, Address, NOE, Description,
Input(), Output(), Assign(), Show(), Allocate()

10) Answer the questions (i) to (iv) based on the following: (2009 D)

```
class FaceToFace
{    char CenterCode [10] ;
public:
    void Input ( ) ;
    void Output ( ) ;
} ;
class Online
{    char website [50] ;
public:
    void SiteIn ( ) ;
    void SiteOut ( ) ;
} ;
class Training: public FaceToFace, private Online
{   long Tcode ;
    float charge;
    int period;
public:
    void Register ( ) ;
    void Show ( ) ;
} ;
```

(i) Which type of Inheritance is shown in the above example?
Ans Multiple Inheritance
ii) Write names of all the member functions accessible from Show( ) function of class Training.
Ans
Register( )
Siteln( ). SiteOut( ).
Input( ), Output( )
iii) Wr i t e name of all the members accessible through an object of class Training.
Ans Register( ), Show( ),Input( ), Output( )
iv) Is the function Output( ) accessible inside the function SiteOut( )? Justify your answer.
Ans
No, function Output( ) is not accessible inside the function SiteOut( ), because Output( ) is a member of class FaceToFace and SiteOut( ) is a member of class Online. and the classes FaceToFace and Online are two independent
classes.

11) Answer the questions (i) to (iv)based on the following: (2009 OD)

```
class Regular
{    char SchoolCode[10];
public:
    void InRegular( );
    void OutRegular( );
} ;
class Distance
{    char StudyCentreCode [5] ;
public:
    void InDistance( );
    void OutDistance( );
} ;
class Course: public Regular, private Distance
{    char Code [ 5] ;
    float Fees;
    int Duration;
public:
    void InCourse( );
    void OutCourse( );
} ;
```

(i) Which type of Inheritance is shown in the above example?
Ans Multiple Inheritance
(ii) Write names of all the member functions accessible from OutCourse function of class Course.
Ans
InCourse( ), InDistance( ), OutDistance( ),
InRegular( ), OutRegular( )
(iii) Write name of all the .:members accessible througb an object of class Course.
Ans InCourse( ), OutCourse( ), InRegular( ),
OutRegular( )
(iv) Is the function InRegular( ) accessible inside the function InDistance( )? Justify
your answer.
Ans. No, function InRegular( ) is not accessible inside the function InDistance( ), because InRegular( ) is a member of class Regular and InDistance( ) is a member of class Distance, and the classes Regular and Distance are two independent classes.

12) Answer the questions (i) to(iv) based on the following code : (2008 D)

```
class Dolls
{  char Dcode[5];
  protected:
     float Price;
     void CalcPrice(float);
  public:
     Dolls();
     void DInput();
     void DShow();
};
class SoftDolls:public Dolls
{    char SDName[20];
     float Weight;
   public:
     SoftDolls();
     void SDInput();
     void DShow();
};
class ElectronicDolls:public Dolls
{     char EDName[20];
     char BatteryType[10];
     int Batteries;
  public:
     ElecronicDolls();
     void EDInput();
     void EDShow();
};
```

(i) Which type of Inheritance is shown in the above example?
Ans: Hierarchical Inheritance.
Since the sub classes are derived from a single base class(Dolls).
(ii) How many bytes will be required by an object of the class ElectronicDolls ?
Ans: 41 Bytes
(Explonation: The memory will be reserved as follows:
char Dcode[5]; //5 Bytes
float Price; //4 Bytes
char EDName[20]; //20 Bytes
char BatteryType[10]; //10 Bytes
int Batteries; //2 Bytes Total = 41 Bytes)
iii) Write name of all data members accessible from member function of the class SoftDolls.
Ans: Dolls::Price,
SoftDolls:: SDName,
SoftDolls::Weight

(iv) Write name of member functions accessible an object of the class ElectronicDolls?
Ans: ElectronicDolls::EDInput( ),
ElectronicDolls::EDShow( ),
Dolls::DInput( ),
Dolls::DShow( )

13) Answer the questions (i) to(iv) based on the following code : (2008 OD)

```
class Toys
{    char Tcode[5];
   protected:
     float Price;
     void Assign(float);
   public:
     Toys();
     void Tentry();
     void Tdisplay();
};
class SoftToys:public Toys
{     char STName[20];
     float Weight;
   public:
     SoftToys();
     void  STentry();
     void STDisplay();
};
class ElectronicToys:public Toys
{     char ETName[20];
     int No_of_Batteries;
  public:
     ElecronicToys();
     void ETEntry();
     void ETDisplay();
};
```

(i) Which type of Inheritance is shown in the above example?
Ans: Hierarchical Inheritance.
Since the sub classes are derived from a single base class(Dolls).
(ii) How many bytes will be required by an object of the class SoftToys ?
Ans: 33 Bytes
(Explonation: The memory will be reserved as follows:
char Tcode[5]; //5 Bytes
float Price; //4 Bytes
char STName[20]; //20 Bytes
float Weight; // 4 Bytes Total = 33 Bytes)
(iii) Write name of all data members accessible from member function of the class SoftToys.
Ans: Toys::Price,
SoftToys::STName,
SoftToys::Weight
(iv) Write name of member functions accessible an object of the class ElectronicToys ?
Ans: ElectronicToys::ETEntry( ),
Electronic Toys::ETDisplay( ),
Toys::TEntry( ),
Toys::TDisplay( )

14) Answer the questions (i) to(iv) based on the following code:
(2007 D)

```
class Trainer
{ char TNo[5],Tname[20],specialization[10];
  int Days;
 protected :
   float Remuneratoin;
   void AssignRem(float);
public:
   Trainer();
   void TEntry();
   void TDisplay();
};
class Learner
{
char Regno[10],LName[20],Program[10];
protected:
    int Attendance,grade;
public:
      Learner();
       void LEntry();
       void LDisplay();
};
class Institute:public Learner,public Trainer
{        char ICode[10],IName[20];
public:
      Institute();
       void IEntry();
       void IDisplay();
};
```

(i) Which type of inheritance is depicted by above example ?
Ans: Multiple Inheritance.
Since here the class Institute is deriving from the classes Learner and Trainer.

(ii) Identify the member function(s) that cannot be called directly from the objects of class Institute from the following

TEntry()
LDisplay()
IEntry()

Ans: All the above 3 member functions can be called directly from the objects of class Institute.

(iii) Write name of all member(s) accessible from member functions of class institute.

Ans: Data Members – Trainer::Remuneration,
Learner::Attendance,
Learner::Grade,
Institute::ICode,
Institute::IName

Member functions – Trianer::AssignRem( ),
Trainer::TEntry( ),
Trainer::TDisplay( ),
Learner:: LEntry( ),
Learner::LDisplay( ),
Institute::IEntry ( ) (LDisplay can call IEntry( ))
Institute::LDisplay( )(IEntry can call LDisplay( ))

(iv) If class institute was derived privately from class Learner and privately from class Trainer, then name the member function(s)that could be accessed through Objects of class Institute.

Ans: Institute::IEntry( ),
Institute:: IDisplay( ),

15) Answer the questions (i) to(iv) based on the following code: (2007 OD)

```
class Teacher
{       char TNo[5],Tname[20],Dept[10];
        int Workload;
 protected :
        float Salary;
        void AssignSal(float);
 public:
        Teacher();
        void TEntry();
        void TDisplay();
};
class Student
{ char
   Admno[10],SName[20],Stream[10];
protected:
        int Attendance,Totmarks;
public:
 Student();
  void SEntry();
 void SDisplay();
};
class School:public Student,public Teacher
{       char SCode[10],SName[20];
public:
       School( );
       void SchEntry();
       void SchDisplay();
};
```

(i) Which type of inheritance is depicted by above example?

Ans: Multiplel Inheritance.

(ii) Identify the member function(s) that cannot be called directly from the objects of class School from the following

TEntry()
SDisplay()
SchEntry()

Ans: All the above three member function(s) can be called from the objects of class School.

(iii) Write name of all member(s) accessible from member functions of class School.

Ans: Data Members : Teacher::Salary
Student::Attendance
Student::Totmarks
School::SCode
School::SName

Member Funcions:Teacher::AssignSal( )
Teacher::TEntry( )
Teacher::TDisplay( )
Student::Sentry( )
Student::SDisplay( )
School::SChEntry( )
School::SChDisplay( )

(iv) If class School was derived privately from class Learner and privately from class Trainer, then name the member function(s)that could be accessed through Objects of class School.

Ans: School::SChEntry( )
School::SChDisplay( )

16) Answer the questions (i) to(iv) based on the following code. (2006 D)

```
class stationary
{      char Type;
       char Manufacture[10];
public:
       stationary( );
       void Read_sta_details( );
       void Disp_sta_details( );
};
class office:public stationary
{       int no_of_types;
       float cost_of_sta;
public:
       void Read_off_details( );
       void Disp_off_details( );
};
class printer:private office
{      int no_of_users;
       char delivery_date[10];
public:
      void Read_pri_details( );
      void Disp_pri_details( );
};
void main( )
{   printer MyPrinter;
}
```

(i) Mention the member names which are accessible by MyPrinter declared in main() function.

Ans: printer::Read_pri_details( );
printer::Disp_pri_details( );

(ii) What is the size of MyPrinter in bytes?

Ans: 29 Bytes

(iii) Mention the names of functions accessible from the member function Read_pri_details() of class printer.

Ans: stationary::Read_sta_details( )
stationary::Disp_sta_details( )
office::Read_off_details( )
office::Disp_off_details( )
printer::Disp_pri_details( )

17)Answer the questions (i) to(iv) based on the following code: (2006 OD)

```
class furniture
{      char Type;
       char Mode[10];
public:
       furniture( );
       void Read_fur_details();
```

```
        void Disp_fur_details();
};
class sofa:public furniture
{     int no_of_seats;
      float cost_sofa;
public:
      void Read_sofa_details();
      void Disp_sofa_details();
};
class office:public sofa
{      int no_of_pieces;
      char delivery_date[10];
public:
     void Read_office_details();
      void Didp_office_details();
};
void main()
{
  office MyFurniture;
}
```

(i) Mention the member names which accessible by Myfurniture declared in main() function.

Ans:

Data Members: No data member can be called from Myfurniture object.

Member Functions:

Furniture::Read_fur_details()
Furniture::Disp_fur_details()
Sofa::Read_sofa_details()
Sofa::Disp_sofa_details()
Office::Read_office_details()
Office::Didp_office_details()

(ii)what is the size of Myfurniture in bytes?

Ans: 29 Bytes

(iii) Mention the names of functions accessible from the member function Read_office_details() of class office.

Ans:

Furniture::Read_fur_details( )
Furniture::Disp_fur_details( )
Sofa::Read_sofa_details( )
Sofa::Disp_sofa_details( )
Office::Disp_office_details( )

18) Answer the questions (i) to(iv) based on the following code: (2005 D)

```
class Medicine
{     char Category[10];
      char Date_of_manufacture[10];
      char Company[20];
public:
      Medicine();
      void entermedicinedetails();
      void showmedicinedetails();
};
class capsule:public Medicine
{
protected:
      char capsule_name[30];
      char volume_lable[20];
public:
      float Price;
      capsules();
      void entercapsuledetails();
      void showcapsuledetails();
};
class Antibiotics:public Capsule
{      int Dosage_units;
      char side_effects[20];
      int Use_within_days;
public:
      Antibiotics();
      void enterdetails();
      void showdetails();
};
```

(i) How many bytes will be required by an object of class Medicines and an object of class Antibiotics respectively?

Ans: Medicine – 40 Bytes
Antibiotics Object – 118 Bytes

(ii) Write the names of all the member functions accessible from the object of class Antibiotics.

Ans:

Medicine::entermedicinedetails()
Medicine::showmedicinedetails()
Capsules::entercapsuledetails()
Capsules::showcapsuledetails()
Antibiotics::enterdetails()
Antibiotics::showdetails()

(iii) Write the names of all the members accessible from member functions of class capsules.

Ans: Data Members:

Capsule::capsule_name[30]
Capsule::volume_lable[20]
Capsule::Price

Member Funcitons:

Medicine::entermedicinedetails()
Medicine::showmedicinedetails()
Capsule::entercapsuledetails()
Capsule::showcapsuledetails()

(iv) Write names of all the data members which are accessible from objects of class antibiotics.

Data members:

Capsule::Price

19) Answer the questions (i) to(iv) based on the following code: (2005 OD)

```
class Drug
{     char Category[10];
      char Date_of_manufacture[10];
      char Company[20];
public:
      Medicines();
      void enterdrugdetails();
      void showdrugdetails();
};
class tablet:public Drug
{
protected:
      char tablet_name[30];
      char volume_lable[20];
public:
      float Price;
      Tablet();
      void entertabletdetails();
      void showtabletdetails();
};
class PainReliever:public Tablet
{      int Dosage_units;
      char side_effects[20];
      int Use_within_days;
public:
      PainReliever();
      void enterdetails();
      void showdetails();
};
```

(i) How many bytes will be required by an object of class Drug and an object of class PainReliever respectively?

Ans: Drug Object - 40 Bytes
Pain Reliever – 118 Bytes

(ii) Write the names of all the member functions accessible from the object of class PainReliever.

Ans: Drug::enterdrugdetails()
Drug::void showdrugdetails()
Tablet::entertabletdetails()
Tablet::showtabletdetails()
PainReliever::enterdetails()
PainReliever::showdetails()

(iii) Write the names of all the members accessible from member functions of class Tablet.

Ans: Data Members:
Tablet::tablet_name[30];
Tablet::volume_lable[20];
Tablet::Price;

Member Functions:
Drug::enterdrugdetails()
Drug::showdrugdetails()
Tablet::entertabletdetails()
Tablet::showtabletdetails()

(iv) Write names of all the data members which are accessible from objects of class PainReliever.

Ans: Data Members: Tablet::Price

20) Given the following definitions answer the following: (2004 D)

```
class livingbeing
{     char specification[20];
      int average;
public:
      void read();
      void show();
};
class ape: private livingbeing
{       int no_of_organs,no_of_bones;
protected:
      int iq_level;
public:
      void readape();
      void showape();
};
class human:public ape
{       char race[20];
      char habitation[30];
public:
      void readhuman();
};
```

(i) Name the members, which can be accessed from the member functions of class human.

Ans: Data Members - ape::iq_level
human::race
human::habitation
Member Function – ape::readape( )
ape::showape( )

(ii) Name the members, which can be accessed by an object of class human.

Ans: Data Members - No data members can be accessed.
Member Functions: ape::readape();
ape::showape();
human::readhuman();

(iii) What will be the size of an object of the (in bytes) of class human?

Ans: 78 Bytes.

21)Consider the following and answer the questions given below. (2003 D)

```
class MNC
{   char Cname[25];       //Company name
 protected:
   char Hoffice[25];          //Head office
 public:
   MNC( );
   char Country[25];
   void EnterData( );
   void DisplayData( );
};
class Branch:public MNC
{   long NOE;     //Number of Employees
    char Ctry[25];  //Country
 protected:
   void Association( );
 public:
   Branch( );
   void Add( );
   void Show( );
};
class Outlet:public Branch
{
   char State[25];
 public:
   Outlet( );
   void Enter( );
   void Output( );
};
```

Ans:

i) Which class constructor can be called first at the time of declaration of an object of class Outlet?

Ans: MNC class constructor can be called first at the time of declaration of an object of class Outlet.

(When an object of the derived class is declared, in order to create it, firstly the constructor of the base class is invoked an then, the constructor of the derived class is invoked. On the other hand, when an object of the derived class is destroyed, first the destructor of the derived class is invoked followed by the destructor of the base class).

ii) How many bytes does an object belonging to class Outlet require?

Ans: 133 Bytes

iii) Name the member function(s) which are accessed from the object(s) of class Outlet.

Ans: Outlet::Enter( )
Outlet::Output( )
MNC::EnterData( )
MNC::DisplayData( )
Branch::Add( )
Branch::Show( )

iv)Name the data member(s), which are accessible from the object(s) of class Branch.

Ans: MNC::Country

22)Consider the following and answer the questions given below: (2000 D)

```
class School
{       int A;
protected:
      int B,C;
public:
      void INPUT(int);
      void OUTPUT();
};
class Dept:protected School
{     int X,Y;
protected:
      void IN(int,int)
public:
      void OUT();
};
class Teacher:public Dept
{       int P;
      void DISPLAY(void);
```

```
    public:
        void ENTER();
    };
```
(i) Name the base class and derived class of the class Dept.
Ans: Base class of Dept - School
Derived class of Dept - Teacher
(ii) Name the data member(s) that can be accessed from function OUT().
Ans: Dept::X Dept::Y
School::B
School::C
(iii) Name the private member function(s) of class Teacher.
Ans: Teacher::Display( )
(iv) Is the member function OUT() accessible the objects of Dept?
Ans: Yes. Since it is public member function.

23)Consider the following declarations and answer the questions below: (1999 D)

```
class vehicle
{   int wheels;
protected:
    int passenger;
   void inputdata(int,int);
   void outputdata();
};
class heavy_vehicle:protected vehicle
{
   int diesel_petrol;
protected:
   int load:
 public:
   void readdata(int,int);
   void writedata();
};
class bus:private heavy_vehicle
{
   char make[20];
 public:
  void fetchdata(char);
  void displaydata();
};
```
(i) Name the base class and derived class of the class heavy_vehicle.
Ans: Base class of heavy_vehicle – vehicle
Derived class of heavy_vehincle – bus
(ii) Name the data member(s) that can be accessed from function displaydata.
Ans: bus::make
heavy_vehicle::load
vehicle::passenger
(iii) Name the data member(s) that can be accessed by an object of bus class.
Ans: No data member can be accessed by an object of bus class.
(iv) Is the member function outputdata accessible to the objects of heavy_vehicle class?
Ans: No.

24) Consider the following declarations and answer the questions below: (1998 D)

```
class PPP
{     int H;
 protected:
    int S;
 public:
   void INPUT(int);
   void OUT();
};
class QQQ:private PPP
{    int T;
 protected:
    int U;
 public:
   void INDATA(int,int);
   void OUTPUT();
};
class RRR:public QQQ
{   int M;
 public:
   void DISP(void);
};
```
(i) Name the base class and derived class of the class QQQ.
Ans: Base class of QQQ – PPP
Derived class of QQQ – RRR
(ii) Name the data member(s) that can be accessed from function DISP().
Ans: QQQ::U , RRR::M
(iii) Name the member function(s) , which can be accessed from the object of class RRR.
Ans: QQQ::INDATA( ) QQQ::OUTPUT( )
RRR::DISP( )
(iv) Is the member function OUT() accessible by the objects of the class QQQ? **Ans:** No.

25)Answer the questions (i) to (iv) based on the following: (2008-09 MP1)

```
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

26) Answer the questions (i) to (iv) based on the following: (2008-09 MP2)

```
class CUSTOMER
{     int Cust_no;
     char Cust_Name[20];
protected:
     void Register();
public:
               CUSTOMER();
               void Status();
};
class SALESMAN
{          int Salesman_no;
           char Salesman_Name[20];
    protected:
           float Salary;
    public:
           SALESMAN();
           void Enter();
           void Show();
};
class SHOP : private CUSTOMER , public SALESMAN
{
           char Voucher_No[10];
           char Sales_Date[8];
      public:
           SHOP();
           void Sales_Entry();
           void Sales_Detail();
};
```

i)Write the names of data members which are accessible from objects belonging to class CUSTOMER.

Ans: None of data members are accessible from objects belonging to class CUSTOMER.

ii) Write the names of all the member functions which are accessible from objects belonging to class SALESMAN.

Ans: Enter(), Show()

iii) Write the names of all the members which are accessible from member functions of class SHOP.

Ans: Data members: Voucher_No, Sales_Date,
Salary
Member functions:Sales_Entry( ),
Sales_Details( ), Enter (), Show( ),
Register( ), Status( ).

iv) How many bytes will be required by an object belonging to class SHOP?

Answer: 66

27) Answer the questions (i) to (iv) based on the following: (2009-10 MP1)

```
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 belong-ing
to class AUTHOR.

Ans) None of data members are accessible from objects belonging to class AUTHOR.

(ii) Write the names of all the member functions which are accessible from ob-jects
belonging to class BRANCH.

Ans) Haveit( ), Giveit( )

(iii) Write the names of all the members which are accessible from member func-tions
of class AUTHOR.

Ans) Data members: Employees, Acode, Aname,
Amount
Member function: Register(), Enter(), Display(), Haveit(),
Giveit(), Start(), Show(),

(iv) How many bytes will be required by an object belonging to class AUTHOR?

Ans) 70

28) Answer the questions (i) to (iv) based on the following: (2009-10 MP2)

```
class CUSTOMER
{  int Cust_no;
   char Cust_Name[20];
protected:
   void Register();
public:
   CUSTOMER();
   void Status();
};
class SALESMAN
{  int Salesman_no;
  char Salesman_Name[20];
protected:
   float Salary;
public:
   SALESMAN();
   void Enter();
   void Show();
};
class SHOP : private CUSTOMER , public SALESMAN
{
   char Voucher_No[10];
   char Sales_Date[8];
public:
   SHOP();
   void Sales_Entry();
   void Sales_Detail();
};
```

(i) Write the names of data members which are accessible from objects belonging to

class CUSTOMER.
Ans) None of data members 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 SALESMAN.
Ans) Enter(), Show()
(iii) Write the names of all the members which are accessible from member functions of
class SHOP.
Ans) Data members: Voucher_No, Sales_Date,
Salary
Member function : Sales_Entry(),
Sales_Detail(), Enter(), Show(),
Register(), Status()
(iv) How many bytes will be required by an object belonging to class SHOP?
Ans) 66

MODEL 4: Theory Questions (Classes)

1) What is the difference between the members in private visibility mode and the members in protected visibility mode inside a class? Also, give a suitable C++ code to illustrate both. 2
Ans

Private Visibility	Protected Visibility
Members in private visibility mode are not accessible to the objects of class (They are only accessible inside the class to the member functions of the class).	Members in protected visibility mode of the class are accessible to the member functions of the same as well as that of its derived class

Example:
```
#include <iostream.h> #include<stdio.h>
const int Max=20;
class Hospital
{
int Pno;
//Members in Private Visibility Mode, accessible
//only to the member functions of same class
protected:
char Name [20];
//Members in Protected Visibility Mode, accessible
//to the member functions of same class as well as
//in member functions of derived class
public:
void Register () {cin»Pno; gets (Name) ;}
void ShowStatus () {cout<<Pno<<N&me<<WardnO<<endl ; }
} ;
```
(Members are private by default inside a class
Protected visibility must be specified for a member to be declared as protected)
(No difference in accessibility of the members of the two visibility modes inside a
class without inheritance)

2) What is the difference between the members in private visibility mode and the members in public visibility mode inside a class? Also, give a suitable C++ code to illustrate both. (2012 Delhi)
A)

Private Visibility	Public Visibility
Members in private visibility mode are not accessible to the objects of class (They are only accessible inside the class to the member functions of the class).	Members in public visibility mode of the class are accessible to the objects of the class

```
#include <iostream.h>
#include<stdio.h>
const int Max=20;
class Hospital
{int Pno,Wardno;
char Name [20] ;
// Members in Private Visibilty Mode, accessible only to the
//member functions of same class
public:
void Register() {cin>>Pno; gets(Neme);cin>>Wardno;}
//Public members can be accessed by Objects of the
//class from outside the class
void ShowStatus(){ cout<<Pno<<Name<<Wardno<<endl;}
} ;
void main ( )
{
Hospital Pl, P2;
P1.Register() ; P2.Register();
Pl.Showstatus(); P2.Showstatus();
cin>>Pl.Wardno;
//NOT ACCESSIBLE as Wardno a a private member
cin>>P2.Pno;
//NOT ACCESSIBLE as Pno is is a private member
}
```

3) Differentiate between public and private visibility modes in context of Object Oriented Programming using a suitable example illustrating each. **(2008D)**
Ans: public and private visibility modes in context of OOP:
The visibility mode (private or public or protected) in the definition of the derived class specifies whether the features of the base class are privately derived or publicly derived or protected derived. The visibility modes basically control the access specifier to be for inheritable members of base class, in the derived class.
Public visibility mode: The public derivation means that the derived class can access the public and protected members of the base class but not the private members of the base class. With publicly derived class, the public members of the base class become the public members of the derived class, and the protected members of the base class become the protected members of the derived class.
Private visibility mode: The private derivation means, the derived class can access the public and private members of the base class privately. With privately derived class, the public and protected members of the base class become private members of the derived class. That means the inherited members can be accessed only through member functions of the derived class.

Visibility Mode	Inheritable **public** member becomes (in derived class)	Inheritable **protected** member becomes (in derived class)	Private member of base class are not directly accessible to derived class.
public	Public	protected	
privatee	Private	private	

public and private access specifiers in context of OOP: public access specifier is used to define any method or a variable which may be accessed by any member function of the same class and also from outside the class. Private access specifier is used to make any variable or a method which has a limited access within the class only.The concept of data hiding is implemented through the private access specifier only.

Eg:

```
class student
{    private:
            int rno;
            char name[21];
   public:
             int age;
             void input( );
             void display( );
}
```

Here, since rno and name are declared in private, they can be accessed only inside the class. Since age,input( ) and display() are declared in public, they can be accessed from outside class also.

4) Differentiate between private and protected visibility modes in context of object oriented programming using a suitable example illustrating each. **(2008OD)**

Ans: private and protected visibility modes in context of OOP:

The visibility mode (private or public or protected) in the definition of the derived class specifies whether the features of the base class are privately derived or publicly derived or protected derived. The visibility modes basically control the access specifier to be for inheritable members of base class, in the derived class.

Private visibility mode: The private derivation means, the derived class can access the public and private members of the base class privately. With privately derived class, the public and protected members of the base class become private members of the derived class. That means the inherited members can be accessed only through member functions of the derived class.

Protected visibility mode: The protected derivation means that the derived class can access the public and private members of the base class protectedly. With protectedly derived class, the public and protected members of the base calss become protected members of the derived class. That means the inherited members are now not available to the outside world and can be accessed only through the member functions of the derived class and the classes based upon the derived classes. These members can be inherited further if any classes are inheriting from the derived class.

Visibility Mode	Inheritable **public** member becomes (in derived class)	Inheritable **protected** member becomes (in derived class)	Private member of base class are not directly accessible to derived class.
protected	Protected	protected	
private	Private	private	

private and protected access specifiers in context of OOP:

private access specifier is used to make any variable or a method which has a limited access within the class only.

At the time of inheritance, these variables cannot be accessed (inherited) to the derived class.

protected access specifier is used to make any variable or a method which has a limited access within the class only (here like private). But at the time of inheritance, these variables can be inherited to the derived class.

Except regarding inheritance, both access specifiers ie private and protected will work same.

Eg:

```
class student
{   private:
             int rno;
             char name[21];
    protected:
             int age;
             void input( );
             void display( );
}
```

Here, since rno and name are declared in private, they can be accessed only inside the class. Since age,input( ) and display() are declared in protected, they also can be accessed only inside the class but they can be inherited, where as private members (rno and name) cannot be inherited.

5) Illustrate the use of Inline function in C++ with the help of an example. (2006 OD)

Ans: INLINE FUNCTIONS: The inline functions are a C++ enhancement designed to speed up programs. The coding of normal functions and inline functions is similar except that inline functions definitions start with the keyword inline.

The working of inline functions:

After writing any program, it is first compiled to get an executable code, which consists of a set of machine language instructions. When this executable code is executed, the operating system loads these instructions into the computer's memory, so that each instruction is stored in a specific memory location. Thus, each instruction has a particular memory address.

After loading the executable program in the computer memory, these instructions are executed step by step. When a function call instruction is encountered, the program stores the memory address of the instruction immediately following the function call statement, loads the function being called into the memory, copies argument values, jumps to the memory location of the called function, executes the function code, stores the return value of the function, and then jumps back to the address of the instruction that was saved just before executing the called function.

With inline code, the compiler replaces the function call statement with the function code itself (this process is called expansion) and then compiles the entire code. Thus, with inline functions, the compiler does not have to jump to another location to execute the function, and then jump back as the code of the called function is already available to the calling program.

Inline functions run a little faster than the normal functions as function calling overheads are saved, however there is a memory penalty. If 10 times an inline function is called, there will be 10 copies of the function inserted into the code.

A function can be declared inline by placing the keyword inline before it. An inline function definition should be placed above all the functions that call it. The functions should be inlined only when they are small. Since for large functions, they will become memory penalty.

The inlining does not work for following situations:

a. For functions that return values and are having a loop or a switch or a goto.

b. For functions not returning values, if a return statement exists.

c. If functions contain static variables.

d. If the function is recursive(a function that calls itself).

Inlining and the member functions:

The member function of a class, if defined within the class definition, are inlined by default. Therefore, only very small member functions should be defined within the class definition.

The member functions defined outside the class definition can be made explicitly inline by placing the keyword inline before their definition.

Inline functions are best for small functions that are called often.The compiler may even ignore your attempt to linline a function if it consists more than 50 lines of code.

6) What do you understand about a member function? How does a member function differ from an ordinary function? (2002)

Ans: A member function is a function declared within a class. It is said to be defined in two ways. Ie Outside the class and inside the class. When a member function is defined outside the class, the name of the function must be the full name including the class name as well. When a member function is defined inside the class, the name of the function is similar to an ordinary function but it will become an **inline** function.

7) What is a default constructor? How does it differ from destructor? (2006 OD)

a) Default constructor: A constructor that accepts no parameter is called the default constructor.

With a default constructor, objects are created just the same way as variables of other data types are created.

```
    class X
{     int i ;
   public:
      int j, k ;
       ------                    //Members Functions
       ------
};
```

Eg: X ob1;
Student s1;

If a class has no explicit constructor defined, the compiler will supply a default constructor. This implicitly declared default constructor is an **inline public** members of its class. Declaring a constructor with arguments hides the default constructor.

There can be a default constructor as well as another constructor with arguments for a class, having multiple constructors is called as constructor overloading.

MODEL 5: Theory Questions (Constructors)

1) What is a copy constructor? Give a suitable example in C++ to illustrate with its definition within a class and a declaration of an object with the help of it. (2015)

A) A copy constructor is an overloaded constructor in which an object of the same class is passed as reference parameter.

```
class Point
{int x;
public:
Point(){x=0;}
Point(Point &p) // Copy constructor
{x = p.x;}
:
};
void main()
{
Point p1;
Point p2(p1);          //Copy constructor is called here
//OR
Point p3=p1;           //Copy constructor is called here
}
```

2) Write any two similarities between constructor and destructor. Write the function headers for constructor and destructor of a class Flight**.** **(2013)**

Answer:**Similarities:**

(i) Constructors and destructors have the name of the class (destructor name will be prexixed by ~), do not have any return type not even void, they will be called automatically.

(ii) Pointers and references cannot be used on constrctors and destructors because their addresses cannot be taken.

Example:

```
class Student
{ char name[30];
  float m1,m2,m3;
public:
  Student( ); //Constructor for class Student
 ~Student( );//Destructor for class Student
};
```

3) Differentiate between Constructor and Destructor function with respect to Object Oriented Programming. 2011

Constructor	Destructor
It is a special member function of class with the following unique features: • It has same name as the name of the class they belong to. • It has no return type. • It is defined in public visibility mode • It is automatically called and executed at the time of creation/declaration of the object • Constructor can be overloaded.	It is a special member function of class with the following unique features: • It has same name as the name of the class preceded by a symbol ~ (tilde). • It has no return type. • It is defined in public visibility mode • It is automatically called and executed when scope of an object gets over • Moreover, destructor functions can NOT be overloaded.

class Trial
{
int a,b;
public:
Trial ( ) {a=0;b=0;}//Constructor
void Disp ( )
{
cout<<a<<b<<endl;
}
};
void main ( )
{
Trial T; //Constructor invoked
T . Disp ( ) ;
}
	class Item
	{
	public:
	Item ( )
	{cout<<"Item Manufactured.."<<endl}
	void Working ( )
	{cout<<"Item is Working"<<endl;}
	~Item( )//Destructor
	{cout<<"Item destroyed..."«end1}
	};
	void main ( )
	{
	Item I;
	I . Working ( ) ;
	for (int C=0; C<2; C++)
	{
	Item J;
	J.Working ( ) ;
	}// Call of Destructor for J
	}// Call of Destructor for I

4)What is copy constructor?Give ane example in C++ to illustrate copy con-structor. (2009D)

Ans A copy constructor is an overloaded constructor function in which (an) object(s) of the same class is/are passed as a reference parameter(s). It is used when an object's data value is related to or is initialised using another

object's data value of the same class. In the example below the values of data members of object Q are dependent on the values of data members of object P and Data members of object R dependent on Q.

```
//Example of Copy Constructor
class Play
{          int Count, Number;
   public:
          Play(); //constructor
          Play(Play &);//copy constructor
          void Disp();
          void Change(int,int);
};
```

```
Play::Play () //constructor
{          Count=0;
           Number=0;
}
Play:: Play (Play &P) //copy constructor
{          Count=P.Count+l0;
           Number=P.Number+20;
}
void Play::Disp()
{          cout<<Count;
           cout<<Number<<endl;
}
void Play::Change(int C,int N)
{          Count=C;
           Number=N;
}
void main ()
{          Play P; //Call for constructor
           P.Disp (); P.Change(90,80) ;
           Play Q(P); //Copy constructor call
           Q.Disp();
           Play R=Q; //Copy constructor ca11
                     [same as P1ay R(Q);]
           R. Disp();
}
```

5) Differentiate between Constructor and Destructor function in context of Classes and Objects Using C++?
(2007 D)

Ans: Constructor: A constructor is used to intitialize the objects of that class type with a legal initial value.If a class has a constructor, each object of that class will be initialized before any use is made of the object.

(A member function with the same name as its class is called Constructor and it is used to initialize the objects of that class type with a legal initial value.)

Destructor: A destructor is used to destroy the objects that have been created by a constructor. A destructor destroys the values of the object being destroyed.

Constructor	Destructor
Purpose: Is used to intitialize the objects of that class type with a legal initial value	**Purpose:** Is used to destroy the objects that have been created by a constructor
Name: The name of the class	**Name:**The name of the class preceded by a ~.
Calling: It will be called automatically at the time of creation of the object. Ie Implicite calling	**Calling:** It will be called automatically at the time of destruction of an object. Ie Implicite calling
Return Type: No return type not even void	**Return Type:** No return type not even void

6) Differentiate between a default constructer and copy constructer, giving suitable examples of each.(2005 OD)

Ans: A default constructor also called as non-parameterized constructor will take no argument and initialize the object with the predefined values in that constructor,

Where as a copy constructor will take an already created object of that class and stores that object values into the newly created object of that class. A copy constructor takes a reference to an object of the same class as an argument.

7) Why is destructor function required in classes? Illustrate with the function with an example. (2000 D)

Ans: A destructor is a function which de-allocates/frees the memory which was reserved by the constructor.

Eg:

```
class Sample
{
      Int i,j;
   Public:
      Sample(int a, int b)              //Constructor
      {     i=a; j=b;    }
     ~Sample()
      {      cout<<"Destructor at work\n";     }
      ------
};
void main( )
{
  Sample s1(3,4);    //Local object s1 constructed with values 3
                     // and 4 using Sample ( )
 -----
 ------
 ----//Automatically s1 is destructed at the end of the block
     //using destructor ~Sample( )
}
```

Here in the above example the destructor ~Sample( ) will be automatically executed at the time of destruction of an object, and which is used to de-allocate the memory, before doing it whatever written in the destructor will be executed.

Ie in the above example whenever an object of the class is being destroyed, "Destructor at work" will be displayed.

8) What is a copy constructor? What do you understand by constructer overloading? (1998D)

Ans: copy constructor is a constructor of the form **classname(classname &).** The compiler will use the copy constructor whenever you initialize an instance using values of another instance of same type.

Eg: Sample S1; //Default constructor used
Sample S2 = S1;//Copy constructor used. Also
//Sample S2(S1);

In the above code, for the second statement, the compiler will copy the instance S1 to S2 member by member. If you have not defined a copy constructor, the compiler automatically, creates it and it is public.

A copy constructor takes a reference to an object of the same class an argument.

Constructor Overloading:

With same constructor name, having several definitions that are differentiable by the number or types of their arguments(ie Parameterized, non-parameterized and copy constructors) is known as an overloaded constructor and this process is known as constructor overloading.

Constructor overloading implements polymorphism.

An Example using Constructor Overloading:

1.Program to find area of a circle using class, constructor functions and destructor.

```
#include<iostream.h>
#include<conio.h>
class Circle
{    float  r,a;       //r and a are private
 public:
    Circle()         //Non parameterized or Default Constructor
    {  r=0.0;       a=0.0;
    }
    Circle(float rad)     //Parameterized Constructor
    {  r = rad;
      a = 3.1415*r*r;
    }
```

```
    Circle(Circle &obj)  //Copy Constructor
    {  r = obj.r;
      a = obj.a;
    }
    ~Circle()
    {       cout<<"\nThe object is being
                    destroyed....";
     }
    void take()
    {  cout<<"Enter the value of Radius: ";
       cin>>r;
    }
    void calculate()
    {    a = 3.1415*r*r;
     }
    void display()
    {  cout<<"\nThe Radius of the Circle = "<<r;
      cout<<"\nThe Area of the Circle = "<<a;
    }
};
void main()
{  clrscr();
   Circle c1; /*Default Constructor will be called implicitely.
                        ie c1.r = 0.0 and c1.a = 0.0  */
   Circle c2(10.3);  //Parameterized Constructor will be
                                 //called implicitely
   Circle c3(c2);
                           //Copy Constructor will be called
implicitely
   c1.take();
   c1.calculate();
   c1.display();
   c2.display();
   c3.display();
getch();}
```

MODEL 7: Theory Questions (Inheritance)

1) Differentiate between Protected and Private members of a class in context of inheritance using C++. (2007 OD)

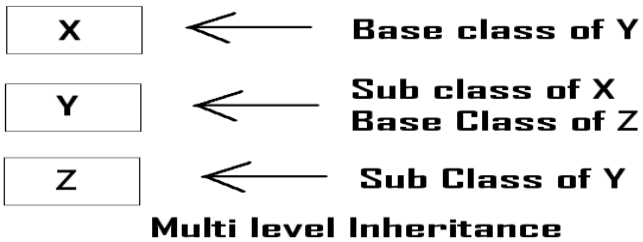
Ans: Protected members will be inherited into the derived class (they are accessible from the derived class). But Private members cannot be accessed from the derived class.

(Remember that the memory will be reserved for private as well as protected members for the derived class object)

2) Define Multilevel and Multiple inheritance in context of Object Oriented Programming. Give suitable example to illustrate the same (2006 D)

Ans:

Multilevel Inheritance: When a subclass inherits from a class that itself inherits from another class, it is known as multilevel inheritance.

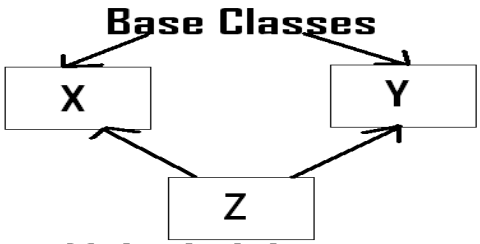


Multi level Inheritance

Eg: (for Multi Level Inheritance)

```
class A
{  -----
   ------
 }
class B:public class A
{ -----
   -----
}
class C:protected B
{   ----
    -----
}
```

Multiple Inheritance: When a sub class inherits from multiple base classes, it is known as multiple inheritance.



Multiple Inheritance

Eg: (for Multiple Inheritance)

```
class A
{  -----
   ------
 }
class B
 { -----
   -----
}
class C:public A,protected B
{  ----
   -----
}
```

3) Illustrate the concept of Inheritance with the help of an example. (2002 D)

Ans: The capability of one class to inherit propertied from another class, is called as inheritance.

The most important advantage of inheritance is code reusability.

There are 5 types of inheritance:

(i) Single Inheritance): When a sub class inherits only from one base class, it is known as single inheritance.

(ii) Multiple Inheritance: When a sub class inherits from multiple base classes, it is known as multiple inheritance.

(iii) Hierarchical Inheritance: When many sub classes inherit from a single base class, it is known as hierarchical inheritance.

(iv) Multilevel Inheritance: When a subclass inherits from a class that itself inherits from another class, it is known as multilevel inheritance.

(v) Hybrid Inheritance: Hybrid inheritance combines two or more forms of inheritance.

4) Reusability of classes is one of the major properties of OOP. How is it implemented in C++. (2001)

Ans: Resuability of classes can be implemented through Inheritance. Ie After developing a class, if you want a class which consists the features of this class(ie members) and the other features also, then instead of developing a class which consists all these features, you can inherited the existing features (members) and you can develop new class consists the remaining features using **inheritance (in Object Oriented Programming ie in C++.)**

5)What do you understand by visibility modes in class derivations? What are these modes? (1999)

Ans: It is given in chapter 4, classes and object as two answers. Ie Difference between private and protected, private and public.

MATERIAL : CONSTRUCTORS & DESTRUCTORS

Constructor: A member function with the same name as its class is called Constructor and it is used to initialize the objects of that class type with a legal initial value.

If a class has a constructor, each object of that class will be initialized before any use is made of the object.

Need for Constructors: A variable, an array or a structure in C++ can be initialized at the time of their declaration.

Eg: int a=10;

```
int a[3]= {5,10,15};
struct student
{   int rno;
    float m1,m2,m3;
};
student s1={1,55.0,90.5,80.0};
```

But this type of initialization does not work for a class because the class members have their associated access specifiers. They might not be available to the outside world (outside their class). A Constructor is used to initialize the objects of the class being created (automatically called by the compiler).

Difference between a constructor and an ordinary member function:

	Constructor	Member Function
Name	Name of the Class	Any Valid Identifier
Purpose	Initialize the object when it is being created	For any general purpose
Call	Implicit	Explicit
Return type	Should not keep	Must be there at least void

Declaration and Definition:

A constructor is a member function of a class with the same name as that of its class name. A constructor is defined like other member functions of a class. It can be defined either inside the class definition or outside the class definition.

Eg:

```
class X
  { int i;
public:
   int j,k;
   X ( )                    //Constructor
    {   i = j = k = 0;
    }
    ------
     //Other members
    ------
  };
```

This simple constructor (X::X ( )) is as an inline member function. Constructors can be written as outline functions also as it is shown below:

```
class X
{   int i ;
  public:
    int j, k ;
    X ( );      //Only constructor declaration.
    ------      //Other members
    ------
 };
X :: X ( )     //Constructor defined outside
{
       i = j = k = 0;
 }
```

Generally constructor will be defined under public section, which can be available to non members also. But it can also be defined under private or protected. A private or protected constructor is not available to the non-member functions. Ie With a private or protected constructor, you cannot create an object of the same class in a non-member function.

There are three types of constructors

a) **Non-parameterized or Default Constructor**
b) **Parameterized Constructor**
c) **Copy Constructors**

a) Default constructor:

A constructor that accepts no parameter is called the default constructor.

With a default constructor, objects are created just the same way as variables of other data types are created.

```
class X
{   int i ;
  public:
    int j, k ;
     ------
    //Members Functions
     ------
 };
```

Eg: X ob1;

Student s1;

If a class has no explicit constructor defined, the compiler will supply a default constructor. This implicitly declared default constructor is an **inline public** members of its class. Declaring a constructor with arguments hides the default constructor.

There can be a default constructor as well as another constructor with arguments for a class, having multiple constructors is called as constructor overloading.

A constructor can also have default arguments. A constructor with default arguments is equivalent to a default constructor.

Eg:

```
class Rectangle
  { float  l,b,a;
    public:
    Rectangle ( float len = 5.0, float bre = 5.0)
       //Constructor with Default arguments
    {   l = len;
        b = bre;
     }
      -----
      -----
  };
void main( )
{   Rectangle  first(7.0,9.5);
    Rectangle  second;
//Takes default argument values.  Equivalent to second(5.0,5.0)
    ----
    ----
}
```

The default constructors are very useful when you want to create objects without having to type the initial objects every time with pre specified initial values or if you want to create array of objects of your class type. You can't create an array of objects unless your class has a default constructor (implicitly or explicitly defined).

b) Parameterized Constructor:

A constructor that take arguments, is called as parameterized constructor.

The parameterized constructor allow us to initialize the various data elements of different objects with different values when they are created. This is achieved by passing different values as arguments to the constructor function when the objects are created.

Eg:

```
class Rectangle
     {     float  l,b,a;
```

```
public:
    Rectangle ( float len , float bre )
      //Parameterized Constructor.
    {    l = len;
         b = bre;
    }
    -----
};
void main( )
{
     Rectangle  first(7.0,9.5);
     ----
     ----
}
```

With a parameterized constructor, the initial values must be passed at the time of object created. This can be done in two manners:

(i)By calling the constructor implicitly
(implicit call)
Eg: Rectangle first(8.5,3.9);

(ii)By calling the construct or explicitly
(Explicit call)
Eg: Rectangle first = Rectangle (8.5,3.9);

Temporary Instances:

A temporary instance lives in the memory as long it is being used or referenced in an expression and after this it dies. A temporary instance will not have any name. The explicit call to a constructor also allows you to create a temporary instance or temporary object. The temporary instances are deleted when they are no longer referenced.

Eg:
```
class  Sample
{   int i,j;
 public:
   sample (int a, int b)
   {   i=a;
       j=b;
   }
   void print ( )
   {    cout<<i<<j<<"\n";
   }
   ----
   ----
};
void test ( )
{    Sample S1(2,5);
          //An object S1 created
     S1.print ( );
          //Data values of S1 printed
     Sample (4,9).print ( );
          //Data values of a  temporary
          //sample instance printed
}
```

The primitive (fundamental) types also have their own constructors. When no values are provided, they use their default constructors but when you provide initial values, the newly created instance is initialized with the provided value.

Eg:
```
int a,b,c;
//Default constructor used
int i(3), j(4), k(5);     //i,j,k initialized
```

c) Copy Constructor:

A copy constructor is a constructor of the form **classname(classname &).** The compiler will use the copy constructor whenever you initialize an instance using values of another instance of same type.

Eg:
```
Sample S1;          //Default constructor used
Sample S2=S1; //Copy constructor used.Also Sample S2(S1);
```

In the above code, for the second statement, the compiler will copy the instance S1 to S2 member by member. If you have not defined a copy constructor, the compiler automatically, creates it and it is public.

A copy constructor takes a reference to an object of the same class an argument.

Eg:
```
class Sample
{    int i,j;
  public:
    Sample (int a, int b)         //Constructor
    {    i = a;
         j = b;
     }
    Sample (Sample &s)  //Copy Constructor
     {     i=s.i;
           j=s.j;
           cout<<"Copy constructor
                      Working\n";
     }
     void print( )
     {
           cout<<i<<"\t"<<j<<"\n";
     }
     -----
     -----
  };
void main( )
{
Sample S1(4,9);  //S1 initialized first constructor used
Sample S2(S1); //S1 copied to S2.  Copy constructor called.
Sample S3=S1;//S1 coped to S3. Copy constructor called again.
       -----
       -----
}
```

Why the argument to a copy constructor is passed by reference:

If we try to pass the argument by value to a copy constructor (ie, for a class X, if we use an X(X) constructor in place of X(X&), the compiler complaints out of memory. The reason is, when an argument is passed by value, a copy of it is constructed. To create a copy of the object, the copy constructor works. But the copy constructor is creating a copy of the object for itself, thus it calls itself. Again the called copy constructor requires another copy so again it is called. In fact it calls itself again until the compiler runs out of memory. So, in the copy constructor, the argument must be passed by reference, so that to make a copy of the passed object, original object is directly available.

Dynamic initialization of objects: The dynamic initialization means that the initial values may be provided during runtime. The benefit of dynamic initialization is that it provides the flexibility of assigning initial values at run time.

Initialization of Const & Reference Members:

If your class contains a constant and a reference as member field, then you need to specify that through **Member-Initialization List.**

A constructor can initialize the constituent data members of its class through a mem-initialization list that appears in the function header of the constructor.

Eg:
```
class Test
{    int a ;
    char b;
 public:
    Test(int i,char j):a(i), b(j);
          //a(i) initializes member a with value i, b(j)….b with j.
    {
      ….
    }
```

```
}
```
You can even have a combination of mem-initialization list and initialization within constructor body.

Eg:

```
class Test
{   ……
 public:
   Test(int i, char j):a(i)
    {
       b=j;
    }
    …..
};
```

And if your class contains a **const** and /or a **reference** member, then these members must be initialized through mem-initialization list as these cannot be initialized within constructor body.

Eg:

```
struct Sname
{ char fname[25];
  char lname[25];
} S1;
class Test
{   int a,b;
    const int max;                  //const member
    Sname &name;              //reference member
 public:
    Test ( ):max(300),name(S1)
    {   a=0;
        b=10;
    }
    ------
};
```

Mem-initialization lists are especially used in the following four cases:

(i)initialization of const members.
(ii)initialization of reference members.
(iii)Invoking base class constructor.
(iv)Initialization of member objects.

Constructor Overloading:

The constructor of a class may also be overloaded so that even with different number and types of initial values, an object may still be initialized.

Default Arguments Versus Overloading:

Using default arguments gives the appearance of overloading, because the function may be called with an optional number of arguments.

Eg:

Prototype :

```
float amount (float principal, int time=2, float rate=0.08);
```

Can be called as

```
Amount(2000.0,4,0.10);
Amount(3520.5,3);
Amount(5500.0);
```

Special Chracteristics of Constructors:

1. Constructor functions are invoked automatically when the objects are created.
2. If a class has a constructor, each object of that class will be initialized before any use is made of the object.
3. Constructor functions obey the usual access rules. Ie private and protected constructors are available only for member and friend functions, however, public constructors are available for all the functions. Only the functions that have access to the constructor of a class, can create an object of the class.
4. No return type (not even void) can be specified for a constructor.
5. They cannot be inherited, though a derived class can call the base class constructor.
6. A constructor may not be static.
7. Default constructors and copy constructors are generated(by the compiler) where needed. Generated constructors are public.
8. Like other c++ functions, constructors can also have default arguments.
9. It is not possible to take the address of a constructor.
10. An object of a class with a constructor cannot be a member of a union.
11. Member functions may be called from within a constructor.
12. A constructor can be used explicitly to create new objects of its class type, using the syntax class-name (expression-list)
    Eg: Sample obj1=Sample(13,22.42);

DESTRUCTORS

Destructor:

A destructor is used to destroy the objects that have been created by a constructor. A destructor destroys the values of the object being destroyed.

A destructor is also a member function whose name is the same as the class name but is preceded by tilde(~). A destructor takes no arguments, and no return types can be specified for it (not even void). It is automatically called by the compiler when an object is destroyed. A local object, local to a block, is destroyed when the block gets over; a global or static object is destroyed when the program terminates. A destructor cleans up the storage (memory area of the object) that is no longer accessible.

Eg:

```
class Sample
{      int i,j;
   Public:
      Sample(int a, int b)   //Constructor
      {    i=a; j=b;
       }
     ~Sample()
      {   cout<<"Destructor at work\n";
        }
      ------
      ------
};
void main( )
{
  Sample s1(3,4);
 //Local object s1 constructed with values 3  & 4 using Sample ( )
 -----
----     /*Automatically s1 is destructed at the end of the block using destructor ~Sample( )*/
}
```

Need for Destructors:

During construction of any object by the constructor, resources may be allocated for use. (for example, a constructor may7 have opened a file and a memory area may be allotted to it). These allocated resources must be de allocated before the object is destroyed.A destructor performs these types of tasks.

Some Characteristics of Destructors:

1. Destructor functions are invoked automatically when the objects are destroyed.
2. If a class has a destructor, each object of that class will be deinitialized before the object goes out of scope.(Local objects at the end of the block defining them and global and static objects at the end of the program).
3. Destructor functions also, obey the usual access rules as other member functions do.

4.No argument can be provided to a destructor, neither does it return any value.
5. They cannot be inherited.
6. A destructor may not be static.
7. It is not possible to take the address of a destructor.
8. Member functions may be called from within a destructor.
9. An object of a class with a destructor cannot be a member of a union.

CONSTRUCTORS AND DESTRUCTORS (PROGRAMS)

1.Program to find area of a circle using class, constructor functions and destructor.

```
#include<iostream.h>
#include<conio.h>
class Circle
{    float  r,a;        //r and a are private
  public:
     Circle()
 //Non parameterized or Default Constructor
    { r=0.0;
      a=0.0;
    }
    Circle(float rad)
 //Parameterized Constructor
    { r = rad;
      a = 3.1415*r*r;
    }
   Circle(Circle &obj)  //Copy Constructor
    { r = obj.r;
      a = obj.a;
    }
    ~Circle()
    {cout<<"\nThe object is being destroyed....";
    }
    void take()
    {
      cout<<"Enter the value of Radius: ";
      cin>>r;
    }
   void calculate()
    {
      a = 3.1415*r*r;
    }
  void display()
    { cout<<"\nThe Radius of the Circle = "<<r;
      cout<<"\nThe Area of the Circle = "<<a;
    }
};
void main()
{   clrscr();
  Circle c1; /*Default Constructor will be called implicitly.  ie
c1.r = 0.0 and c1.a = 0.0  */
  Circle c2(10.3);
                //Parameterized Constructor will be called implicitly
  Circle c3(c2);
                //Copy Constructor will be called implicitly
  c1.take();
  c1.calculate();
  c1.display();
  c2.display();
  c3.display();
  getch();
}
```

2. Program to process student data using class concept, constructors and destructor.

```
#include<iostream.h>
#include<conio.h>
class Student
{   float m1,m2,m3,total,avg;
public:
   Student()
   { m1=0.0;
     m2=0.0;
     m2=0.0;
     total=0.0;
     avg=0.0;
   }
  Student(float x,float y,float z)
   { m1=x;
     m2=y;
     m3=z;
     total=m1+m2+m3;
     avg=total/3;
   }
 Student(Student &Test)
   { m1=Test.m1;
     m2=Test.m2;
     m3=Test.m3;
     total=Test.total;
     avg=Test.avg;
   }
  ~Student()
   {  cout<<"The Object is being Destroyed....";
   }
   void readProcess()
   { cout<<"\nEnter the 3 Subject marks of a
                                student: ";
     cin>>m1>>m2>>m3;
     total=m1+m2+m3;
     avg=total/3;
   }
 void display()
   { cout<<"\nTotal Marks = "<<total;
     cout<<"\nAverage Marks = "<<avg;
   }
 };
void main()
 {
   clrscr();
   Student S1;
   Student S2(50.5,90.0,75.5);
   Student S3=S2;
   S1.readProcess();
   S1.display();
   S2.readProcess();
   S2.display();
   S3.display();    getch();
}
```

7.DATA FILE HANDLING (6Marks)

MODEL 1a): Write the **FILL IN THE BLANKS (1 Mark)**

Fill in the blanks marked as the Statement 1 and the Statement 2, in the program segment given below the appropriate functions for the required task. (2014) 1

```
class Agency
{    int ANo;
  char Name[20];  //Agent Code
  chart Mobile[12]; //Agent Mobile
public:
  void Enter( ) //Function to enter details of agent
  void Disp( ); //Function to display details of agent
  int RANo( )
 {return ANo;
  }
  void UpdateMobile( )//Function to change Mobile
 {
    cout<<"Update Mobile: ";
    gets(Mobile);
  }
};
void AgentUpdate( )
{  fstream F;
  F.open("AGENT.DAT",ios::binary|ios::in|ios::out);
  int Updt=0;
  int UAno;
  cout<<"Ano (Agent No – To update Mobile): ";
  cin>>UAno;
  Agency A;
  while(!Updt && F.read((char *)&A,sizeof(A)))
  {
   if(A.RAon( )= =UAno)
    {
  //Statement 1: To call the function to update Mobile No.
 _____
 //Statement 2: To reposition file pointer to re-write the
//updated object back in the file
_____
  F.write((char *)&A,sizeof(A));
  Updt++;
  }
}
if(Updt)
  cout<<"Mobile Update for Agent"<<UAno<<endl;
  else
 cout<<"Agent not in the Agency"<<endl;
F.close( );
}
```

Answer)

Statement 1:A.UpdateMobile( );
Statement 2: F.seekg(-1*sizeof(A),ios::cur);

Fill in the blanks marked as Statement 1 and Statement 2, in the program segment given below with appropriate functions for the required task. **(2013)1**

```
class Club
{
  long int MNo;//Member Number
  char MName[20];//Member Name
  char Email[30];//Email of Member
public:
  void Register( );//Function to register member
  void Disp( );//Function to display details
  void ChangeEmail( ) //Function to change Email
  {  cout<<"Enter Changed Email: ";
     cin>>Email;
   }
   long int GetMno( )
  {        return MNo;
   }
};
void ModifyData( )
{ fstream File;
 File.open("CLUB.DAT", ios::binary | ios::in|ios::out);
int Modify=0, Position;
long int ModiMno;
cout<<"Mno – Whose email required to be modified: ";
cin>>ModiMno;
Club CL;
while(!Modify && File.read((char *)&CL.sizeof(CL)))
{
   if(CL.GetMno( )==ModiMno)
   {
      CL.ChangeEmail( );
      Position=File.tellg( )-sizeof(CL);
  //Statement 1: To place file pointer to the required position
   _____
  //Statement:To write the object CL on to the binary file
   _____
   Modify++;
  }
}
if(Modify)
  cout<<"Email changed….."<<endl;
else
cout<<"Member not found…."<<endl;
File.close( );
}
```

Ans)

Statement 1: File.seekp(Position);
Statement 2: File.write((char *)&CL,sizeof(CL));

4 (a) Observe the program segment given below carefully and the questions that follow: (2012) 1

```
class Stock
{      int Ino, Qty ; char Item [20];
public:
    void Enter()
   {cin>>Ino;qets(Item) ; cin>>Qty;
    }
   void issue(int Q)
  {Qty+=O;
  }
  void Purchase(int Q)
  {Q-=Q;
  }
  int GetIno ()
  {return Ino;
  }
};
void PurchaseItem(int Pino,int PQty)
```

```
{ fstream File;
  File.open("STOCK.DAT", ios::binary|ios: :in|ios: :out);
  Stock S;
  int Success=O;
  while (Success==O && File.read((char*)&S,sizeof(S)))
  {
     if (Pino==S. GetIno())
      {  S.PurchaSe(PQ) ;
         _____ // Statement 1
         _____ // Statement 2
         Success++;
       }
   }
}
if (Success=l)
      cout<<"Purchase Updated"<<endl;
else
      cout<<"Wronq Item No"<<endl;
File.close() ;
}
```

(i) Write statement 1 to position the file pointer to the appropriate place so that the data ucdation is done for the reauired item.

Ans File.seekp(File.tellg() - sizeof(Stock));

OR File. seekp (-sizeof (Stock) ,ios::cur));

(ii) Write statement 2 to perform the write operation so that the updation is done in the binary file.

Ans File.write((char*)&S,sizeof(S));

OR File.write((char*)&S,sizeof(Stock));

Observe the program segment given below carefully and fill the blanks marked as Statement 1 and Statement 2 using seekg( ), seekp( ) tellp( ) and tellg( ) functions for performing the required task. (2011 OD) 1

```
#include <fstream.h>
class ITEM
{int Ino;char Iname[20]; float Price;
public:
void ModifyPrice() ;//The function is to modify
price of a particular ITEM
} ;
void item: :ModiyPrice()
{fstream File;
 File.open ("ITEM.DAT", ios::binary | ios::in | ios: :out) || ;
 int CIno;
 cout<<"Item No to modify price:";cin>>CIno;
 while (file.read ((char*) this, sizeof (ITEM)))
{ if (CIno==Ino)
  {     cout<<"Present Price:"<<Price<<end1;
        cout<<"Changed price:"; cin>>Price;
        int FilePos = _____ ; //Statement 1,
        _____; //Statement 2
       File.write((char*)this,sizeof(ITEM)) ;// Re-writing the
record
   }
 }
 File.close( ) ;
}
```

Ans Option 1

Statement 1: File.tellp ( ) ; OR File. tellg ( ) ;

Statement 2: File.seekp (FilePos - sizeof (ITEM)) ;

OR File.seekp (-sizeof (ITEM), ios: :cur));

OR File.seekg(FilePos - sizeof (ITEM));

OR. File.seekg(-sizeof (ITEM), ios: :cur));

Ogtion 2

Statement 1: File. tellp ( ) – sizeof (ITEM) ;

OR File.tellg()- sizeof (ITEM) ;

Statement 2: File.seekp (FilePos) ;

OR File.seekg (FilePos) ;

Observe the program segment given below carefully and fill the blanks marked as Statement 1 and Statement 2 using tellg() and seekp() functions for performing the required task. (2010D)

```
#include <fstream.h>
class Client
{ long Cno;
  charName[20],Email[30] ;
public: //Function to allow user to enter the Cno, Name,Email
  void Enter() ; //Function to allow user to enter (modify) Email
  void Modify() ;
  long ReturnCno()
  {   return Cno;
  }
};
void ChangeEmail()
{Client C;
  fstream F;
  F.open ("INFO.DAT",ios::binary | ios::in | ios::out);
  long Cnoc; //Client's no. whose Email needs to be changed
  cin>>Cnoc;
  while (F.read((char*)&C, sizeof(C)))
  {   if (Cnoc= =C.ReturnCno())
   {  C.Modify(); //Statement 1
      int Pos = _____ //To find the current position  of file pointer
        _____ // Statement 2/To move the file pointer to
 //write the modified record back onto the file for the desired Cnoc
    F.write((char*)&C, sizeof(C));
    }
  }
  F.close();
}
```

Ans)

Statement 1: F. tellg ( );

Statement 2: F. seekp(Pos-sizeof(C)) ; **OR**
F.seekp(-sizeof(C), ios::cur);

4. (a) Observe the program segment given below carefully and fill the blanks marked as Statement 1 and Statement 2 using tellg() and seekp() functions for performing the required task. (2010 OD) 1

```
#include <fstream.h>
class Customer
{   long Cno;
   char Name[20],Mobile[12];
public:
    void Enter( ); //Function to allow user to enter the Cno, Name,Mobile
    void Modify( ); //Function to allow user to enter modify mobile number
     long GetCno( )  //Function to return value of Cno
     {        return Cno;
     }
};
void ChangeMobile( )
{Customer C;
fstream F;
```

```
F.open("CONTACT.DAT",ios::binary|
            ios::in|ios::out);
long Cnoc;  //Customer no. whose mobile number needs to be changed
cin>>Cnoc;
while (F.read((char*)&C,sizeof(C)))
{   if (Choc==C.GetCno( ))
  {     C.Modify( );
      int Pos=_____________ //Statement 1
        //To find the current position of file pointer
                 _____________ //Statement 2
 //To move the file pointer to write the modified record back onto
//the file for the desired Cnoc
     F.write((char*)&C, sizeof(C));
   }
}
 F. close (  );
}
```

Ans) **Statement 1**

F.tellg( ) ;

Statement 2

F.seekp(Pos-sizeof(C));

OR

File.seekp(-l*sizeof(C),ios::cur);

4. (a) Observe the program segment given below carefully and fill in the blanks marked as Line 1 and Line 2 using fstream functions for performing the required task. (2009 D)

```
#include <fstream.h>
class Stock
{    long Ino ;           //Item Number
    char Item [20] ;  //Item Name
    int Qty ;            //Quantity
public:
    void Get(int);             //Function to enter the content
    void show( );            //Function to display the content
    void Purchase (int Tqty)
    {
       Qty + = Tqty ;
    }         //Function to increment in Qty
    long KnowIno ( )
    {      return Ino;
    }
} ;
void Purchaseitem(long PINo, int PQty)
            //PINo -> Ino of the item purchased
            //PQty -> Number of item purchased{
fstream File;
File.open("ITEMS.DAT", ios ::
            binarylios ::inlios :: out);
int Pos = –1 ;
Stock S ;
while (Pos = = –1 && File.read((char*) &S, sizeof (S)))
if (S. KnowIno( ) ==PINo)
{    S. Purchase (PQty);
                 //To update the number of Items
     Pos = File.tellg ( ) -sizeof (S) ;
     _____________________;
 //Line 1: To place the file pointer to the required position
      _____________________;
//Line 2: To write the object S on to the binary file
}
if (Pos = = –1)
    cout<<"No updation done as
            required Ino not found.." ;
File.close ( ) ;
}
```

Ans) **Statement 1:**

File.seekp(Pos);

OR

File.seekp(-sizeof(A), ios:: cur);

Statement 2:

File.write((char*)&S, sizeof(S));

OR

File.write((char*)&S, sizeof(Stock));

4. (a) Observe the program segment given below carefully and fill the blanks marked as Line 1 and Line 2 using fstream functions for performing the required task. (2009 OD)

```
#include <fstream.h>
class Library
{
  long Ano;
        //Ano - Accession Number of the Book
   char Title[20];
         //Title - Title of the Book
    int Qty;
       //Qty - Number of Books in Library
public:
    void Enter (int);
       //Function to enter the content
    void Display();
      //Function to display the content
    void Buy(int Tqty)
    {       Qty+=Tqty;     //Function to increment in Qty
    long GetAno( )
    {
      return Ano;
     }
};
void BuyBook(long BANo,int BQty)
//BANo ->Ano of the book purchased
//BQty ->Number of books purchased
{fstream File;
File.open("STOCK.DAT" ,
          ios::binary|ios::in|ios::out);
int position=-l;
Library L;
while(Position==-l &&
        File.read((char*)&L,sizeof(L)))
if (L.GetAno()==BANo)
{L.Buy(BQty);              //To update the number of Books
Position = File.tellg()-sizeof(L) ;
_____________________;
//Line 1: To place the file pointer to the required position
_____________________;
//Line 2:To write the object L on to the binary file
}
if (Position==-l)
cout<< "No updation do:r{e as
            required Ano not found..";
File.close( );
}
```

Ans) **Statement 1**

File.seekp(Position);

OR

File. seekp (-sizeof (L), ios::cur);

Statement 2

File.write((char*)&L, sizeof(L));

OR

File.write((char*)&L,sizeof(Library));

4.a)Observe the program segment given below carefully, and answer the question that follows (2008 D)

```
class Applicant
{ long Aid ;              // Applicant's Id
  char Name[20] ;     // Applicant's Name
  float Score ;          // Applicant's Score
public ;
  void Enroll( ) ;
  void Disp( ) ;
  void MarksScore( ) ;
       //Function to change Score
  long R_Aid( )
  {     return Aid;
  )
} ;
void ScoreUpdate (long Id)
{
 fstream File ;
 File.open ("APPLI.DAT" , ios :: binary |
                  ios :: in | ios :: out) ;
  Applicant A ;
  int Record = 0, Found = 0 ;
  while (!Found && File.read
             ( (char*)&C, sizeof(c) ) )
  { if (Id = = A.R_Aid( ) )
      {      cout << "Enter new Score" ;
            A.MarksScore( ) ;
            _____ //Statement 1
            _____ //Statement 2
            Found=1;
       }
    Record++ ;
   }
  if (Found = = 1)
      cout << "Record Updated" ;
  File.close( ) ;
 }
```

Write the Statement1 to position the File Pointer at the beginning of the Record for which the Applicant's Id matches with the argument passed, and Statement 2 to write the updated record at that position.

Ans) **Statement 1**

File.seekp(File.tellp( )-sizeof(A));

Statement 2

File.seekp(Record*sizeof(Applicant));

or

File.write((char*)&A,sizeof(A));

4.a)Observe the program segment given below carefully, and answer the question that follows (2008 OD)

```
class candidate
{    long Cid ;          // Candidate's Id
     char CName[20]; // Candidate's Name
     float Marks ;       // Candidate's Marks
public ;
    void Enter( ) ;
    void Display( ) ;
    void MarksChange( ) ;
                  //Function to change marks
    long R_Cid( )
    {       return Cid;
    }
};
void MarksUpdate (long Id)
{   fstream File ;
   File.open ("CANDIDATE.DAT", ios ::
            binarylios::inlios :: out) ;
   Candidate C ;
   int Record = 0, Found = 0 ;
while (!Found&&File.read((char*)&C, sizeof(C)))
 {
   if (Id = =C.R_Cid( ))
   {     cout << "Enter new Marks" ;
         C.MarksChange( ) ;
        _____  //Statement1
         _____  //Statement  2
        Found = 1 ;
    }
   Record++ ;
 }
 if (Found = = 1)
    cout << " Record  Updated" ;
 File.close( ) ;
 }
```

Write the Statement to position the File Pointer at the beginning of the Record for which the Candidate's Id matches with the argument passed, and Statement 2 to write the updated Record at that position.

Ans) **Statement 1**

File.seekp(File.tellp( )-sizeof(C));

Or

File.seekp(Record*sizeof(C));

Statement 2

File.write((char*)&C,sizeof(C));

Or

File.write((char*)&C,sizeof(Candidate));

4.a) Observe the program segment given below carefully, and answer the question that follows (2007 D)

```
class PracFile
{ int Pracno ;
   char PracName[20]
   int TimeTaken ;
   int Marks ;
public :
  void EnterPrac( ) ;      //Function to enter PracFile details
  void ShowPrac( ); //Function to display PracFile details
  int RTime( )//function to return Time Taken
  {
  return TimeTaken;}
  void Assignmarks(int M)    //Function to assign Marks
  {       Marks = M ;
   }
```

```
};
void AllocateMarks( )
{
fstream File ;
File.open ("MARKS.DAT", ios :: binary
                | ios :: in | ios :: out ) ;
PracFile P ;
int Record = 0 ;
while (File.read ( (char*) &P, sizeof (P) ) )
{if (P.RTime( ) > 50)
        P.Assignmarks(0)
 else
        P.Assignmarks(10)
    _____;//Statement   1
    _____;//Statement2
 Record++ ;
 }
File . close( ) ;
}
```

If the function AllocateMarks( ) is supposed to Allocate Marks for the records in the file MARKS.DAT based on their value of the member TimeTaken. Write C++ statements for the **statement 1** and **statement 2**, where, **statement 1** is required to position the file write pointer to an appropriate place in the file and **statement 2** is to perform the write operation with the modified record.

Ans) **Statement 1**

```
File.seekp(File.tellp( )-sizeof(P));
File.seekp(Record*sizeof(P));
```

Statement 2

```
File.write((char*)&P,sizeof(P));
File.write((char*)&P,sizeof(PracFile));
```

4.a) Observe the program segment given below carefully,and answer the question that follows: (2007 OD)

```
class Labrecord
{   int Expno;
    char Experiment[20] ;
    char Checked ;
    int Marks ;
 public :
    void EnterExp( ) ;
        //function to enter Experiment details
   viod ShowExp( ) ;
         //function to display Experiment details
    char  RChecked( )
           //function to return Expno
    {       return Checked;
    }
   void Assignmarks  (int M)
        //function to assign Marks
    {       Marks = M;
    }
 } ;
void ModifyMarks( )
 {  fstream File ;
   File.open ("Marks.Dat", ios :: binary l
          ios :: in l ios :: out) ;
   Labrecord L ;
   int Rec=0 ;
 while (File.read ( (char*) &L,sizeof (L)))
 {  if (L.RChecked( )= ='N')
           L.Assignmarks(0)
   else
          L.Assignmarks (10)
   _____; //Statement   1
   _____;//Statement  2

   Rec++ ;
  }
   File.close( ) ;
}
```

If the function ModifyMarks ( ) is supposed to modify marks for the records in the file MARKS.DAT based on their status of the member Checked (containg value either 'Y' or 'N').Write C++ statements for the statement 1 and statement 2,where, statement 1 is required to position the file write pointer to an appropriate place in the file and statement 2 is to perform the write operation with the modified record.

Ans) **Statement 1**

```
File.seekp(File.tellp( )-sizeof(L));
```

OR

```
File.seekp(Rec*sizeof(L));
```

Statement 2

```
File.write((char*)&L,sizeof(L));
```

OR

```
File.write((char*)&L,sizeof(Labrecord));
```

4.a) Observe the program segment given below carefully, and answer the question that (2005 D)

```
class Book
{   int Book_no :
   char Book_name[20] ;
public ;
   void enterdetails( ) ;
          //function to enter Book details
    void showdetails( ) ;
              //function to display Book details
     int Rbook_no( )
    {return Book_no ;
     }       //function to return Book_no
} ;
void Modify (Book NEW)
{ fstream File ;
  File.open("BOOK.DAT", ios :: binary
        |ios :: in | ios :: out) ;
  Book OB ;
  int Record = 0, Found = 0 ;
  while (!Found && File.read((char*)
              &OB, sizeof(OB) ) )
   { Recordsread++ ;
     if (NEW.RBook_no( ) == OB.RBook_no( ))
     {
       _____    //Missing Statement
      File.write((char*) &NEW, size of(NEW)) ;
      Found = 1 ;
     }
    else
      File.write((char*) &OB, sizeof(OB)) ;
   }
   if (!Found)
       cout << "Record for modification
              does not exist" ;
   File.close( ) ;
```

```
}
```
If the function Modify( ) is supposed to modify a record in file BOOK.DAT with the values of Book NEW passed to its argument, write the appropriate statement for **Missing Statement** using seekp( ) or seekg( ), whichever needed, in the above code that would write the modified record at its proper place.

Ans)

```
File.seekp((Recordsread-1)*sizeof(NEW));
```
OR
```
File.seekp(-sizeof(NEW), ios::curr);
```
OR
```
File.seekp(File.tellg()-sizeof(NEW));
```

4.a) Observe the program segment given below carefully , and answer the question that follows : (2005 OD)

```
class Member
{   int Member_no ;
  char Member_name[20] ;
public :
   void enterdetails ( ) ;     //function to enter Member details
  void showdetails ( ) ;  //function to display Member details
  int RMember_no( )
  {     return Member_no;
  } //function to return Member_no
} ;
void Update (Member NEW)
{
  fstream File ;
  File.open("MEMBER.DAT" , ios ::
       binary |ios :: in | ios :: out) ;
  Member OM ;
  int Recordsread = 0, Found = 0 ;
  while (!Found && File.read((char*)
               & OM, sizeof(OM)))
       { Recordsread++ ;
       if (NEW.RMember_no( ) = =
             OM.RMember_no( ))
       {    _____  //Missing Statement
        File.write((char*) & NEW ,
             sizeof(NEW) ;
         Found = 1 ;
        }
        else
         File.write((char*) & OM,
            sizeof(OM)) ;
        }
if (!Found)
   cout<<"Record for modification does not exist" ;
File.close( ) ;
}
```

If the function Update( ) is supposed to modify a record in file MEMBER.DAT with the values of Member NEW passed to its argument, write the appropriate statement for **Missing statement** using seekp( ) or seekg( ), whichever needed, in the above code that would write the modified record at its proper place.

Ans)

```
File.seekp((Recordsread-1)*sizeof(OM));
```
OR
```
File.seekp(Recordsread*sizeof(OM));
```
OR
```
File.seekp(-1*sizeof(OM),ios::curr);
```
OR
```
File.seekp(file.tellg()-sizeof(OM));
```

4.a) Observe the program segment given below carefully and fill the blanks marked as Statement 1 and Statement2 using seekp( ) and seekg( ) functions for performing the required task. (MP109-10)

```
#include <fstream.h>
class Item
{
  int Ino;
  char Item[20];
public:
   void Search(int );//Function to search and display the
                     //content from a particular record number
   void Modify(int);  //Function to modify the content of a
                      //particular record number
};
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( );
}
```

Ans) **Statement 1**

```
File.seekg(RecNo*sizeof(Item));
```

Statement 2

```
File.seekp(RecNo*sizeof(Item));
```

4.a) Observe the program segment given below carefully and fill the blanks marked as Statement 1 and Statement 2 using seekg() and tellg() functions for performing the required task. (MP209-10)

```
 #include <fstream.h>
class Employee
{      int Eno;char Ename[20];
public:
    //Function to count the total number of records
      int Countrec( );
};

int Item::Countrec( )
{
fstream File;
File.open("EMP.DAT",ios::binary|ios::in);
_____________________ //Statement 1
int Bytes =_______  //Statement 2
int Count = Bytes/sizeof(Item);
File.close( );
return Count;
}
```

Ans) **Statement 1**

```
File.seekg(0,ios::end);
```
Statement 2
```
File.tellg( );
```

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. (MP108-09)

```
#include <fstream.h>
class Item
{     int Ino;char Item[20];
public:
    void Search(int );   //Function to search and display the content
                         //from a particular record number
    void Modify(int);    //Function to modify the content of a
                         //particular record number
};
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: **Statement 1**
```
File.seekg(RecNo*sizeof(Item));
```
Statement 2
```
File.seekp(RecNo*sizeof(Item));
```

4.(a) Observe the program segment given below carefully and fill the blanks marked as Statement 1 and Statement 2 using seekg() and tellg() functions for performing the required task. (MP208-09)

```
#include <fstream.h>
class Employee
{int Eno;char Ename[20];
public:
 //Function to count the total number of records
  int Countrec( );
};
int Item::Countrec( )
{
 fstream File;
File.open("EMP.DAT",ios::binary|ios::in);
_____________ //Statement 1
int Bytes =          _____    //Statement 2
int Count = Bytes / sizeof(Item);
File.close();
return Count;
}
```

Answer:
```
File.seekg(0,ios::end);          //Statement 1
File.tellg( );                   //Statement 2
```

MODEL 1b: Output 1 Mark

Find the output of the following C++ code considering that the binary file sp.dat already exists on the hard disk with 2 records in it. (2017MP)1

```
class sports
{
int id;
char sname[20];
char coach[20];
public:
void entry();
void show();
void writing();
void reading();
}s;
void sports::reading()
{
ifstream i;
i.open("sp.dat");
while(1)
{
i.read((char*)&s,sizeof(s));
if(i.eof())
break;
else
cout<<"\n"<<i.tellg();
}
i.close();
}
void main()
{
s.reading();
}
```

Ans)
42
84

Find the output of the following C++ code considering that the binary file CLIENT.DAT exists on the hard disk with a data of 1000 clients. (2016)1

```
class CLIENT
{    int Ccode;char CName[20];
public:
   void Register();void Display();
};
void main()
{ fstream CFile;
  CFile.open("CLIENT.DAT",ios::binary|ios::in);
  CLIENT C;
  CFile.read((char*)&C, sizeof(C));
  cout<<"Rec:"<<CFile.tellg()/sizeof(C)<<endl;
  CFile.read((char*)&C, sizeof(C));
  CFile.read((char*)&C, sizeof(C));
  cout<<"Rec:"<<CFile.tellg()/sizeof(C)<<endl;
  CFile.close();
```

```
}
```
Ans)
Rec:1
Rec:3

Find the output of the following C++ code considering that the binary file MEMBER.DAT exists on the hard disk with records of 100 members: (2015) 1

```
class MEMBER
{int Mno; char Name[20];
public:
void In();void Out();
};
void main()
{
fstream MF;
MF.open("MEMBER.DAT",ios::binary|ios::in);
MEMBER M;
MF.read((char*)&M,sizeof(M));
MF.read((char*)&M,sizeof(M));
MF.read((char*)&M,sizeof(M));
int POSITION=MF.tellg()/sizeof(M);
cout<<"PRESENT RECORD:"<<POSITION<<endl;
MF.close();
}
```
Ans)
PRESENT RECORD: 3

4.a)
```
void main( )
{
  char ch = 'A' ;
  fstream fileout("data.dat", ios::out) ;
  fileout<<ch ;
  int p = fileout.tellg( )
  cout<<p ;
}
```
(2006 D)

What is the output if the file content before the execution of the program is
the string "ABC"
(Note that " " are not part of the file).
Ans) 1

(Since, the file is opened in out mode, it looses all the previous content, if the file mode is app, then result will be 4)

4.a)
```
void main( )
{ char ch = 'A' ;
 fstream fileout("data.dat", ios :: app);
 fileout<<ch ;
 int p = fileout.tellg( ) ;
 cout << p ;
}
```
(2006 OD)

What is the output if the file content before the execution of the program is the string ? "ABC"
(Note that " " are not part of the file)

Ans)4

(Since, the file is opened in app mode, it retains the previous content also, if the file mode is out, then result will be 0 since it will loose all the old content of the file.)

MODEL 2:

2 Mark

Write a user defined function word_count() in C++ to count how many words are present in a text file named "opinion.txt".
For example, if the file opinion.txt contains following text:
Co-education system is necessary for a balanced society. With co-education system, Girls and Boys may develop a feeling of mutual respect towards each other. **(2017MP)2**
The function should display the following:
Total number of words present in the text file are: 24
Ans)
```
void word_count()
{  ifstream i;char ch[20];int c=0;
i.open("opinion.txt ");
while(!i.eof())
{
i>>ch;
c=c+1;
}
cout<<" Total number of words present in the text file are: "<<c;
}
```

Write function definition for DISP3CHAR() in C++ to read the content of a text file KIDINME.TXT, and display all those words, which have three characters in it. (2016)2
Example:
If the content of the file KIDINME.TXT is as follows:
When I was a small child, I used to play in the garden
with my grand mom. Those days were amazingly funful and
I remember all the moments of that time
The function DISP3CHAR() should display the following:
was the mom and all the
Ans)
```
{    ifstream Fil;
     Fil.open("KIDINME.TXT");
     char W[20];
     Fil>>W;
    while(!Fil.eof()) // OR while(Fil)
    {    if (strlen(W)) == 3)
                cout<<W<< " ";
         Fil>>W;
    }
    Fil.close(); //Ignore
}
```

Write function definition for TOWER() in C++ to read the content of a text file WRITEUP.TXT, count the presence of word TOWER and display the number of occurrences of this word.
Note : (2015)2
- The word TOWER should be an independent word
- Ignore type cases (i.e. lower/upper case)

Example:
If the content of the file WRITEUP.TXT is as follows:
Tower of hanoi is an interesting problem.
Mobile phone tower is away from here. Views
from EIFFEL TOWER are amazing.

The function TOWER () should display the following:
3
Ans)
```
void TOWER()
{
int count=0;
ifstream f("WRITEUP.TXT");
char s[20];
while (!f.eof())
{
      f>>s;
      if (strcmpi(s,"TOWER")==0)
      count++;
}
cout<<count;
f.close();
}
```

Write the function AECount( ) in C++, which should read character of a text file NOTES.txt, should count and display the occurrence of alphabets A and E (including small case a and e too) (2014) 2
Example:
If the file content is as follows:
CBSE enhanced its
CCE guidelines further.
The AECount( ) function should display the output as
A:1
E:7
Answer)
```
void AECount( )
{
 char Ch;
 ifstream fcin("NOTES.txt");
  int count1=0,count2=0;
  while(!fcin.eof( ))
  {
   fcin.get(CH);
     if(Ch= ='A'||Ch=='a')
          count1++;
    else if (Ch= ='E'||Ch=='e')
          count2++;
  }
  fcin.close( );
  cout<<"A: "<<count1<<endl;
   cout<<"E:"<<count2<<endl;
}
```

Write a function CountYouMe( ) in C++ which reads the contents of a text file story.txt and counts the words You and Me (not case sensitive) (2013) 2
For example, if the file contains:
You are my best friend.
You and me make a good team.
The function should display the output as
Count for You: 2
Count for Me: 1
Answer)
```
#include<conio.h>
#include<iostream.h>
#include<fstream.h>
#include<string.h>
void COUNT( )
{
  ifstream File;
 File.open("STORY.TXT");
char Word[80];
int C1=0,C2=0;
while(!File.eof( ))
{
 File>>Word;
if(strcmp(Word,"You")==0)
          C1++;
else if(strcmp(Word,"me")==0)
          C2++;
}
cout<<"Count for you: "<<C1<<endl;
cout<<"Count for me: "<<C2;
File.close( );
}
```

(b) Write a function in C++ to read the content of a text file "DELHI.TXT' and display all those lines on screen, which are either starting with 'D' or starting with 'M' (2012) 2
Ans
```
void DispDorM()
{  if stream File("DELHI.TXT");
  char Str[80];
  while(File.getline(Str,80))
  {
     if(Str[0]='D' || Str[0]='M')
          cout«Str«endl;
   }
   File.close(); //Ignore
}
```

(b) Write a function in C++ to count the no. of "He" or "She" words present in a text file "STORY. TXT". (2011 OD) 2
If the file "STORY. TXT" content is as follows:
He is playing in the ground. She is Playing with her dolls.
The output of the function should be
Count of He/She in file: 2
Ans
```
void COUNT ( )
{
   ifstream Fil ("STORY.TXT");
   char STR [10];
   int count = 0;
   while (!Fil.eof ( ))
   {     Fil>>STR ;
        if (strcmp (STR, "He") ==0 | | strcmp (STR, "She") = =0)
                count++;
     }
     cout<<"Count of He/She in file : "<<count<<end1;
     Fil.close( ); //Ignore
}
```

(b) Write a function in C++ to count the words "this" and "these" present in a text file "ARTICLE.TXT". (2010D)
[Note that the words "this" and "these" are complete words]
Ans)
```
void COUNT ( )
{
ifstream Fil;   // ifstreamFil("ARTICLE.TXT");
```

```
Fil. open("ARTICLE.TXT");
char Word[80] ,Ch;
int Cl =0, C2 = 0, I=O;
while(Fil.get(Ch))
 {  if (Ch! = ' ')
     Word[I++] = Ch;
   else
   {  Word[I] = '\0';
      if (strcmp (Word,"this")==0)
          Cl++;
      else if (strcmp(Word,"these")==0)
          C2++;
      I=0;
   }
}
cout<<"Count of -this- in file:"<<Cl;
cout<<"Count of -these- in file:"<<C2;
// OR cout<<"Count of -this- and –these- in file: "<<Cl+C2;
Fil.close( );
}
```

(b) Write a function in C++ to count the words "to" and "the" present in a text file "POEM.TXT". (2010 OD)

[Note that the words "to" and "the" are complete words]

Ans)

```
void COUNT( )
{
ifstream Fil;
Fil. open ("POEM.TXT");
       //OR ifstream Fill("POEM.TXT");
char Word[8O], Ch;
int Cl =0, C2=0, i=0;
while(Fil.get(Ch))
{
 if (Ch! = ' ')
 Word[i++] = Ch;
 else
 { Word[i] = '\0';
   if (strcmp (Word, "to") ==0)
     Cl++;
   else if (strcmp (Word, "the") ==0)
     C2++;
   i=0;
 }
}
cout<<"Count of -to- in file:"<<Cl;
cout<<"Count of -the- in file:"<<C2;
     //OR cout«"Count of -to- and -the- in
Fil.close( );
}
```

(b) Write a function COUNT_DO( ) in C++ to count the presence of a word 'do' in a text file "MEMO.TXT" (2009 D)

Example:

If the content of the file "MEMO.TXT" is as follows:

I will **do** it, if you request me to **do** it.

It would have been done much earlier.

The function COUNT_DO ( ) will display the following message:

Count of -do- in file : **2**

Note: In the above example, 'do' occurring as a part of word done is not considered.

Ans)

```
void COUNT_DO( )
{
ifstream Fi1;
Fil.open("MEMO.TXT");
            //OR ifstream Fil("MEMO.TXT");
char Word[80],Ch;
int Count =0,I=0;
while(Fi1.get(Ch))
{
  if (Ch! = ' ')
        Word[I++] = Ch;
  else
  {
        Word[I] = '\0';
        if (strcmp (Word, "do") ==0)
                Count++;
          I=O;
  }
}
cout<<"Count of-do- in file:"<<Count;
Fil.close( );
}
```

(b) Write a function COUNT_TO( ) in C++ to count the presence of a word 'to' in a text file "NOTES.TXT". (2009OD)

Example:

If the content of the file "NOTES.TXT" is as follows:

It is very important **to** know that

smoking is injurious **to** health.

Let us take initiative **to** stop it.

The function COUNT_TO( ) will display the following message:

Count of -to- in file: **3**

Note: In the above example, '**to**' occurring as a part of word stop is not considered.

Ans)

```
void COUNT_TO ( )
{ifstream Fil;      //OR ifstream Fi1("NOTES.TXT");
Fil.open("NOTES.TXT")
char Word[80],Ch;
int Count =0, I=0;
while(Fil.get(Ch))
{if (Ch!= ' ')
   Word [I++] = Ch;
else
{   Word[I] = '\0';
  if (strcmp (Word, "to") ==0)
     Count++;
  I=O;
}
}
Fil.close( );
cout<<"Count of -to- in file: "<<Count;
}
```

4.b) Write a function in C++ to count the number of lowercase alphabets present in a text file "BOOK.TXT" (2008 D)

Solution:

```
void LowerLetters( )
{ clrscr( );
  ifstream fin("BOOK.TXT",ios::in);
```

```
  char ch;
  int lowercount=0;
  while(fin)
  {
     fin.get(ch);
     if(islower(ch))
              lowercount++;
  }
  cout<<"\nTotal number of Lowercase
       alphabets in the file = "<<lowercount;
getch( );
}
```

4.b)Write a function in C++ to count the number of uppercase alphabets present in a text file "ARTICLE.TXT". (2008 OD)

Solution:

```
void UpperLetters( )
{ clrscr( );
  ifstream fin("ARTICLE.TXT",ios::in);
  char ch;
  int uppercount=0;
  while(fin)
  { fin.get(ch);
    if(isupper(ch))
           uppercount++;
 }
 cout<<"\nTotal number of Uppercase
       alphabets in the file = "<<uppercount;
 getch( );
}
```

4.b) Write a function in C++ to print the count of the word <u>is</u> as an independent word in a text file DIALOGUE.TXT.

For example,if the content of the file DIALOGUE.TXT is

This **<u>is</u>** his book. **<u>Is</u>** this book good ?

Then the output of the program should be 2. **(2007 D)**

Ans)

```
void COUNT_IS ( )
{ ifstream Fil;       //OR ifstream Fi1("NOTES.TXT");
 Fil.open("DIALOGUE.TXT")
 char Word[80],Ch;
 int Count =0, I=0;
 while(Fil.get(Ch))
 {  if (Ch!= ' ')
     Word [I++] = Ch;
  else
  {     Word[I] = '\0';
    if (strcmp (Word, "is") ==0)
       Count++;
    I=O;
   }
}
Fil.close( );
cout<<"Count of -is- in file: "<<Count;
}
```

4.b)Write a function in C++ to print the count of the word the as an independent word in a text file STORY.TXT. (2007 OD)

For **example**,if the content of the file STORY.TXT is

There was a monkey in **<u>the</u>** zoo.**<u>The</u>** monkey was very naughty.

Then the output of the program should be 2

Solution:

```
void COUNT_THE ( )
{
 ifstream Fil;
          //OR ifstream Fi1("NOTES.TXT");
 Fil.open("STORY.TXT")
 char Word[80],Ch;
 int Count =0, I=0;
 while(Fil.get(Ch))
 {  if (Ch!= ' ')
     Word [I++] = Ch;
  else
  {     Word[I] = '\0';
    if (strcmp (strupr(Word), "THE") ==0)
       Count++;
    I=O;
   }
}
Fil.close( );
cout<<"Count of-the- in file: "<<Count;
}
```

4.b)Write a function to count the number of words present in a text file named "PARA.TXT". Assume that each word is separated by a single blank/space character and no blanks/spaces in the beginning and end of the file. (2006 D)

Solution:

```
void WordsCount( )
{ clrscr( );
  ifstream fin("PARA.TXT",ios::in);
  char ch;
  int Words=1;
  if(!fin)
  { cout<<"No words at all in the file";
    exit(0);
   }
     while(fin)
  {  fin.get(ch);
     if(ch= =' ')
           Words++;
   }
   cout<<"\nTotal number of Words in the file = "<<Words;
getch( );
}
```

4.b)Write a function to count the number of blanks present in a text file named "PARA.TXT" . (2006 OD)

Solution:

```
void BlanksCount( )
{ clrscr( );
  ifstream fin("PARA.TXT",ios::in);
  char ch;
  int Blanks=0;
  if(!fin)
  {   cout<<"No words at all in the file.
                  So no blank spaces";
     exit(0);
   }
  while(fin)
  {
   fin.get(ch);
   if(ch= =' ')
           Blanks++;
  }
```

```
  cout<<"\nTotal number of Blank
       Spaces in the file = "<<Blanks;
  getch( );
}
```

4.b)Write a function in C++ to count and display the number of lines starting with alphabet 'A' present in a text file "LINES.TXT". (2005 D)

Example :

If the file "LINES.TXT" contains the following lines,

A boy is playing there.
There is a playground.
An aeroplane is in the sky.
Alphabets and numbers are allowed
in the password.

The function should display the output as **3**

Ans)

```
void counter( )
{  char Aline[80];
   int Count=0;
   ifstream Fin ("LINES.TXT");
   while(Fin.getline(Aline,80, '\n'))
   if (Aline[0]== 'A')
       Count++;
  Fin.close( );
  cout<<Count<<endl;
}
```

2.b) Write a function in C++ to count and display the number of lines not starting with alphabet 'A' present in a text file "STORY.TXT". (2005 OD)

Example :

If the file "STORY.TXT" contains the following lines,

The rose is red.
A girl is playing there.
There is a playground.
An aeroplane is in the sky.
Numbers are not allowed in the
password.

The function should display the output as **3**

Ans)

```
void COUNTALINES()
{  ifstream FILE("STORY.TXT");
 int CA=0;
 char LINE[80];
 while (FILE.getline (LINE,80))
  if (LINE[0]!='A')
        CA++;
  cout<<"Not Starting with A counts to "<<CA<<endl;
  FILE.close( );
}
```

4.a)Assuming that a text file named FIRST.TXT contains some text written into it, write a function named vowelwords( ), that reads the file FIRST.TXT and creates a new file named SECOND.TXT, to contain only those words from the file FIRST.TXT which start with start with a lowercase vowel (i.e. with 'a', 'e', 'I', 'o', 'u'). For example if the file FIRST.TXT contains (2004)

Carry umbrella and overcoat when it rains

Then the file SECOND.TXT shall contain:

umbrella and overcoat it

4.a) Write a user defined function in C++ to read the content from a text file NOTES.TXT, count and display the number of blank spaces present in it. (2003)

4.b) Write a C++ program, which initializes a string variable to the content "Time is a great teacher but unfortunately it kills all its pupils. Berlioz" and outputs the string one character at a time to the disk file OUT.TXT.You have to include all the header files if required. (2002)

b) Write a function in C++ to count the number of lines present in a text file "STORY.TXT". (MP109-10)

Ans)

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

b) Write a function in C++ to count the number of alphabets present in a text file "NOTES.TXT". (MP209-10)

Ans)

```
void CountAlphabet()
{
ifstream FIL("NOTES.TXT");
int CALPHA=0;
char CH=FIL.get();
while (!FIL.eof())
{   if (isalpha(CH))
            CALPHA++;
  CH=FIL.get( );
}
cout<<"No. of Alphabets:"<< CALPHA<<endl;
}
```

(b) Write a function in C++ to count the number of lines present in a text file "STORY.TXT". (MP108-09)

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( );
}
```

(b)Write a function in C++ to count the number of alphabets present in a text file "NOTES.TXT". (MP208-09)

Answer:

```
void CountAlphabet()
{
ifstream FIL("NOTES.TXT");
int CALPHA=0;
char CH=FIL.get( );
while (!FIL.eof( ))
```

```
{    if (isalpha(CH))
       CALPHA++;
    CH=FIL.get( );
}
cout<<"No. of Alphabets:"<<CALPHA <<endl;
FIL.close( );
}
```

MODEL 3: USING CLASS CONCEPT. 3 Mark

Write a function display () in C++ to display all the students who have got a distinction(scored percentage more than or equal to 75) from a binary file "stud.dat", assuming the binary file is containing the objects of the following class: (2017MP) 3

```
class student
{
int rno;
char sname [20];
int percent;
public:
int retpercent()
{
return percent;
}
void getdetails()
{
cin>>rno;
gets(sname);
cin>>percent;
}
void showdetails()
{
cout<<rno;
puts(sname);
cout<<percent;
}
};
```

Ans)

```
void display()
{
student s;
ifstream i("stud.dat");
while(i.read((char*)&s,sizeof(s)))
{
if(s.retpercent()>=75)
s.showdetails();
}
i.close();
}
```

Write a definition for function ONOFFER( ) in C++ to read each object of a binary file TOYS.DAT, find and display details of those toys, which has status as "ÖNOFFER". Assume that the file TOYS.DAT is created with the help of objects of class TOYS, which is defined below: (2016) 3

```
class TOYS
{
int TID;char Toy[20],Status[20]; float MRP;
public:
void Getinstock()
{
cin>>TID;gets(Toy);gets(Status);cin>>MRP;
}
void View()
{
cout<<TID<<":"<<Toy<<":"<<MRP<<"":"<<Status<<endl;
}
char *SeeOffer(){return Status;}.
};
```

Ans)

```
void ONOFFER()
{
TOYS T;
ifstream fin;
fin.open("TOYS.DAT", ios::binary);
while(fin.read((char*)&T, sizeof(T)))
{
if(strcmp(T.SeeOffer(),"ON OFFER")==0)
T.View();
}
fin.close(); //Ignore
}
```

Write a definition for function COSTLY() in C++ to read each record of a binary file GIFTS.DAT, find and display those items, which are priced more that 2000. Assume that the file GIFTS.DAT is created with the help of objects of class GIFTS, which is defined below: (2015)3

```
class GIFTS
{
int CODE;char ITEM[20]; float PRICE;
public:
void Procure()
{  cin>>CODE; gets(ITEM);cin>>PRICE;
}
void View()
{  cout<<CODE<<":"<<ITEM<<":"<<PRICE<<endl;
}
float GetPrice() {return PRICE;}
};
```

Ans)

```
void COSTLY()
{     GIFTS G;
      ifstream fin("GIFTS.DAT",ios::binary);
       while (fin.read((char *)&G,sizeof(G)))
      {   if(G.GetPrice()>2000)
              G.View();
      }
      fin.close();
}
```

Assume the class TOYS as declared below, write a function in C++ to read the objects TOYS from binary file TOYS.DAT and display those details of those TOYS, which are meant for children of AgeRange "5 to 8". (2014) 3

```
class TOYS
{ int ToyCode;
char ToyName[10];
char AgeRange;
public:
 void Enter( )
{cin>>ToyCode;
```

```
gets(ToyName);
gets(AgeRange);
}
void Display( )
{cout<<ToyCode<<":"<<ToyName<<endl;
cout<<AgeRange<<endl;
}
char *WhatAge( )
{return AgeRange;
}
```

Answer)

```
void Show( )
{TOY T;
ifstream fcin("TOY.DAT",ios::in|ios::binary);
while(fcin)
 {    fcin.read((char *)&T,sizeof(T));
      if(strcmp((T,WhatAgeR( ),"5 to 8")= =0)
           T.Display(  );
 }
fcin.close( );
}
```

Assuming the class ANTIQUE as declared below, write a function in C++ to read the objects of ANTIQUE from binary file ANTIQUE.DAT and display those antique items, which are priced between 10000 and 15000. (2013) 3

```
class ANTIQUE
{  int ANO;
 char Aname[10];
float Price;
public:
void BUY( )
{ cin>>ANO;
gets(Aname);
cin>>price;
}
void SHOW( )
{cout<<ANO<<endl;
cout<<Aname<<endl;
cout<<Price<<endl;
}
float GetPrice( )
{  return Price;
}
```

Answer)

```
void Search(float pr)
{
   ifstream ifile("ANTIQUE.DAT",ios::in|ios::binary);
   if(!file)
  {
      cout<<"Could not open ANTIQUE.DAT file";
      exit(0);
   }
  else
  {   ANTIQUE A;
      int found=0;
     while(!file.read((char *)&A,sizeof(A)))
     {
         pr=A.GetPrice( );
        if(pr>=10000 && pr<=15000)
       {
            A.SHOW( );
            found=1;
            break;
       }
     }
  }
if(found= =0)
   cout<<"Given Price not Match";
}
```

(c) Write a function in C++ to search for the details (Phone no and Calls) of those Phones, which have more than 800 calls from a binary file "phones.dat" Assuming that this binary file contains records/objects of class Phone, whichis defined below. (2012) 3

```
class Phone
{
char Phoneno [10] ; int Calls ;
public:
void Get 0 {gets (Phoneno) ; cin>>ea11s;)
void Bi11ing() {cout<<Phoneno<<"#"<<Ca11s«end1:}
int GetCa11s () {return Ca11s;}
} ;
```

Ans

```
void Search ( )
{
Phone P;
fstream fin;
fin. open ("phones. dat", ios: :binary| ios: :in);
whi1e (fin.read((char*) &P, sizeof (P)))
{
      if(P.GetCa11s () > 800)
           P.Billing () ;
}
fin.c1ose () ; // Ignore
}
```

(c) Write a function in C++ to search for a camera from a binary file "CAMERA.DAT" containing the objects of class" CAMERA (as defined below). The user should enter the Model No and the function should search display the details of the camera. (2011 OD) 3

```
class CAMERA
{   long ModelNo;
  float MegaPixel;
  int Zoom;
  char Details[120];
 public:
  void Enter ( )
  {cin>>ModelNo>>MegaPixel>>Zoom;gets(Details);
   }
   void Display ( )
   {cout<<ModelNo<<MegaPixel<<Zoom<<Details<<endl;
    }
    long GetModelNo ( ) {return ModelNo;}
};
```

Ans

```
void Search ( )
{
   CAMERA C;
   long modelnum;
```

```
   cin>>modelnum;
   ifstream fin;
   fin.open ("CAMERA.DAT", ios: :binary | ios: :in) ;
   while (fin.read((char*) &C,sizeof (C)))
   {
         if (C. GetModelNo ( ) modelnum)
                C.Display() ;
    }
    Fin.close( ) ; //Ignore
}
```

OR

```
void Search (long modelnum)
{
    CAMERA C;
    ifstream fin;
   fin.open ("CAMERA.DAT", ios: :binary | ios: :in);
   while(fin.read((char*)&C,sizeof(C)))
   {
        if (C.GetModelNo() = = modelnum)
              C. Display ();
    }
    Fin.close( );//Ignore
}
```

(c) Write a function in C++ to search and display details of all flights, whose destination is "Mumbai" from a binary file "FLIGHT.DAT". Assuming the binary file is containing the objects of the following class. (2010 D)

```
class FLIGHT
{   int Fno;            //Flight Number
   char From[20];   //Flight Starting Point
   char To[20];      //Flight Destination
public:
    char* GetFrom( )
         {return From;}
    char* GetTo( )
         {return To;}
    void Enter( )
     { cin>>Fno;
      gets(From);
      gets(To);
      }
    void Display(  )
    {    cout<<Fno<<":"<<From<<":"<<To<<endl;
     }
};
```

Ans)

```
void Read ( )
{
FLIGHT F;
ifstream fin;
fin.open("FLIGHT.DAT",ios::binary);
//OR ifstream fin ("FLIGHT. DAT", ios: :binary) ;
while(fin.read((char*)&F,sizeof(F)))
{  if (strcmp(F. GetTo(),"Mumbai"))
  F.Display( ) ;
}
fin.close(); //
}
```

OR

```
void Read( )
{FLIGHT F;
ifstream fin;
fin.open ("FLIGHT. DAT", ios::binary) ;
//OR ifstream fin ("FLIGHT. DAT", ios:: binary);
if (fin)
{  fin.read((char*)&F, sizeof (F));
  while(!fin.eof( ))
  {  if (strcmp(F. GetTo( ),"Mumbai"))
            F.Display( );
  fin.read((char*)&F,sizeof(F))
  }
  fin.close( );
}
```

(c) Write a function in C++ to search and display details. of all trains, whose destination is "Delhi" . from a binary file "TRAIN.DAT". Assuming the binary file is containing the objects of the following class. (2010 OD)

```
class TRAIN
{
   int Tno;                    // Train Number
     charFrom[20];             // Train Starting Point
     charTo [20];              // Train Destination
public:
   char* GetFrom( )
   {      return From;
   }
   char* GetTo( )
   {       return To;
   }
   void Input( )
   {        cin>>Tno;
        gets(From);
        gets(To);
   }
   void Show( )
  {
    cout<<Tno<<":"<<From<<":"<<To<<endl;
   }
};
```

Ans)

```
void Read ( )
{
TRAIN T;
ifstream fin;
fin. open ("TRAIN.DAT",ios::binary);
    //OR ifstream fin ("TRAIN.DAT", ios::binary);
while(fin.read((char*)&T, sizeof(T)))
{
    if(strcmp(T.GetTo(),"Delhi")==O)
          T.Show( ) ;
}
fin.close( );
}
```

(c) Write a function in C++ to read and display the detail of all the users whose status is 'A' (i.e. Active) from a binary file "USER.DAT". Assuming the binary file "USER.DAT" is containing objects of class USER, which is defined as follows: (2009 D)

```
class USER
{
 int Uid ;            //User Id
 char Uname [20];//User Name
 char Status; //User Type: A Active I Inactive
Public:
   void Register ( );
        //Function to enter the content
   void show ( ) ;
        //Function to display all data members
   char Getstatus ( )
   {
    return Status;
   }
};
```

Ans)

```
void DisplayActive ( )
{
USER U;
ifstream fin;
fin.open ("USER.DAT", ios::binary);
  //OR ifstream fin ("USER.DAT", ios::binary);
while(fin.read((char*)&U, sizeof(U)))
{
  if(U.Getstatus()=='A')
                U.show( );
}
fin.close( );
}
```

OR

```
void DisplayActive()
{
USER U;
ifstream fin;
fin.open ("USER.DAT", ios::binary);
   //OR ifstream fin("USER.DAT",ios::binary);
if (fin)
{
 fin.read((char*)&U, sizeof(U));
while(!fin.eof())
{
 if (U.Getstatus( )=='A')
          U.show( ) ;
 fin.read((char*)&U, sizeof(U))
}
fin.close( );
}
```

(c) Write a function in C++ to read and display the detail of all the members whose membership type is 'L' or 'M' from a binary file "CLUB.DAT". Assume the binary file "CLUB.DAT" contains objects of class CLUB, which is defined as follows: (2009 OD)

```
class CLUB
{
  int Mno;              //Member Number
  char Mname [20];      //Member Name
  char Type; //Member Type: L Life Member M
               //Monthly Member G Guest
public:
  void Register( );
                  //Function to enter the content
  void Display( );
            //Function to display all data members
  char WhatType( )
  {
   return Type;
  }
} ;
```

Ans)

```
void DisplayL_M( )
{
CLUB C;
fstream fin;
fin. open ("CLUB.DAT",
              ios::binarylios::in);
  //OR ifstream fin ("CLUB.DAT", ios::binary);
while(fin.read((char*)&C, sizeof(C))
{
if(C.WhatType()=='L'||C.WhatType()=='M')
        C .Display ( );
}
fin.close( );
}
```

OR

```
void Disp1ayL_M ( )
{
CLUB C;
fstream fin;
fin.open ("CLUB.DAT", ios::binary | ios::in);
//ifstream fin ("CLUB.DAT",ios::binary);
if(fin)
{
fin.read((char*)&C, sizeof(C));
while(!fin.eof())
{
if(C.WhatType()=='L'||C.WhatType()=='M')
          C. Display( );
fin.read((char*)&C, sizeof(C));
}
}
fin.close( );
}
```

4.c)Given a binary file PHONE.DAT, containing records of the following structure type (2008 D)

```
class phonlist
{
   char Name[20] ;
   char Address[30] ;
   char AreaCode[5] ;
   char PhoneNo[15] ;
 public ;
   void Register( ) ;
   void Show( ) ;
   int CheckCode(char AC[ ])
   {    return strcmp(AreaCode,AC) ;
    }
```

```
 } ;
```
Write a function TRANSFER( ) in C++, that would copy all those records which are having AreaCode as "DEL" from PHONE.DAT to PHONBACK.DAT.

Solution:

```
void TRANSFER( )
{
ifstream fin("PHONE.DAT',ios::in,ios::binary);
ofstream fout("PHONEBACK.DAT",
                        ios::out,ios::binary);
phonlist P;
while(fin)       // or while(!fin.eof( ))
{
   fin.read((char*)&P,sizeof(P));
   if(P.CheckCode("DEL")= = 0)
        fout.write((char*)&P,sizeof(P));
 }
fin.close( );
fout.close( );
}
```

4.c) Given a binary file TELEPHON.DAT, containing records of the following class Directory : (2008 OD)

```
class Directory
{    char Name[20] ;
     char Address[30] ;
     char AreaCode[5] ;
     char phone_No[15] ;
 public ;
     void Register( ) ;
     void Show( ) ;
     int CheckCode(char AC[ ])
    {       return strcmp(AreaCode, AC) ;
     }
 } ;
```

Write a function COPYABC( ) in C++, that would copy all those records having AreaCode as "123" from TELEPHON.DAT to TELEBACK.DAT.

Solution:

```
void COPYABC( )
{ ifstream fin("TELEPHON.DAT',ios::in|ios::binary);
ofstream fout("TELEBACK.DAT",ios::out,ios|binary);
 Directory D;
 while(fin)  // or while(!fin.eof( ))
 {
  fin.read((char*)&D,sizeof(D));
  if(D.CheckCode("123")= = 0)
       fout.write((char*)&D,sizeof(D));
 }
 fin.close( );
 fout.close( );
}
```

4.c)Given a binary file GAME.DAT, containing records of the following structure type (2007 D)

```
struct Game
{ char GameName[20] ;
  char Participate[10][30] ;
} ;
```

Write a function in C++ that would read contents from the file GAME.DAT and creates a file named BASKET.DAT copying only those records from GAME.DAT where the game name is "Basket Ball".

Solution:

```
void BPlayers( )
{
ifstream fin("GAME.DAT',ios::in,ios::binary);
ofstream fout("BASKET.DAT",ios::out|ios::binary);
Game G;
while(fin)     // or while(!fin.eof( ))
 {
   fin.read((char*)&G,sizeof(Game));
  if(strcmp(G.GameName,"Basket Ball")= = 0)
      fout.write((char*)&G,sizeof(G));
  }
fin.close( );
fout.close( );
}
```

4.c)Given a binary file SPORTS.DAT,containg records of the following structure type: (2007 OD)

```
struct Sports
{
   char Event[20] ;
   char Participant[10][30] ;
} ;
```

Write a function in C++ that would read contents from the file SPORTS.DAT and creates a file named ATHLETIC.DAT copying only those records from SPORTS.DAT where the event name is "Athletics".

Solution:

```
void AthletsList( )
{
 ifstream   fin("SPORTS.DAT',ios::in, ios::binary););
 ofstream fout("ATHLETIC.DAT", ios::out|ios::binary);
Sports S;
while(fin)              // or while(!fin.eof( ))
{  fin.read((char*)&S,sizeof(Sports));
    if(strcmp(S.Event,"Athletics")= = 0)
    fout.write((char*)&S,sizeof(S));
}
     fin.close( );
     fout.close( );
}
```

4.c)Following is the structure of each record in a data file named "COLONY.DAT" (2006 D)

```
struct COLONY
{       char Colony_Code[10] ;
        char Colony_Name[10]
        int No_of_People ;
 };
```

Write a function in C++ to update the file with a new value of No_of_People. The value of Colony_Code and No_of_People are read during the execution of the program.

Solution:

```
void Update( )
{
fstream finout("COLONY.DAT",ios::in|ios::out);
  COLONY C;
  finout.seekg(0);
  while(finout)
```

```
  {finout.read((char *)&C, sizeof(C));
   cout<<"\nThe Colony Code is
                  "<<C.Colony_Code;
   cout<<"\nThe Colony Name
                is"<<C.Colony_Name;
  cout<<"\nEnter the Number of
                           People";
  cin>>C.No_of_People;
  finout.seekp(finout.seekp( )-sizeof(C));
  finout.write((char *)&C,sizeof(C));
   }
}
```

4.c) Following is the structure of each record in a data file named "PRODUCT.DAT" . (2006 OD)

```
struct PRODUCT
{  char Product_Code[10] ;
   char Product_Description[10] ;
   int Stock ;
};
```

Write a function in C++ to update the file with a new value of Stock. The Stock and the Product_Code, whose Stock to be updated, are read during the execution of the program.

Solution:

```
void Update( )
{   fstream finout("PRODUCT.DAT",  ios::in|ios::out);
    PRODUCT P;
    finout.seekg(0);
    while(finout)
       {finout.read((char *)&P, sizeof(P));
        cout<<"\nThe Product Code is
                  "<<P.Product_Code;
       cout<<"\nThe Product
              Description is"<<
                 P.Product_Description;
       cout<<"\nEnter the Stock:  ";
       cin>>P.Stock;
       finout.seekp(finout.seekp( )-sizeof(P));
       finout.write((char *)&P,sizeof(P));
       }
}
```

4.c)Given a binary file STUDENT.DAT, containing records of the following class Student type (2005 D)

```
class Student
{   char S_Admno[10] ;          //Admission number of student
   char S_Name[30] ;           //Name of student
   int Percentage ;        //Marks Percentage of student
public :
   void EnterData( )
   {   gets(S_Admno);
      gets(S_Name);
      cin >> Percentage ;
   }
  void DisplayData( )
   { cout << setw(12) << S_Admno ;
    cout << setw(32) << S_Name ;
    cout << setw(3) << Percentage << endl ;
   }
   int ReturnPercentage( )
   {      return Percentage;
   }
} ;
```

Write a function in C++, that would read contents of file STUDENT.DAT and display the details of those Students whose Percentage is above 75.

Ans)

```
void Distinction()
{ Student S;
  fstream Fin;
  Fin.open("STUDENT.DAT",
       ios::binarylios::in);
  while(Fin.read((char*)&S, sizeof(Student))
  if (S.ReturnPercentage()>75)
       S.DisplayData();
  Fin.close();
}
```

4.c) Given a binary file APPLY.DAT, containing records of the following class Applicant type (2005 OD)

```
class Applicant
{     char A_Rno[10] ;          //Roll number of applicant
       char A_Name[30];      //Name of applicant
       int A_Score; //Score of applicant
public :
       void Enrol( )
       {  gets(A_Rno);
          gets(A_Name);
          cin >> A_Score ;
        }
       void Status( )
       {
        cout << setw(12) << A_Admno ;
        cout << setw(32) << A_Name ;
        cout << setw(3) << A_Score << endl ;
        }
        int ReturnScore( )
        {
          return A_Score;
        }
} ;
```

Write a function in C++, that would read contents of file APPLY.DAT and display the details of those Students whose A_Score is above 70.

4.b)Assuming a binary file FUN.DAT is containing objects belonging to a class LAUGHTER (as defined below).Write a user defined function in C++ to add more objects belonging to class LAUGHTER at the bottom of it. (2003)

```
class LAUGHTER
{     int Idno;          // Identification number
     char Type[5];    //LAUGHTER Type
     char Desc[255];//Description
public :
     void Newentry( )
     {     cin>>Idno;gets(Type);gets(Desc);
     }
     void Showonscreen( )
    {
      cout<<Idno<<":"<<Type<<endl
                <<Desc<<endl;
    }
};
```

Q 4 (b) Assuming the class FLOPPYBOX, write a function in C++ to perform following:
(i) Write the objects of FLOPPYBOX to a binary file.
(ii) Reads the objects of FLOPPYBOX from binary file and display them on screen.

```
class FLOPPYBOX
{   int size;
   char name[10];
public:
   void getdata()
    {       cin>>size;gets(name);
     }
   void showdata(){cout<<size<<" <<name<<endl;}
};
```
(1999)

Q 4(b) Assuming the class EMPLOYEE given below, write functions in C++ to perform the following:
(i) Write the objects of EMPLOYEE to a binary file.
(ii) Read the objects of EMPLOYEE from binary file and display them on the screen. **(1998)**

```
class EMPLOYEE
{       int ENO;
       char ENAME[10];
public:
       void GETIT( )
       {      cin>>ENO;
          gets(ENAME);
       }
       void SHOWIT( )
      {   cout< < ENO<<ENAME<<endl;
      }
};
```

Q 4 (b) Assuming the class DRINKS defined below, write functions in C++ to perform the following:
(i)Write the objects of DRINKS to a binary file.
(ii) Read the objects of DRINKS from binary file and display them on screen when DNAME has value "INDY COLA".

```
class DRINKS
{    int DCODE;
    char DNAME[13];  //Name of the drink
    int DSIZE,;           //Size in liters
     float DPRICE;
public:
    void getdrinks( )
      { cin>>DCODE>>DNAME> >DSIZE>>DPRICE;
       }
   void showdrinks( )
     { cout<<DCODE<<DNAME<<DSIZE<<DPRICE<<endl;
      }
    char *getname( )
        {return DNAME;}
};
```
(2000)

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. (MP109-10)

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

Ans)

```
void BookSearch()
{fstream FIL;
FIL.open("BOOK.DAT",ios::binarylios::in);
BOOK B;
int bn,Found=0;
cout<<"Enter Book No. to search…"; cin>>bn;
while (FIL.read((char*)&S,sizeof(S)))
   if (FIL.RBno()==bn)
   {
       S.Display();
       Found++;
    }
if (Found==0)
     cout<<"Sorry! Book not
                found!!!"<<endl;
FIL.close( );
}
```

c) Write a function in C++ to add new objects at the bottom of a binary file "STUDENT.DAT", assuming the binary file is containing the objects of the following class.
(MP209-10)

```
class STUD
{   int Rno;
   char Name[20];
public:
   void Enter( )
   {  cin>>Rno;gets(Name);
   }
   void Display( )
   {  cout<<Rno<<Name<<endl;
}
};
```

Ans)

```
void Addnew( )
{fstream FIL;
FIL.open("STUDENT.DAT",ios::binarylios::app);
STUD S;
char CH;
do
{    S.Enter();
     FIL.write((char*)&S,sizeof(S));
     cout<<"More(Y/N)?";cin>>CH;
}
while(CH!='Y');
FIL.close( );
}
```

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. (MP108-09)

```
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()
{
fstream 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( );
}
```

c) Write a function in C++ to add new objects at the bottom of a binary file "STUDENT.DAT", assuming the binary file is containing the objects of the following class.
(MP208-09)

```
class STUD
{   int Rno;
     char Name[20];
 public:
     void Enter( )
     {  cin>>Rno;
        gets(Name);
     }
     void Display( )
     {   cout<<Rno<<Name<<endl;
     }
};
```

Answer:

```
void Addnew()
{ fstream FIL;
FIL.open("STUDENT.DAT",ios::binary|ios::app);
STUD S;
char CH;
do
{ S.Enter();
  FIL.write((char*)&S,sizeof(S));
  cout<<"More(Y/N)?";
 cin>>CH;
  }
  while(CH!='Y');
    FIL.close();
}
```

Model 4 : Complete the function definitions of class

4.b) Consider the class declaration

```
class FLIGHT
{   protected:
        int flight_no;
         char destination[20];
         float distance;
public:
    void INPUT( );       //To read an object from the keyboard
   void write_file(int);  //To write N objects into the file,
                          //Where N is passed as argument.
    void OUTPUT( );  //To display the file contents on the monitor.
};
```

(2001)

Complete the member functions definitions.

Model 5 : Theory Questions

4.a) What is the difference between pub( ) and write( ) ? **(2002)**
4.a) Distinguish between ios::out and ios::app. **(2001)**
Ans) The ios::out mode opens the file in output mode only. The ios::app mode opens the file in append mode, where the file can be appended.
Q 4 (a) Name two member functions of ofstream class. **(2000)**
Q 4 (a) Differentiate between functions read( ) and write( ). **(1999)**
Q 4(a) Write name of two member functions belonging to fstream class. **(1998)**

8.POINTERS

Model 1 : Output (Without Class) - 2 Marks

1) Write the output of the following C++ program code:
Note: Assume all required header files are already being included in the program. 2 **(2017 MP)**

```
void change(int *s)
{
for(int i=0;i<4;i++)
{
if(*s<40)
{
if(*s%2==0)
*s=*s+10;
else
*s=*s+11;
}
else
{
if(*s%2==0)
*s=*s-10;
else
*s=*s-11;
}
cout<<*s<<" ";
s++;
}
}
void main()
{
int score[]={25,60,35,53};
```

```
change(score);
}
```
A)

36 50 46 42

2) Obtain the output of the following C++ program as expected to appear on the screen after its execution. 2
Important Note: (2014 OD)

- All the desired header files are already included in the code, which are required to run the code.

```
void main( )
{ char *Text=”AJANTA”;
  int *P,Num[ ]={1,5,7,9};
  P=Num;
  cout<<*P<<Text<<endl;
  Text++;
  P++;
  cout<<*P<<Text<<endl;
}
```
A)

1AJANTA
5JANTA

3) Observe the following C++ code carefully and obtain the output, which will appear on the screen after execution of it.
Important Note: (2013 D) 2marks

-All the desired header files are already included in the code, which are required to run the code.

```
void main( )
{char *String=”SHAKTI”;
int *Point,Value[ ]={10,15,70,19};
Point=Value;
cout<<*Point<<String<<endl;
String++;
Point++;
cout<<*Point<<String<<endl;
}
```
A)

10SHAKTI
15HAKTI

(e) Find the output of the following program: **2**

```
#include <iostream.h>     (2012 OD)
#include <ctype.h>
typedef char str80 [80] ;
void main ( )
{
char *Notes ;
str80 str="vR2GooD";
int L=6;
Notes=Str;
while (L>=3)
{
Str[L]=(isupper(Str[L])?tolower(Str[L]):
toupper(Str[L]));
cout<<Notes<<endl;
L--;
Notes++;
}
}
```

Ans	*Full 2 Marks*
	vR2Good
	R2GoOd
	2GOOd
	gOOd

Find the output of the following program: **2**

```
#include<iostream.h>          (2011OD)
void main ( )
{int *Queen, Moves [ ] = {11, 22, 33, 44};
Queen = Moves;
Moves [2] + = 22;
Cout<< "Queen @"<<*Queen<<end1;
*Queen - = 11;
Queen + = 2;
cout<< "Now @"<<*Queen<<end1;
Queen++;
cout<< "Finally@"<<*Queen«end1;
cout<< "New Origin @"<<Moves[0]<<end1;
}
```

Ans

Queen @11
Now @55
Finally @44
New origin @0

1.(d) Find the output of the following program: (2009D)

```
#include<iostream.h>
void main( )
{int X[ ] = {10,25,30,55,110};
int *p = X;
while ( *p < 110)
{    if ( *P%3 != 0 )
        *p=*p+1;
    else
        *p = *p + 2;
    p++;
}
for(int I = 4; I>=l ; I--)
{    cout << X[I] << “*" ;
    if ( I%3 == 0)
            cout<<endl;
}
cout<<X[0] * 3<<endl;
}
```

Ans) **110*56***
32*26*33

1.(d) Find the output of the following program(2009 OD)

```
#include<iostream.h>
void main( )
{int A[ ] = {10, 15, 20, 25, 30}
int *p = A;
while (*p < 30)
{    if (*p%3 ! = 0)
            *p = *p + 2 ;
```

```
  else
          *p = *p + 1;
  p++;
}
for (int J = 0; J<=4; J++)
{     cout << A[J] << "*" ;
if ( J%3 = = 0)
     cout<<end1;
}
cout<<A[4] * 3<<end1;
}
```

Ans) **12***
16*22*27*
30*90

1.d)Find the output of the following program: (2007 D)

```
#include<iostream.h>
void main( )
{   int Array[ ]={4,6,10,12};
  int *pointer=Array;
  for(int I=1;I<=3;I++)
  {  cout<<*pointer<<"#";
     pointer++;
   }
   cout<<endl;
   for(I=1;I<=4;I++)
   {    (*pointer)*=3;
        --pointer;
    }
    for(I=1;I<5;I++)
       cout<<Array[I-1]<<"@";
    cout<<endl;
}
```

Output:

```
4#6#10#
12@18@30@36@
```

1.d)Find the output of the following program: (2007 OD)

```
#include<iostream.h>
void main( )
{  int Numbers[]={2,4,8,10};
  int *ptr=Numbers;
  for(int C=1;C<3;C++)
  {    cout<<*ptr<<"@";
       ptr++;
  }
      cout<<endl;
      for(C=0;C<4;C++)
      {    (*ptr)*=2;
          --ptr;
      }
      for(C=0;C<4;C++)
           cout<<Numbers[C]<<"#";
      cout<<endl;
}
```

Output:

```
2@4@
4#8#16#10#
```

1.d) What will be the output of the following program: (2004)

```
#include<iostream.h>
#include<conio.h>
#include<ctype.h>
#include<string.h>
void ChangeString(char Text[],int &Counter)
{  char *Ptr=Text;
    int Length=strlen(Text);
  for(;Counter<Length- 2;   Counter+=2,Ptr++)
    {    *(Ptr+Counter)=toupper(*(Ptr+Counter));
     }
}
void main( )
{  clrscr( );
   int Position=0;
   char Message[]="Pointers Fun";
   ChangeString(Message,Position);
       cout<<Message<<"@"<<Position;
 }
```

Output:

```
PoiNteRs Fun@10
```

1.d) Give the output of the following program segment. (Assuming all required header files are included in the program) (2001)

```
void main( )
{  int a=32,*x=&a;
  char ch=65,&cho=ch;
  cho+=a;
   *x+=ch;
   cout<<a<<','<<ch<<endl;
}
```

Output:

```
129,a
```

1.d) Give the output of the following program. (1999)

```
#include<stdio.h>
void main( )
{  char *p="Difficult";
   char c;
   c=*p++;
   printf("%c",c);
}
```

Output:

```
D
```

4)Find the output of the following program:2

```
#include <iostream.h>      (MP2 2008-09)
struct Game
{          char Magic[20];int Score;
};
void main()
{          Game M={"Tiger",500};
           char *Choice;
           Choice=M.Magic;
           Choice[4]='P';
           Choice[2]='L';
           M.Score+=50;
            cout<<M.Magic<<M.Score<<endl;
            Game N=M;
           N.Magic[0]='A';N.Magic[3]='J';
           N.Score-=120;
            cout<<N.Magic<<N.Score<<endl;
}
```

Answer:
TiLeP550
AiLJP430

Model 2 : Output (Within Class) - 2 Marks

1.d)Find the output of the following program: (2006 D)

```
#include<iostream.h>
#include<string.h>
class state
{  char *state_name;
   int size;
public:
```

```
  state( )
  {  size=0;
     state_name=new char[size+1];
   }
  state(char *s)
  {  size=strlen(s);
     state_name=new char[size+1];
     strcpy(state_name,s);
   }
 void display( )
 {    cout<<state_name<<endl;
 }
 void Replace(state &a, state &b)
  {      size=a.size+b.size;
         delete state_name;
        state_name=new char[size+1];
       strcpy(state_name,a.state_name);
    strcat(state_name,b.state_name);
   }
};
void main( )
{ char *temp="Delhi";
  State state1(temp),state2("Mumbai"),
          state3("Nagpur"),S1,S2;
  S1.Replace(state1,state2);
  S2.Replace(S1,state3);
  S1.display( );
  S2.display( );
}
```

Output:

DelhiMumbai
DelhiMumbaiNagpur

1.d) Find the output of the following program.(2006 OD)

```
#include<iostream.h>
#include<string.h>
class student
{  char *name;
   int I;
 public:
    student( )
     {  I=0;
        name=new char[I+1];
     }
    student(char *s)
    {   I=strlen(s);
        name=new char[I+1];
        strcpy(name,s);
     }
    void display( )
     {     cout<<name<<endl;
     }
void manipulate(student &a, student &b)
    {   I=a.I+b.I;
        delete name;
        name=new char[I+1];
        strcpy(name,a.name);
        strcat(name,b.name);
    }
};
void main( )
{ char *temp="Jack";
  Student name1(temp),name2("Jill"),
       name3 ("John"),S1,S2;
  S1.manipulate(name1,name2);
  S2.manipulate(S1,name3);
  S1.display( );
  S2.display( );
}
```

Output:

JackJill
JackJillJohn

2.c) Give the output of the following program **(2001)**

```
#include<iostream.h> #include<string.h>
class per
{   char name[20];
    float salary;
  public:
    per(char *s, float a)
    {      strcpy(name,s);
           salary=a;
    }
    per *GR(per &x)
    {      if(x.salary>=salary)
                   return &x;
           else
                   return this;
    }
    void display( )
   {     cout<<"Name:"<<name<<"\n";
         cout<<"Salary:"<<salary<<"\n";
    }
};
void main( )
{     Per P1("REEMA",10000),
           P2("KRISHNAN",20000),
              P3("GEORGE",5000);
     per *P;
     P=P1.GR(P3);P->display( );
     P=P2.GR(P3);P->display( );    }
```

Output:

Name:REEMA
Salary:10000
Name:KRISHNAN
Salary:20000

Model 3 : Theory Question - 2 Marks

2.a) What is "this" pointer? Give an example to illustrate the use of it in C++. **(2006 OD)**

Ans: A special pointer known as this pointer stores the address of the object that is currently invoking a member function. The this pointer is implicitly passed to the member functions of a class whenever they are invoked.

(As soon as you define a class, the member functions are created and placed in the memory space only once. That is, only one copy of member functions is maintained that is shared by all the objects of the class. Only space for data members is allocated separately for each object.

When a member function is called, it is automatically passed an implicit(in built) argument that is a pointer to the object that invoked the function. This pointer is called this. If an object is invoking a member function, then an implicit argument is passed to that member function that points to (that) object. The programmer also can explicitly specify 'this' in the program if he desires.)

Eg: Example program to demonstrate the usage of this pointer.

```
#include<iostream.h>
#include<conio.h>
class Rectangle
{  float area,len,bre;
public:
```

```
  void input( )
 {  cout<<"\nEnter the length and breadth: ";
    cin>>this->len>>this->bre;
  }
  void calculate( )
  {    area=len*bre; //Here Implicit 'this' pointer will be worked.
   }
   void output( )
   {
     cout<<"\nThe Area of the
          Rectangle:"<<this->area;
   }
};
void main( )
{  Rectangle R;
  clrscr( );
  R.input( );
  R.calculate( );
  R.output( );
  getch();
}
```

2.a) Distinguish between

```
int *ptr=new int(5);
int *ptr=new int[5];
```

(2001)

Ans: The int *ptr=new int(5); declares and creates the space for the new data directly.

Ie The new operator reserves 2 bytes of memory from heap memory (free pool) and returns the address of that memory location to a pointer variable called ptr, 5 is the initial value to be stored in the newly allocated memory.

The int *ptr = new int[5]; initializes an array element. A memory space for an integer type of array having 5 elements will be created from the heap memory (free pool).

Model 4 : Errors/Rewrite - 2 Marks

c) Identify the syntax error(s), if any, in the following program.Also give reason for errors. **(2001)**

```
void main( )
{       const int i=20;
        const int* const ptr=&i;
        (*ptr)++;
        int j=15;
        ptr=&j;
}
```

Ans:

Error Line 5 : Cannot modify a const object.
Error Line 7 : Cannot modify a const object.
Warning Line 8 : 'j' is assigned a value that is never used.
Warning Line 8 : 'ptr' is assigned a value that is never used.

Explanation:

(1)Error 1 is in Line no.5 ie (*ptr)++
Here ptr is a constant pointer ie the contents cann't be modified.

(2)Error 2 is in Line no.7 ie ptr=&j;
Here ptr is a constant pointer the address in this pointer can't be modified.
(It is already pointing the address of i.)

9.ARRAYS (8 Marks)

MODEL 1: Function to Receive an array and Change Elements. (2 or 3 Marks)

Write a user-defined function swap_row(int ARR[ ][3],int R,int C) in C++ to swap the first row values with the last row values: **(2017MP) 2**

For example if the content of the array is:

10 20 30
40 50 60
70 80 90

Then after function call, the content of the array should be:

70 80 90
40 50 60
10 20 30

Ans)

```
void swap_row(int ARR[][3],int R,int C)
{
for(int i=0,j=0;j<C;j++)
{
int temp=ARR[i][j];
ARR[i][j]=ARR[R-1][j];
ARR[R-1][j]=temp;
}
}
```

Write the definition of a function grace_score (int score [], int size) in C++, which should check all the elements of the array and give an increase of 5 to those scores which are less than 40.

Example: if an array of seven integers is as follows:

45, 35, 85, 80, 33, 27, 90

After executing the function, the array content should be changed as follows:

45, 40, 85, 80, 38, 32, 90 **(2016)3**

Ans)

```
void grace_score(int score[],int size)
{
for(int i=0;i<size;i++)
{
if(score[i]<40)
     score[i]=score[i]+5;
cout<<score[i]<<" ";
}
}
```

Write the definition of a function FixSalary(float Salary[], int N) in C++, which should modify each element of the array Salary having N elements, as per the following rules: (2016) 2

Existing Salary Values	Required Modification in Value
If less than 100000	Add 35% in the existing value
If >=100000 and <20000	Add 30% in the existing value
If >=200000	Add 20% in the existing value

A)

```
{
for (int i=0;i<N;i++)
if(Salary[i]<100000)
Salary[i]+= 0.35 *Salary[i];
else if (Salary[i]>=100000 && Salary[i]<20000)
Salary[i]+= 0.3 * Salary[i];
else if(Salary[i]>=200000)
Salary[i]+= 0.20 * Salary[i];
}
```

Write the definition of a function Change(int P[], int N) in C++, which should change all the multiples of 10 in the array to 10and rest of the elements as 1. For example, if an array of 10 integers is as follows: (2015)2

P[0]	P[1]	P[2]	P[3]	P[4]	P[5]	P[6]	P[7]	P[8]	P[9]
100	43	20	56	32	91	80	40	45	21

After executing the function, the array content should be changed as follows:

P[0]	P[1]	P[2]	P[3]	P[4]	P[5]	P[6]	P[7]	P[8]	P[9]
10	1	10	1	1	1	10	10	1	1

A)

```
void Change(int P[ ],int N)
{
for (int i=0;i<N;i++)
if(P[i]%10==0)
P[i]=10;
else
P[i]=1;
}
```

Write a code for function EvenOdd(int T[ ], int C) in C++, to add 1 in all the odd values and 2 in all the even values of the array T.

Example: If the original content of an array S is (2014) 3

T[0]	T[1]	T[2]	T[3]	T[4]
35	12	16	69	26

The modified content will be:

T[0]	T[1]	T[2]	T[3]	T[4]
36	14	18	70	28

Answer)

```
void EvenOdd(int T[ ],int C)
{
  int I;
for(i=0;i<C;i++)
{
  if(T[i]%2==0)
            T[i]=T[i]+2;
else
          T[i]=t[i]+1;
}
cout<<"Modified content will be: ";
for(i=0;i<C;i++)
   cout<<T[i];
}
```

Write code for a function void ChangOver(int P[ ],int N) in C++, which repositions all the elements of the array by shifting each of them to the next position and by shifting the last element to the first position. (2013) 3

For example: if the content of array is

0	1	2	3	4
12	15	17	13	21

The changed content will be

0	1	2	3	4
21	12	15	17	13

Ans)

```
void Change(int P[ ], int N)
{
 int temp;
int temp1;
for(int i=0;i<(N-1);i++)
{
  temp=P[size-1];
  P[N-1]=P[i];
  P[i]=temp;
 }
}
```

3. (a) Write a function SWAP2BEST (int ARR[], int Size) in C++ to modify the content of the array in such a way that the elements, which are multiples of 10 swap with the value present in the very next position in the array. (2012) 3

For example:

If the content of array ARR is

90, 56, 45, 20, 34, 54

The content of array ARR should become

56, 90, 45, 34, 20, 54

Ans

```
void SWAP2BEST(int ARR[], int Size)
{
int t;
for(int i=0;i<Size-1;i++)
 {    if (ARR[i] %10=0)
    {        t=ARR[i];
       ARR[i]=ARR[i+1];
      ARR[i+1]=t;
       i++; //Ignore if not. written
     }
 }
}
```

Write a Get2From1() function in C++ to transfer the content from one array ALL[] to two different arrays Odd[] and Even[]. The Odd[] array should contain the values from odd positions (1,3,5,...) of ALL[] and Even [] array should contain the values from even positions (0, 2, 4,…..) of ALL [].
(2011 OD) 3

Example

If the ALL[] array contains

12, 34, 56, 67, 89, 90

The Odd[] array should contain

34, 67, 90

And the Even [] array should contain

12,56,89

Ans

```
void Get2From1 (int All [],int Even [], int Odd [], int Size)
{int J=0,K=0;
for (int I=0 ;I<Size; 1++)
{     if (I%2==0)
    {
       Even [J]=All[I] ;
       J++;
    }
   else
   {
     Odd[K]=All[I];
     K++;
   }
}
}
```

3.(a) Write a function CHANGEO in C++, which accepts an array of integer and its size as parameters and divide all those array elements by 7 which are divisible by 7 and multiply other-array elements by 3. (2010D)

Sample Input Data of the array

A[0]	A[1]	A[2]	A[3]	A[4]
21	12	35	42	18

Content of the array after Calling CHANGE( ) function

A[0]	A[1]	A[2]	A[3]	A[4]
3	36	5	6	54

Ans)

```
void CHANGE (int A[ ], int N)
{
  for(int I = 0; I<N; I++)
  {
          if (A[I]%7 = = 0)
                  A [I] = A [I] /7;
          else
                  A[I] = A[I] * 3;
   }
}
```

3. (a) Write a function REASSIGNO in C++, which accepts an array of integers and its size as parameters and divide all those array elements by 5 which are divisible by 5 and multiply other array elements by 2. (2010OD)

Sample Input Data of the array

A[0]	A[1]	A[2]	A[3]	A[4]
20	12	15	60	32

Content of the array after calling REASSIGNO function

A[0]	A[1]	A[2]	A[3]	A[4]
4	24	3	12	64

Ans)

```
void REASSIGN (int Arr[ ], int Size)
{
  for (int i=0;i<Size;i++)
    if (Arr[i]%5==0)
          Arr[i]/=5;
    else
          Arr[i]*=2;
}
```

OR

```
void REASSIGN(int Arr[ ],int Size)
{
   for (int i=0;i<Size;i++)
       Arr[i]%5 ? Arr[i]/=5 :
   Arr[i] *= 2;
}
```

(d) Define a function SWAPCOL ( ) in C++ to swap (interchange) the first column elements with the last column elements, for a two dimensional integer array passed as the argument of the function. (2009 D)

Example: If the two dimensional array contains

2	1	4	9
1	3	7	7
5	8	6	3
7	2	1	2

After swapping of the content of 1st column and last column, it should be

9	1	4	2
7	3	7	1
3	8	6	5
2	2	1	7

Ans)

```
void SWAPCOL(int A[][100], int M, int N)
{   int Temp, I;
  for(I=O; I<M; I++)
  {
       Temp = A [I][0] ;
       A[I][0] = A[I][N-l];
       A[I][N-l] = Temp;
   }
}
```

OR

```
void SWAPCOL(int A[4][4])
{
  int Temp, I;
  for(I=O; I<4; I++)
  {
      Temp = A[I][0];
      A[I][0] = A[I][3];
      A[I][3] = Temp;
   }
}
```

(d) Define a function SWAPARR( ) in C++ to swap (interchange) the first row elements with the last row elements, for a two dimensional integer array passed as the argument of the function.
(2009 OD)

Example: If the two dimensional array contains

5	6	3	2
1	2	4	9
2	5	8	1
9	7	5	8

After swapping of the content of first row and last row, it should be as follows:

9	7	5	8
1	2	4	9
2	5	8	1
5	6	3	2

Ans)

```
void SWAPARR(int A[][100], int M, int N)
{
 int Temp, Ji
 for (J=0; J<N; J++)
 {
    Temp = A[0)[J] ;
    A[0][J] = A[M-1][J];
    A[M-l][J] = Temp;
  }
}
```

OR

```
void SWAPARR(int A[4][4])
{
  int Temp, J;
  for (J=0; J<4; J++)
  {
     Temp = A[0][J];
    A[0][J] = A[3][J];
    A[3][J] = Temp;
   }
}
```

3.a) Write a function in C++, which accepts an integer array and its size as parameters and rearranges the array in reverse. (2008D)

Example:

If an array of nine elements initially contains the elements as 4, 2, 5, 1, 6, 7, 8, 12, 10

Then the function should rearrange the array as

10,12, 8, 7, 6, 1, 5, 2, 4

Solution:

```
void receive(int A[ ], int size)
{   int temp;
 for(i=0,j=size-1;i<size/2;i++,j--)
  {     temp=A[i];
    A[i]=A[j];
    A[j]=temp;
   }
 }   //end of receive function.
```

3.a)Write a function in C++, which accepts an integer array and its size as arguments and swap the elements of every even location with its following odd location. (2008OD)

Example :

If an array of nine elements initially contains the elements as

2,4,1,6,5,7,9,23,10

then the function should rearrange the array as

4,2,6,1,7,5,23,9,10

```
void SwapArray(int A[ ], int N)
{
 int i,j,temp;
/*  cout<<"\nThe elements before doing the desired
alterations…";
for(i=0;i<N;i++)
            cout<<A[i]<<'\t';         */
 for(i=0;i<N-1;i+=2)
 {       temp=A[i];
        A[i]=A[i+1];
        A[i+1]=temp;
  }
```

```
/*  cout<<"\nThe elements after completed the desired
alterations…";
for(i=0;i<N;i++)
                cout<<A[i]<<'\t';  */
}
```

3.a)Write function in C++ which accepts an integer array and size as arguments and replaces elements having odd values with thrice its value and elements having even values with twice its value.
(2007D)
Example : if an array of five elements initially contains elements as 3, 4, 5, 16, 9
The the function should rearrange the content of the array as
9, 8, 75, 32, 27
Solution:

```
void manipulate (int a[ ],int size)
{
 for (i=0;i<size;i++)
  {
    if (a[i]%2= =1)
          a[i]=a[i]*3;
   else
          a[i]=a[i]*2;
   cout<<a[i]<<',';
   }
 }
```

3.a)Write a function in C++ which accepts an integer array and its size as arguments and replaces elements having even values with its half and elements having odd values with twice its value .(2007OD)
Example : If an array of five elements initially contains the elements as 3, 4, 5, 16, 9
then the function should rearrange content of the array as
6, 2, 10, 8, 18
Solution:

```
void accept(int a[ ],int size)
{
 for (int i=0;i<size;i++)
 { if (a[i]%2= =0)
          a[i]=a[i]/2;
   else
          a[i]=a[i]*2;
   cout<<a[i]<<',';
  }
}
```

3.a)Write function in C++ which accepts an integer array and size as arguments and assign values into a 2D array of integers in the following format : (2006D)
If the array is 1, 2, 3, 4, 5, 6
The resultant 2D array is given below

1	2	3	4	5	6
1	2	3	4	5	0
1	2	3	4	0	0
1	2	3	0	0	0
1	2	0	0	0	0
1	0	0	0	0	0

If the array is 1, 2, 3
The resultant 2D array is given :

1	2	3
1	2	0
1	0	0

Solution:

```
void input (int a[ ],int size)
{  int b[size] [size];
  for (int i=0;i.<size;i++)
  {
    for (int j=0;j<size;j++)
    {
          if(( i+j)>=size)
              b[i][j]=0;
          else
              b[i][j]=a[j];
          cout<<b[i][j]<<'\t';
     }
   cout<<endl;
   }
}
```

3.a)Write function in C++ which accepts an integer array and size as arguments and assign values into a 2D array of integers in the following format : (2006OD)
If the array is 1, 2, 3, 4, 5, 6
The resultant 2D array is given below :

1	0	0	0	0	0
1	2	0	0	0	0
1	2	3	0	0	0
1	2	3	4	0	0
1	2	3	4	5	0
1	2	3	4	5	6

If the array is 1, 2, 3
The resultant 2D array is given:

1	0	0
1	2	0
1	2	3

Solution:

```
void input (int a[ ],int size)
{
  int b[size] [size];
  for (int i=0;i.<size;i++)
  {
   for (int j=0;j<size;j++)
   {
       if(( i<j)
              b[i][j]=0;
          else
              b[i][j]=a[j];
          cout<<b[i][j]<<'\t';
    }
     cout<<endl;
    }
}
```

OR

```
const int R = 100, C = 100;
void Arrayconvert(int A1D[ ], int N)
{   int A2D[R][C]={0};
   for(int I = 0; I<N; I++)
     for (int J = 0; J <=I; J++)
       A2D[I][J] = A1D[J];
}
```

3.a)Write a function in C++ which accepts an integer array and its size as arguments and exchanges the values of first half side elements with the second half side elements of the array. (2005D)

Example :

If an array of 8 elements initial content as
2, 4, 1, 6, 7, 9, 23, 10
The function should rearrange array as
7, 9, 23, 10, 2, 4, 1, 6

Solution:

```
void change(int a[ ],int size)
{   int i,j,temp;
  for(i=0,j=size/2;j<size;i++,j++)
  {  temp=a[i];
    a[i]=a[j];
    a[j]=temp;
   }
}
```

OR

```
void Exchange (int A [ ], int N)
{    for (int I=0;I<N/2;I++)
   {     int Temp=A[I];
       A[I]=A[N/2+I];
      A[N/2+I]=Temp;
   }
}
```

OR

```
void Exchange(int A[], int N)
{  int M=(N%2==0)?N:N+l;
 for (int I=0; I<M/2; I++)
 {        int Temp=A[I];
       A[I]=A[M/2+I];
       A[M/2+I]-Temp;
  }
}
```

3.a)Write a function in C++ which accepts an integer array and its size as arguments and exchanges the values of first half side elements with the second half side elements of the array. (2005OD)

Example :

If an array of 8 elements initial content as
8, 10, 1, 3, 17, 90, 13, 60
The function should rearrange array as
17, 90, 13, 60, 8, 10, 1, 3

Ans)

```
void Exchange(int A[],int N)
{  for (int I=0;I<N/2;I++)
  {   int Temp=A[I];
     A[I]=A[N/2+I];
     A[N/2+I]=Temp;
   }
}
```

OR

```
void Exchange(int A[],int N)
{  for (int I=0,J=N/2;I<N/2;I++,J++)
  {     int Temp=A[J];
    for (int K=J;K>I;K--)
        A[K]=A[K-1];
   A[I]=Temp;
  }
}
```

OR

```
void Exchange(int A[],int N)
{  int M=(N%2=0)?N:N+l;
 for (int I=0;I<M/2;I++)
 {
    int Temp=A[I];
    A[I]=A[M/2+I];
    A[M/2+I]=Temp;
  }
}
```

3.a) Define the function SwapArray(int[ ], int),that would expect a 1D integer array NUMBERS and its size N. the function should rearrange the array in such a way that the values of that locations of the array are exchanged. (Assume the size of the array to be even). (2004)

Example :

If the array initially contains {2, 5, 9, 14, 17, 8, 19, 16}
Then after rearrangement the array should contain
{5, 2, 14, 9, 8, 17, 16, 19}

Solution:

```
void SwapArray(int NUMBERS[ ], int N)
{
   int i,j,temp;
/* cout<<"\nThe elements before doing the desired
   alterations…";
   for(i=0;i<N;i++)
      cout<<NUMBERS[i]<<'\t';  */
   for(i=0;i<N-1;i+=2)
   {
    temp=NUMBERS[i];
    NUMBERS[i]=NUMBERS[i+1];
    NUMBERS[i+1]=temp;
   }
/*  cout<<"\nThe elements after completed the desired
alterations…";
 for(i=0;i<N;i++)
          cout<<NUMBERS[i]<<'\t';  */
}
```

3.c) Write a user-defined function in C++ to find and display the sum of diagonal elements from a 2D array MATRIX[6][6] containing integers.

```
void displaysum( )
{
 int i,j,D1=0,D2=0,MATRIX[6][6];
cout<<"\nEnter any 36 values….";
 for(i=0;i<6;i++)
   for(j=0;j<6;j++)
    {  cin>>MATRIX[i][j];
      if(i= = j)
            D1=D1+MATRIX[i][j];
      else if ((i+j)= =(size-1))
            D2=D2+MATRIX[i][j];
    }
  cout<<"\nThe sum of the elements of
      the Main Diagonal = "<<D1;
  cout<<"\nThe sum of the elements of
       the Other Diagonal = "<<D2;
           }
```

3.a) Write a function in C++ to combine the contents of two equi-sized arrays A and B by adding their corresponding elements as the formula A[i]+B[i]; where value i varies from 0 to N-1 and transfer the resultant content in the third same sized array C. (MP209-10) 3

Ans)

```
void AddNSave(int A[ ],int B[ ],int C[ ],int N)
{   for (int i=0;i<N;i++)
        C[i]=A[i]+B[i];
}
```

3.a)Write a function in C++ to combine the contents of two equi-sized arrays A and B by computing their corresponding elements with the formula 2*A[i]+3*B[i]; where value i varies from 0 to N-1 and transfer the resultant content in the third same sized array. (MP208-09) 4

Ans)

```
void AddNSave(int A[ ],int B[ ],int C[ ],int N)
{
        for (int i=0;i<N;i++)
                C[i]=2*A[i]+3*B[i];
}
```

MODEL 2: Function to Display the array elements in a particular order. (2 or 3 Marks)

Write definition for a function DISPMID(int A[][5],int R,int C) in C++ to display the elements of middle row and middle column from a two dimensional array A having R number of rows and C number of columns.

For example, if the content of array is as follows: (2016)3

215	912	516	401	515
103	901	921	802	601
285	209	609	360	172

The function should display the following as output

103 901 921 802 601
516 921 609

Ans)

```
void DISPMID(int A[][5],int R,int C)
{
for (int J=0;J<C;J++)
cout<<A[R/2][J]<< " ";
cout<<endl;
for (int I=0;I<R;I++)
cout<<A[I][C/2]<< " ";
}
```

OR

```
void DISPMID(int A[][5],int R,int C)
{
if(R%2!=0)
{
for (int J=0;J<C;J++)
cout<<A[R/2][J]<< " ";
}
else
cout<<"No Middle Row";
cout<<endl;
if(C%2!=0)
{
for (int I=0;I<R;I++)
cout<<A[I][C/2]<< " ";
}
else
cout<<"No Middle Column";
}
```

Write a function REVROW(int P[][5],int N, int M) in C++ to display the content of a two dimensional array, with each row content in reverse order. (2015) 3

For example, if the content of array is as follows:

15	12	56	45	51
13	91	92	87	63
11	23	61	46	81

The function should display output as:

51 45 56 12 15
63 87 92 91 13
81 46 61 23 81

A)

```
void REVROW(int P[][5],int N,int M)
{
for(int I=0; I<N; I++)
{ for(int J=M1;
J>=0; J)
cout<<P[I][J];
cout<<endl;
}
}
```

OR

```
void REVROW(int P[ ][5],int N,int M)
{
for(int I=0; I<N; I++)
{
for(int J=0; J<M/2; J++)
{
int T = P[I][J];
P[I][J] = P[I][MJ1]
;
P[I][MJ1]
= T;
}
}
for(I=0; I<N; I++)
{
for(int J=0; J<M; J++)
cout<<P[I][J];
cout<<endl;
}
}
```

Write user-defined function AddEnd2(int A[ ][4], int N, int M) in C++ to find and display the sum of all the values which are ending with 2(ie units place is 2). For example if the content of array is (2014)

22	16	12
19	5	2

The output should be

36

Answer)

```
void AddEnd(int A[ ][4], int N, int M)
{
  int I,j,Sum=0;
```

```
 for(i=0;i<N;i++)
{
for(j=0;j<M;j++)
{
if(A[i][j]%10==2)
   Sum=Sum+A[i][j];
}
}
cout<<Sum;
}
```

Write a user defined function DispTen(int A[ ][4], int N,int M) in C++ to find and display all the numbers which are divisible by 10. For example, if the content of array is (2013) 2

12	20	13
2	10	30

The output should be
20 10 30
Answer)

```
Void DispTen(int A[ ][3], int N,int M)
{
 int I,j,S=0;
for(i=0;i<N;i++)
  for(j=0;j<M;j++)
    if(A[i][j]%10= =0)
    cout<<A[i][j]<<" ";
}
```

Write a function ALTERNATE (int A[ ] [3], int N, int M) in C++ to display all alternate elements from two-dimensional array A (staring from A [0] [0]). (2012) 1
For example:
If the array is containing:
23 54 76
37 19 28
62 13 19
The output will be
23 76 19 62 19
Ans.

```
void ALTERNATE (int A [] [3], int N, int M)
{
int T=0;
for (int I=0 ; I<N; I++)
for (int J=0 ; J<M ; J++)
{
if (T%2= =0)
cout<<A[I] [J]<<" ";
T++ ;
}
}
```

OR

```
void ALTERNATE (int A[] [3], int N, int M)
{
int *P=&A[O] [0] ;
for (int I=0; I<N*M ; I+=2)
{
cout<<*p<<" ";
P+=2 ;
}
}
```

(d) Write a DSUMO function in C++ to find sum of Diagonal Elements from a NxN Matrix. (2011 OD) 2
(Assuming that the N is a odd number)
Ans

```
 void DSUM (int A [ ] [100] ,int N)
{
int SUMR =0, SUML=0;
for (int i=0; i<N;i++}
{
SUMR=SUMR + A[i] [i] ;
SUML = SUML + A[i] [N-1-i] ;
}
cout<< " Sum of Diagonal Elements = "<<SUMR + SUML –
A[N/2] [N/2] ;
}
```

OR

```
void DSUM (int A[] [100], int N)
{
int SUMR =0, SUML=0;
for (int i=0; i<N; i++)
{
SUMR = SUMR + A[i] [i] ;
SUML = SUML + A[i] [N-1-i] ;
}
cout<< "Sum of Right Diagonal Elements = "<<SUMR<<end1;
cout<< "Sum of Left Diagonal Elements = "<<SUML<<end1;
}
```

OR

```
void DSUM (int A[] [100] , int N)
{
int SUMR =0, SUML=0;
for (int i = 0; i<N; i++)
{
for (int j = 0; j<N; j++)
{
if (i==j)
SUMR=SUMR + A[i] [j] ;
else if (i+j == N-1)
SUML = SUML + A[i] [j];
}
}
cout<< "Sum of Diagonal Elements ="
                << SUMR + SUML - A[N/2] [N/2];
}
```

(d) Write a function int SKIPSUM(int A[ ] [3], int N,int M) in C++ to find and return the sum of elements from all alternate elements of a two-dimensional array starting from A[0][0]. (2010D)
Hint:If the following is the content of the array

A[0][0]	A[0][1]	A[0][2]
4	5	1
A[1][0]	A[1][1]	A[1][2]
2	8	7
A[2][0]	A[2][1]	A[2][2]
9	6	3

The function SKIPSUM() should add elements A[0][0], A[0][2], A[1][l],
A[2][0] and A[2][2].
Ans)

```
int SKIPSUM(int A[ ][ 3 ], int N,int M)
{  int S=0:
   for(int I = 0; 1< N; 1++)
   for (int J = (I%2)?1:0; J<M; J = J+2)
            S = S + A [I][J];
   return S;
}
```

OR

```
int SKIPSlJM(int A[ ][3], int N, int M)
{  int S=0;
   for (int I = 0; 1< N; I++)
     for (int J = (I%2==0)? 0:1 ; J<M; J = J+2)
            S = S + A [I][J];
   return S;
}
```

OR

```
int SKIPSUM(int A[][3], int N, int M)
{
   int I,J, S=O;
   for (I = 0; 1 < N; 1++)
   {
      if (I%2)
              //OR (1%2 !=0 ) OR (I%2 == 1)
            J = l;
      else
            J = 0;
      for ( ; J<M; J = J+2)
                S = S + A[I][J];
    }
    return S;
}
```

OR

```
int SKIPSUM(int A[][3], int N, int M)
{
   int S=0, C=0;
   for(int I = 0; 1< N; 1++)
     for (int J = 0; J<M; J++ )
     {
       if (C%2 == 0)
              S = S + A[I][J];
       C++;
     }
    return S;
}
```

OR

```
int SKIPSUM(int A[][3], int N, int M)
{
   int S=0, C=l;
   for(int I = 0; I<N; I++)
     for (int J = 0; J<M; J++ )
     {
        if (C%2 != 0)
            S = S + A[I][J];
       C++;
     }
     return S;
}
```

OR

```
int SKIPSUM (int A[ ][3], int N, int M)
{
   int S=0;
   for(int I = 0; l< N; l++)
     for (int J = 0; J<M; J++ )
     {
       if ((I+J)%2 == 0)
            S = S + A[I][J];
     }
   return S;
}
```

(d) Write a function int ALTERSUM (int B[ ] [5], int N, int M in C++ to find and return the sum of elements from all alternate elements of a two-dimensional array starting from B[0][0].
(2010 OD)
Hint: If the following is the content of the array:

B[0][0]	B[0][1]	**B[0][2]**
4	5	**1**
B[1][0]	**B[1][1]**	B[1][2]
2	**8**	7
B[2][0]	B[2][1]	**B[2][2]**
9	6	**3**

The function should add elements B[0][0], B[0][2], B[l][l], B[2][0] and B[2][2].
Ans.

```
int ALTERSUM(int B[ ][5] ,int N,int M)
{
  int Sum=0;
  for (int I=0;I<N;I++)
     for (int J=(I%2==0)?0:1;J<M;J+=2)
         Sum+=B[I][J] ;
  return Sum;
}
```

OR

```
int ALTERSUM(int B[ ][5],int N,int M)
{
   int Sum=0,J=0;
   for (int I=0;I<N;I++)
   {
     for (;J<M;J+=2)
         Sum+=B[I][J] ;
     J-=M;
   }
   return Sum;
}
```

OR

```
int ALTERSUM(int B[ ][5],int N,int M)
{
  int *P=&B[0][0],Sum=0;
  for (int I=0;I<M*N;I+=2)
  {
        Sum+=(*P);
        P+=2;
   }
   return Sum;
}
```

OR

```
int ALTERSUM (int B[ ][5], int N, int M)
{ int S=0, C=0;
  for(int I = 0; 1< N; 1++)
     for (int J = 0; J<M; J++ )
     {
      if (C%2 == 0)
          S = S + B[I][J];
      C++;
     }
   return S;
}
```

OR

```
int ALTERSUM(int B[ ][5],int N,int M)
{  int Sum=0;
   for (int I=0;1<N;1++)
    for (int J=0;J<M;J++)
      if ((I+J)%2==0)
          Sum+=B [I][J] ;
     return Sum;
}
```

OR

```
int ALTERSUM(int B[ ][5],int N,int M)
{
   int Sum=0;
   for (int I=0;1<N;1++)
    for (int J=0;J<M;J++)
   {
     if ((I%2==0 && J%2=0)||(1%2!=0
           && J%2!=0))
     Sum+=B [I][J] ;
    }
   return Sum;
}
```

3.d)Write a function in C++ to print the product of each column of a two dimensional array passed as the arguments of the function. (2008D)

Example : If the two dimensional array contains

1	2	4
3	5	6
4	3	2
2	1	5

Then the output should appear as:

Product of Column 1 = 24
Product of Column 2 = 30
Product of Column 3 =240

```
void receive(int A[ ][ ],int r,int c)
{   int i,j,B[c];
    for(i=0;i<c;i++)
              B[i]=1;
    for(i=0;i<r;i++)
       for(j=0;j<c;j++)
            B[j]=B[j]*A[i][j];
    for(i=0;i<c;i++)
     cout<<"\nProduct of Column
                  "<<i+1<<" = "<<B[i];
}
```

OR

```
void ProdCol(int Arr[][100], int Row, int Col)
{
  int i, j, Prod;
  for (j = 0; j < Col; j++)
  {
    Prod=1;
    for (i = 0; i < Row; i++)
    Prod * = Arr[i][j];
    cout<<"Product of Column"
          <<j<< "=" <<Prod<<endl;
  }
}
```

3.d)Write a function in C++ to print the product of each row of a two dimensional array passed as the arguments of the function (2008OD)

Example: if the two imensional array contains

20	40	10
40	50	30
60	30	20
40	20	30

Then the output should appear as:

Product of Row 1 = 8000
Product of Row 2 = 6000
Product of Row 3 =3600
Product of Row 4 = 2400

```
void receive(int A[ ][ ],int r,int c)
{   int i,j,B[r];
    for(i=0;i<r;i++)
       B[i]=1;
    for(i=0;i<r;i++)
       for(j=0;j<c;j++)
            B[i]=B[i]*A[i][j];
    for(i=0;i<r;i++)
    cout<<"\nProduct of Row "<<i+1<<
          " = "<<B[i];
}
```

3.d)Write a function in C++ which accepts a 2D array of integers and its size as arguments and displays the elements which lie on diagonals. [Assuming the 2D Array to be a square matrix with odd dimension i.e., 3x3, 5x5 ,7x7 etc…] (2007D)

Example : if the array content is

5 4 **3**
6 **7** 8
1 2 **9**

Out put through the function should be :

Diagonal One : 5 7 9
Diagonal Two : 3 7 1

Solution:

```
void accept(int a[ ][ ],int size)
{   int i,j;
  cout<<"Diagonal One:";
   for (int i=0;i<size;i++)
     for(int j=0;j<size;j++)
          if (i= = j)
            cout<<a[i][j]<<'\t';
```

```
  cout<<"\n Diagonal Two:";
  for (i=0;i<size;i++)
     for(j=0;j<size;j++)
          if((i+j)= =(size-1))
             cout<<a[i][j]<<'\t';
}
```

3.d)Write a function in C++ which accepts a 2D array of integers and its size as arguments and displays the elements of middle row and the elements of middle column. [Assuming the 2D Array to be a square matrix with odd dimension i.e., 3x3, 5x5, 7x7 etc…] (2007OD)

Example : If the array content is

```
3  5  4
7  6  9
2  1  8
```

Output through the function should be :

```
Middle Row      : 7  6  9
Middle Column : 5  6  1
```

Solution:

```
void accept(int a[ ][ ],int size)
{
  int i,j;
  cout<<"Middle Row:";
  for (int i=0;i<size;i++)
    for(int j=0;j<size;j++)
          if (i= = size/2)
             cout<<a[i][j]<<'\t';
  cout<<"\n Middle Column:";
  for (i=0;i<size;i++)
    for(j=0;j<size;j++)
          if(j= =size/2)
             cout<<a[i][j]<<'\t';
}
```

3.d)Write a function in C++ to print sum of all values which either are divisible by 2 or divisible by 3 present in a 2D array passed as the argument of the function. (2005D)

Solution:

```
void Sum(int A[ ][ ],int R,int C)
{
 int i,j,S=0;
 for(i=0;i<R;i++)
   for(j=0;j<C;j++)
    if(A[i][j]%2= = 0 ||A[i][j]%3= = 0)
          S=S+A[i][j];
   cout<<"\nThe Sum of all the values  which are divisible by 2
                  or 3 in the array = "<<S;
}
```

3.d) Write a function in C++ to print sum of all values which either are divisible by 3 or divisible by 5 present in a 2D array passed as the argument of the function.(2005OD)

Ans)

```
void Sum(int A[ ][ ],int R,int C)
{  int S=0,i,j;
  for(i=0;i<R;i++)
    for(j=0;j<C;j++)
      if((a[i][j]%3= =0)||(a[i][j]%5= =0))
         S=S+A[i][j];
  cout<<" nThe Sum of all the values
       which are divisible by 3 or 5 in
            the array = "<<S;
}
```

3.c) Write a function in C++ to find the sum of diagonal elements from a 2D array of type float. Use the array and its size as parameters with float as its return type. (2004)

Solution:

```
float diasum(float A[ ][ ],int R,int C)
{
 int i,j;
 float Dsum=0.0;
 for(i=0;i<R;i++)
 for(j=0;j<C;j++)
   if((i= = j)| | (i+j)= =(size-1))
          Dsum=Dsum+A[i][j];
 return Dsum;
}
```

3.c)Write a user-defined function in C++ to display those elements of 2D array T[4][4] which are divisible by 100. Assume the content of the array is already present and the function prototype is as follows: void showhundred(int T[4][4]); (2003)

```
void showhundred(int T[4][4])
{
  int i,j;
 cout<<"\nThe elements in the array
    which are divisible by 100 …..";
  for(i=0;i<4;i++)
          for(j=0;j<4;j++)
            if(T[i][j]%100= =0)
               cout<<T[i][j]<<'\t';
}
```

3.c)Write a user-defined function named Lower_half() which takes 2D array A, with size N rows and N columns as argument and prints the lower half of the array. (2001)

Eg:

Input:

```
2  3  1  5  0
7  1  5  3  1
2  5  7  8  1
0  1  5  0  1
3  4  9  1  5
```

Output:

```
2
7  1
2  5  7
0  1  5  0
3  4  9  1  5
```

Solution:

```
void Lower_half( int A[ ][ ],int N)
{   int i,j;
   for(i=0;i<N;i++)
          for(j=0;j<N;j++)
           {    if(i<j)
                   cout<<A[i][j]<<'\t';
                cout<<endl;
           }
}
```

3.c) Write a user-defined function in C++ to find and display the multiplication of row elements of two dimensional array A[4][6] containing integers. (1999)

```
void rowmul( )
{    int A[4][6],i,j,rowmul;
     cout<<"\nEnter any 24 values…";
     for(i=0;i<4;i++)
           for(j=0;j<6;j++)
              cin>>A[i][j];
     for(i=0;i<4;i++)
     {
        rowmul=1;
           for(j=0;j<6;j++)
               rowmul=rowmul*A[i][j];
           cout<<"\nThe multiplication of
                "<<i+1<<" row = "<<rowmul;
     }
}
```

3.b) An array T[15][10] is stored in the memory with each element requiring 2 bytes of storage. If the base address of T is 2000, determine the location of T[7][8] when the array VAL is stored (i) Row major (ii) Column major. (1998)
Solution: Children, Try this as an assignment.

3.c) Write a user-defined function in C++ to find and display the sum of diagonal elements from a 2D array R[7][7] containing integers. (1998)

```
void displaysum( )
{   int i,j,D1=0,D2=0,R[7][7];
  cout<<"\nEnter any 49 values….";
  for(i=0;i<7;i++)
    for(j=0;j<7;j++)
     {
        cin>>R[i][j];
           if(i= = j)
               D1=D1+R[i][j];
           else if ((i+j)= =(size-1))
               D2=D2+R[i][j];
     }
cout<<"\nThe sum of the elements of
        the Main Diagonal = "<<D1;
cout<<"\nThe sum of the elements of
       the Other Diagonal = "<<D2;
}
```

d) Write a function in C++ to find the sum of both left and right diagonal elements from a two dimensional array (matrix). (MP109-10) 2
Ans)

```
void DiagSum(int M[][4],int N,int M)
{  int SumD1=0,SumD2=0;
  for (int I=0;I<N;I++)
  {
  SumD1+=M[I][I];SumD2+=M[N-I-1][I];
  }
  cout<<"Sum of Diagonal 1:"  <<SumD1<<endl;
   cout<<"Sum of Diagonal 2:" <<SumD2<<endl;
}
```

d) Write a function in C++ to find sum of rows from a two dimensional array. (MP209-10) 2
Ans)

```
void MatAdd(int M[][4],int N,int M)
{
  for (int R=0;R<N;R++)
  {
     int SumR=0;
     for (int C=0;C<M;C++)
          SumR+=M[C][R];
     cout<<SumR<<endl;
}
}
```

h)Write a function in C++ to find the sum of both left and right diagonal elements from a two dimensional array (matrix). 2 (MP108-09)
Ans)

```
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;
}
```

3.d) Write a function in C++ to find sum of rows from a two dimensional array. (MP208-09) 2
Ans)

```
void MatAdd(int A[100][100], int N,int M)
{
 for (int R=0;R<N;R++)
 {
    int SumR=0;
    for (int C=0;C<M;C++)
         SumR+=A[C][R];
    cout<<SumR<<endl;
  }
}
```

MODEL 3A: Address Calculation of 2-D array. (Row-Major) (3 Marks)

R[10][50] is a two dimensional array, which is stored in the memory along the row with each of its element occupying 8 bytes, find the address of the element R[5][15], if the element R[8][10] is stored at the memory location 45000. (2016) 3
A)
Loc(R[I][J])
=BaseAddress + W [(I – LBR)*C + (J – LBC)]
(where
W=size of each element = 8 bytes,
R=Number of Rows=10, C=Number of Columns=50)
Assuming LBR = LBC = 0
LOC(R[8][10])

45000 = BaseAddress + W[I*C + J]
45000 = BaseAddress + 8[8*50 + 10]
45000 = BaseAddress + 8[400 + 10]
45000 = BaseAddress + 8 x 410
BaseAddress = 45000 3280
= 41720
LOC(R[5][15])= BaseAddress + W[I*C + J]
= 41720 + 8[5*50 + 15]
= 41720 + 8[250 + 15]
= 41720 + 8 x 265
= 41720 + 2120
= 43840

OR

Loc(R[I][J])
=Reference Address + W [(I – LR)*C + (J – LC)]
(where
W=size of each element = 8 bytes,
R=Number of Rows=10, C=Number of Columns=50)
Reference Address= Address of given cell R[8][10]=45000
LR = Row value of given cell = 8
LC = Column value of given cell = 10
LOC(R[5][15])= LOC(T[8][10]) + 8[(5 8)*
50 + (15 10)]
LOC(R[15][5]) = 45000 + 8[3*
50 + 5]
= 45000 + 8[150
+ 5]
= 45000 + 8 x (145)
= 45000 1160
= 43840

A two dimensional array ARR[50][20] is stored in the memory along the row with each of its elements occupying 4 bytes. Find the address of the element ARR[30][10], if the element ARR[10] [5] is stored at the memory location 15000. (2015) 3

Loc(ARR[I][J]) along the row
=BaseAddress + W [(I – LBR)*C + (J – LBC)]
(where C is the number of columns, LBR = LBC = 0
LOC(ARR[10][5])
= BaseAddress + W [I*C + J]
15000 = BaseAddress + 4[10*20 + 5]
= BaseAddress + 4[200 + 5]
= BaseAddress + 4 x 205
= BaseAddress + 820
BaseAddress = 15000820
= 14180
LOC(ARR[30][10])= 14180 + 4[30 * 20 + 10]
= 14180 + 4 * 610
= 14180 + 2440
= 16620

OR

LOC(ARR[30][10])
= LOC(ARR[10][5])+ W[(ILBR)*
C + (JLBC)]
= 15000 + 4[(3010)*
20 + (105)]
= 15000 + 4[20*20 + 5]
= 15000 + 4 *405
= 15000 + 1620
= 16620

OR

Where C is the number of columns and LBR=LBC=1
LOC(ARR[10][5])
15000 = BaseAddress + W [(I1)*
C + (J1)]
= BaseAddress + 4[9*20 + 4]
= BaseAddress + 4[180 + 4]
= BaseAddress + 4 * 184
= BaseAddress + 736
BaseAddress = 15000 736
= 14264
LOC(ARR[30][10])
= 14264 + 4[(301)*
20 + (101)]
= 14264 + 4[29*20 + 9]
= 14264 + 4[580 + 9]
= 14264 + 4*589
= 14264 + 2356
= 16620

An array A[20][30] is stored along the row in the memory with each element requiring 4 bytes of storage. If the base address of array A is 32000, find out the location of A[15][10]. Also find the total number of elements present in this array. (2014)
Answer)
B=32000 W=4

A[15][10]=32000+4[30(15-0)+(10-0)]
=32000 +4[450+10]
=32000+4[460]
=32000+1840
=33840
Location of a[10][15]=33840
Total number of elements present in this array = 20*30 = 600

An array T[15][10] is stored along the row in the memory with each element requiring 8 bytes of storage. If the base address of array T is 14000, find out the location of T[10][7]; (2013)3
Answer)
Address of T[10][7]=14000+(10*7+10)*8
=14000+(80)*8
=14000+640
=14640

An array G[50][20] is stored in the memory along the row with each of its elements occupying 8 bytes. Find out the location of G[10][15], if G[0][0] is stored at 4200. (2011 OD) 3
Ans
Assuming LBR=LBC=0
B=4200
W=8 bytes
Number of Rows(N)=50
Number of Columns (M)=20
LOC(Arr[I] [J]) = B +(I*M + J) *W
LOC (Arr [10] [15]) = 4200+ (10*20+15)*8
= 4200 + (215*8)

= 4200+1720
= 5920

3.b) An array Arr[50][10] is store in the memory along the row with each element occupying 2 bytes. Find out the Base address of the location Arr[20][50], if the location Arr[10][25] is stored at the address 10000. (2008OD)

Ans)

Assuming LBR=LBC=0
S=2 bytes
Number of Rows (N)=50
Number of Columns (M)=100

LOC (Arr [I] [J]) = B + (I*M+J)*S
LOC (Arr [10] [25]) = B +(10*100+25)*2
10000 = B +(1000+25)*2
B = 10000-2050
B = 7950
LOC (Arr [20] [50])
= 7950+(20*100+50)*2
= 7950 + (2050*2)
= 7950+4100
= 12050

OR

Assuming LBR=LBC=1
S=2 bytes
Number of Rows (N) = 50
Number of Columns (M) =100

LOC (Arr [I] [J])
=B +((I-LBR)*M+(J-LBC))*S
LOC (Arr [10] [25])
=B +((10–1)*100+(25–1))*2
10000 = B +(900+24)*2
B = 10000-1848
B = 8152

LOC (Arr [20] [50])
= 8152+ ((20-1)*100+ (50-1))*2
= 8152 + (1949*2)
= 8152+3898
=12050

3.b)An array Arr[15][20] is stored in the memory along the row with each element occupying 4 bytes. Find out the Base address of the location Arr[3][2], if the location Arr[5][2] is stored at the address 1500. (2007OD)

Solution:

Given Data: Arr[15][20] W=4 B=? R=15 C=20 $L_r = 0$ $L_c = 0$
Address of Arr[3][2] = ?
Address of Arr[5][2] = 1500.

Address of an element (I,J) in row major = $B+W(C(I-L_r)+(J-L_c))$

Therefore,
1500 = B+4(20(5-0)+(2-0))
1500 = B+4(20*5+2)
1500 = B+4*102
1500 = B+408
B =1500-408
B=1092

Address of Arr[3][2]
=1092+4(20*3+2)
=1092+4(62)
=1092+248
=1340.

3.b)An array MAT[20][10] is stored in the memory along the row with each element occupying 4 bytes of the memory. Find out the Base address and the address of element MAT[10][5] , if the location MAT[3][7] is stored at the address 1000. (2006OD)

Ans)

For Row wise allocation
Address of A[I][J]
= BA + W((I-LBR) x N + (J-LBC))
Where
BA = Base Address
W = Size of each element in bytes
= 4 bytes (given)
N = No. of columns in the 2D Array
= 10 (given)
Address of MAT[3][7] given is 1000.
Therefore
(Assumption 1: LBR = LBC = 0)
MAT[3][7]=100 = BA + 4 (10 (3-0) + (7-0))
= BA + 148
BA = 1000 – 148 = 852

Therefore,Base Address = 852
Thus, Address of MAT[10][5] = 852 + 4 (10 (10-0) + (5-0))
= 852+420
= 1272

OR

(Assumption 2: LBR = LBC = 1)
MAT[3][7]=1000 = BA + 4 (10 (3-1) + (7-1))
= BA + 104
BA = 1000 – 104
= 896

Therefore,Base Address = 896
Thus, Address of MAT[10][5]
= 896 + 4 (10 (10-1) + (5-1))
= 896+376
= 1272

3.b)An array Arr[15][35] is stored in the memory along the row with each of its element occupying 4 bytes . Find out the Base address and the address of element Arr[2][5] , if the location Arr[5][10] is stored at the address 4000. (2005D)

Ans)

LOC(Arr[I][J])
=Base(Arr)+W*(I + No.of Rows * J)
LOC(Arr[5][10])
=Base(Arr)+8*(5+15*10)
4000 =Base(Arr)+8*(155)
4000 =Base(Arr)+1240
Base(Arr) =4000-1240
Base(Arr) =2760
LOC(Arr[2][5]) =Base(Arr)+8* (2 + 15*5)
=2760+8*(77)
=2760+616
=3376

OR

LOC(Arr[I][J])
=Base(Arr)+W*((I-1) + No. of Rows * (J-l))
LOC(Arr[5][10])
=Base(Arr)+8*[(5-1)+15* (10-1)]
4000 =Base(Arr)+8*(139)
4000 =Base(Arr)+1112
Base(Arr) =4000-1112
Base(Arr) =2888

LOC(Arr[2][5])
=Base(Arr)+ 8*[(2-1)+15*(5-1)]
=2888+8*(61)
=2888+488
=3376

3.b)An array Arr[35][15] is stored in the memory along the row with each of its element occupying 4 bytes . Find out the Base address and the address of element Arr[20][5] , if the location Arr[2][2] is stored at the address 3000. (2005OD)
Ans)

LOC(Arr[I][J])
Base(Arr)+W*(No. of Cols*I+J)
LOC(Arr[2][2]) =Base(Arr)+4*(15*2+2)
3000 =Base(Arr)+4*(32)
3000 =Base(Arr)+128
Base(Arr) =3000-128
Base(Arr) =2872

LOC(Arr[20][5])
=Base(Arr)+4*(15*20+5)
=2872+4*(300+5)
=2872+4*305
=2872+1220
=4092

OR

LOC(Arr[I][J])
=Base(Arr)+W*(No. of Cols*(I-1)+(J-1)
LOC(Arr[2][2])
=Base(Arr)+4*(15*(2-1)+(2-1))
3000 =Base(Arr)+4*(16)
3000 =Base(Arr)+64
Base(Arr) =3000-64
Base(Arr) =2936

LOC(Arr[20][5])
=Base(Arr)+4*(15*(20-1)+(5-1))
=2936+4*(289)
=2936+1156
=4092

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 the Base Address of the array is 5000. 3 (MP109-10)
Ans)

Given,W=2
N=40
M=30
Base(S)=5000

Row Major Formula:

Loc(S[I][J])
=Base(S)+W*(M*I+J)
Loc(S[20][10])
=5000+2*(30*20+10)
=5000+2*(600+10)
=5000+1220
=6220

f) 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.(MP108-09) 4
Ans)

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

MODEL 3B: Address Calculation of 2-D array. (Column-Major) (3 Marks)

An array P[30][20] is stored along the column in the memory with each element requiring 2 bytes of storage. If the base address of the array P is 26500, find out the location of P[20][10]. (2016)3

Total number of rows= 30
Total size= 2 bytes
Base Address= 26500
LOC (P[I][J]) = BaseAddress+((I-LBR) + (J-LBC) * R)*W
Assuming Lower Bound of Row(LBR)=0
Lower Bound of Column(LBC)=0
Total number of Rows(R)=30
Size of each element(W)=2
LOC(P[20][10])= 26500 +((20-0)+(10-0)*30)*2
LOC(P[20][10])= 26500 +640
LOC(P[20][10])= 27140

(b) An array T[20][10] is stored in the memory along the column with each of the elements occupying 2 bytes. Find out the memory location of T[10][5], if the element T[2][9] is stored at the location 7600.(2012) 3
Ans

Assuming LBR=LBC=0
W=2 bytes
Number of Rows (M) =20
Number of Co1umns(N)=10
LOC(T[I] [J]) = B +(I + J*M)*W
LOC(T[2] [9]) = B +(2+9*20)* 2

7600 = B + (182*2)
B = 7600 - 364
B = 7236
LOC (T[10] [5]) = 7236 +(10+5*20)* 2
= 7236 + (110*2)
= 7236 + 220
= 7456

OR

Assuming LBR=2, LBC=9 and B = 7600
W=2 bytes
Number of Rows (M) = 20
Number of Co1umns (N) = 10
LOC (T[I] [J]) = B + ((I-LBR) + (J-LBC)*M)*W
LOC (S[10] [5]) = 7600 + ((10-2) + (5-9)*20)*2
= 7600 + (8-80) * 2
= 7600 + (-72)) * 2
= 7600 - 144
= 7456

OR

Assuming LBR=LBC=l
W=2 bytes
Number of Rows (M) = 20
Number of Co1umns (N) = 10
LOC (T[I] [J]) = B +((I-LBR) + (J-LBC)*M)*W
LOC (T[2] [9]) = B +((2-1) + (9-1)*20)* 2
7600 = B + (161*2)
B = 7600 - 322
B = 7278
LOC (T[10] [5]) = 7278 +((10-1)+(5-1)*20)* 2
= 7278 + (9+80) *2)
= 7278 + 178
= 7456

(b) An array P[50] [60] is stored in the memory along the column with each of the element occupying 2 bytes, find out the memory location for the element P[10][20], if the Base Address of the array is 6800. (2010D)

Ans)
Loc(P[I] [J]) = Base(P)+W(I+J*M)i Loc(P[10][20]) =
Base(P)+2(10+20*50)
Loc(P[10] [20]) = 68OO + 2(10+20*50)
= 6800 + 2 (10+1000)
= 6800 + 2*1010
= 6800 + 2020
= 8820

OR

Address of P[i] [j] = BaseAddress
+ W((i–L1)+(j–L2)*M)
Address of P[10] [20]= 6800 +
2((10-0)+(20-0)x50)
= 6800 + 2 x 1010
= 6800 + 2020
= 8820

OR

Address of P[I] [J] along the column
= BaseAddress + W((I–LBR)+(J–
LBC)*M)
(where N is the number of rows, LBR = LBC = 1)
Address of P[10][20]
=6800+2((10-1)+(20-l)x50)
= 6800 + 2 (9 + 19 x 50)
= 6800 + 2 x 959 = 6800 + 1918 = 8718

(b) An array T[90][100] is stored in the memory along the **column** with each of the elements occupying 4 bytes. Find out the memory location for the element T[10][40], if the Base Address of the array is 7200. **(2010D)**

Ans.
Loc(T[I][J)) = Base(T)+W(I+J*N)
(where N is the number of rows, LBR = LBC = 0)
= 7200 + 4[10 + 40 x 90]
= 7200 + 4[10+3600]
= 7200 + 4 x 3610
= 7200 + 14440
= 21640

OR

Address of T[I][J] along the column
= BaseAddress + W [(I-LBR)+(J-LBC)* N]
(where N is the number of rows, LBR=LBC = 1)

Address of T[10][40] = BaseAddress +
4[(10 - 1) +(40 - l)x 90]
= 7200+4[9 + 39 x 90]
= 7200+4[9 + 3510]
= 7200+4 x 3519
= 7200+14076
= 21276

(b) An array S[40][30] is stored in the memory along the column with each of the element occupying 4 bytes, find out the base address and address of element S[20][15], if an element S[15][10] is stored at the memory location 7200. (2009 D)

Ans)
Loc(S[I][J]) = Base(S)+W(I+J*N)
Loc(S[15][10]) =
Base(S)+4(15+10*40)
Base(S) = 7200-4*415
Base(S) = 7200-1660
Base(S) = 5540
Loc(S[20][15]) =
Base(S)+4(20+15*40)
Loc(S[20][15])
= 5540 + 4(20+15*40)
= 5540 + 4(20+600)
= 5540 + 4*620
= 5540 + 2480
= 8020

OR

Address of S[i][j]=BaseAddress +
W[(i-L1) + (j - L2) *M]
Address of S[15] [10] =
BaseAddress+ 4[(15–0)+(10 - 0)*40]
7200= Base Address + 4 [415]
Base Address = 7200 - 4 * 415
= 7200 - 1660
= 5540
Address of S[20][15]
= 5540 + 4 [(20 - 0) + (15 - 0) x 40]
= 5540 + 4 x 620
= 5540 + 2480
= 8020

OR

Address of Sri] [j] along the column =
Base Address + W [(i - L1) + (j - L2) * M]

Address of S[15)[10] =
BaseAddress + 4[(15 - 1)+(10-1) x 40]
7200= Base Address + 4 [374]
Base Address = 7200 - 4 x 374
= 7200 - 1496
= 5704
Address of 5[20)[15]
= 5704 + 4 [(20 - 1) + (15 - 1) x 40]
= 5704 + 4 x 579
= 5704 + 2316
= 8020

(b) An array T[50][20] is stored in the memory along the column with each of the elements occupying 4 bytes. Find out the base address and address of element T[30][15], if an element T[25][10] is stored at the memory location 9800. (2009 OD)

Ans)
Loc(T[I][J]) = Base(T)+W(I+J*N)
Loc(T[25][10]) = Base(T)+4(25+10*50)
Base(T) = 9800-4*525
Base(T) = 9800-2100
Base(T) = 7700
Loc(T[30][15]) =
Base(T)+4(30+15*50)
Loc(T[30][15])
= 7700 + 4(30+15*50)
= 7700 + 4(30+750)
= 7700 + 4*780
= 7700 + 3120
= 10820

OR

Address of T[i][j]
=BaseAddress + W [(i - L1) + (j - L2) * M]
Address of T[25] [10] =
BaseAddress + 4[(25 - 0)+(10 - 0)*50]
9800 = Base Address + 4 [525]
Base Address = 9800 - 4 * 525
= 9800 - 21.00
= 7700
Address of T[30][15]
=7700 + 4 [(30 - 0) + (15 - 0) x 50]
= 7700 + 4 x 780
= 7700 + 3120
= 10820

OR

Address of T[i][j] along the column
=Base Address+ W[(i - L1)+(j - L2)* M]
Address of T[25][10]
=BaseAddress + 4[(25 - 1) +(10 -1)x50]
9800= Base Address + 4 [474]
Base Address
= 9800 - 4 x 474
= 9800 - 1896
= 7904
Address of T[30][15]
= 7904 + 4 [(30 - 1) + (15 - 1) x 50]
= 7904 + 4 x 729
= 7904 + 2916
= 10820

3.b) An array Arr[40][10] is store in the memory along the column with each element occupying 4 bytes. Find out the base address of the location Arr[3][6] if the location Arr[30][10] is stored at the address 9000. (2008D)

Solution:
Address of Array[i][j] along the column =Base Address + W [(i - L1) + (j - L2) * M]
where,
W = size of each location in bytes = 4
L1 = Lower Bound of rows = 0
L2 = Lower Bound of columns = 0
M = Number of rows per column = 40

Address of Array[30][10]
= Base Address + 4 * (30 + 10 * 40)
9000 = Base Address + 4 * 430

Base Address = 9000 - 4 x 430
= 9000 -1720
= 7280
Address of Array[3][6]
= 7280 + 4 * (3 + 6 * 40)
= 7280 + 4 * 243
= 7280 + 972
= 8252

OR

Address of Array[i][j] along the column = Base Address + W ((i - L1) + (j - L2) * M)
where,
W = size of each location in bytes = 4
L1 = Lower Bound of rows = 1
L2 = Lower Bound of columns = 1
M = Number of rows per column = 40
Address of Array[30][10]
= Base Address + 4 * ((30 -1) +(10 -1) * 40)
9000 = Base Address + 4 * (29+9*40)
9000 = Base Address + 4 * (29+360)
9000 = Base Address + 4 * (389)
Base Address
= 9000 - 4 * 389
= 9000 -1556
= 7444
Address of Array[3][6]
= 7444 + 4 * ((3 -1) + (6 -1) * 40)
= 7444 + 4 * (2+5 * 40)
= 7444 + 4 * (2+200),
= 7444 + 4 * 202
= 7444 + 808
= 8252

OR

Address of Array[i][j] along the column =Address of Array[x][y] + W [(i-x) + (j - y) * M]
where,
W = size of each location in bytes = 4
M = Number of rows per column = 40
i , j = Index value of the unknown element
x , y = Index value of the known element
Address of Array[3][6]
= Address of Array[30][10]+ 4 [(3 - 30)
+(6 -10) * 40]
= 9000 + 4 [-27 -160]
= 9000 - 4 x 187 = 9000 -748 = 8252

3.b)An array Array[20][15] is stored in the memory along the column with each element occupying 8 bytes. Find out the base address of the element Array[2][3] if the element Array[4][5] is stored at the address 1000. (2007D)

Solution:

Given Data: Aray [20][15] W=8 B=? R=20
C=15 $L_{r=}0$ $L_{c=}0$
Address of Array [2][3] =?
Address of Array[4][5] =1000.

Address of an element (I,J) in column major
$=B + W ((I-L_r) + R(J-L_c))$

Therefore
1000=B+8*((4-0)+20(5-0))
1000=B+8*(4+20*5)
1000 =B+8*104
1000=B+832
B =1000-832
B =168
Therefore Address of
Array[2][3]=168+8*((2-0)+20(3-0))
=168+8*(2+20*3)
=168+8*62
=168+496
=664

3.b) An array MAT[30][10] is stored in the memory along column wise with each element occupying 8 bytes of the memory. Find out the Base address and the address of element MAT[20][5] , if the location MAT[3][7] is stored at the address 1000. (2006D)

Ans)

For Column wise allocation
Address of A[I][J]
= BA + W[(J –LBC) x M + (I - LBR)]
Where
BA = Base Address
W = Size of each element in bytes
= 8 bytes (given)
M = No. of rows in the 2D Array = 30 (given)
Address of MAT[5][7] given is 1000.

Assumption 1 : LBR=LBC=0

Therefore
1000 = BA + 8 (7 × 30 + 5)
= BA + 8 × 215
= BA + 1720
BA = 1000 – 1720 = -720
Therefore,Base Address = - 720
Thus, Address of MAT[20][5] = -720 + 8 (5 × 30 + 20)
= -720 + 8 × 170
= -720 + 1360
= 640

Assumption 2 : LBR=LBC=1

Therefore
1000 = BA + 8 [(7-1) × 30 +(5-1)]
= BA + 8[6 × 30 + 4]
= BA + 8 ×184
= BA + 1472
BA = 1000 – 1472
= -472

Therefore,Base Address = - 472
Thus, Address of MAT[20][5]
= -472 + 8 (4 × 30 + 19)
= -472 + 8 × 139
= -472 + 1112
= 640

b) An array P[20][30] is stored in the memory along the column with each of the element occupying 4 bytes, find out the Base Address of the array, if an element P[2][20] is stored at the memory location 5000. (MP209-10) 3

Ans)

Given,
W=4
N=20
M=30
Loc(P[2][20]) =5000

Column Major Formula:

Loc(P[I][J]) = Base(P)+W*(N*J+I)
Loc(P[2][20]) = Base(P)+4*(20*20+2)
Base(P) = 5000 -4*(400+2)
=5000-1608
=3392

3.b) An array P[20][30] is stored in the memory along the column with each of the element occupying 4 bytes, find out the memory location for the element P[5][15], if an element P[2][20] is stored at the memory location 5000. (MP208-09) 4

Ans)

Given,
W=4
N=20
M=30
Loc(P[2][20])=5000
Column Major Formula:
Loc(P[I][J])=Base(P)+W*(N*J+I)
Loc(P[2][20])=Base(P)+4*(20*20+2)5000
=Base(P)+4*(400+2)
Base(P) = 5000- 1608
Base(P) = 3392
Loc(P[5][15]) =3392+4*(20*15+5)
=3392+4*(300+5)
=3392+1220
=4612

3.b) An array ARR[5][5] is stored in the memory with each element occupying 3 bytes of space. Assuming the base address of ARR to be 1500, compute the address of ARR[2][4], when the array is stored : (2004)

Solution: Children, Try this answer as an assignment.

3.b)An array X[30][10] is stored in the memory with each element requiring 4 bytes storage. Find out the Base address of X is 4500, find out memory locations of X[12][8] and X[2][14], if the content is stored along the row. (2003)

Solution: Children, Try this answer as an assignment.

3.d) The array A[20][10] is stored in the memory with each element requiring one byte of storage if the base address of a

is 0, determine the location of A[10][5] when the array A is stored by column major. (2002)
Solution: Children, Try this answer as an assignment.

3.b) An array X[10][20] is stored in the memory with each element requiring 4 bytes of storage. If the Base address of the array is 1000, calculate location of X[5][15] when the array X is stored using column major order. (2001)
NOTE: X[10][20] means valid row indices are 0 and 9 and valid column indices are 0 and 19
Solution: Children, Try this answer as an assignment.

3.b) An array VAL[1…15][1…10] is stored in the memory with each element requiring 4 bytes of storage. If the base address of the array VAL is 1500, determine the location of VAL[12][9] when the array VAL is stored (i) Row wise (ii) Column wise.
(2000)
Solution:
Given Data:
VAL[1…15][1…10]
Word Length (W) = 4 Bytes
Base Address of VAL(B) = 1500
VAL[12][9] = ?
C = Total No of Columns
R = Total No of Rows
L_r = Least Row=1
L_c = Least Column=1
(i) Row Major:
Address of an element (I,J) in row major = B + W (C (I-L_r) + (J – L_c))

VAL [12][9] = 1500 + 4 (10 * (12-1) + (9-1))
= 1500 + 4 (10 * 11+8)
= 1500 + 4 (118)
= 1500 + 472
(i) Column Major:
Address of an element (I,J) in column major
= B + W ((I-L_r) + R(J – L_c))
VAL [12][9] = 1500 + 4 ((12-1) +15 * (9-1))
= 1500 + 4 (11 + 15 * 8)
= 1500 + 4 (11+ 120)
= 1500 + 4 * 131
= 1500 + 524
= 2024.

3.b) An array A[10][20] is stored in the memory with each element requiring 4 bytes of storage. If the base address of the array in the memory is 400, determine the location of A[8][13] when the array VAL is stored (i) Row major (ii) Column major.
Solution: Children, Try this answer.

MODEL 4: Sorts & Search

3. (a) Write a function SORTPOINTS( ) in C++ to sort an array of structure Game in descending order of Points using Bubble Sort. (2009 D)
Note: Assume the following definition of structure Game

```
struct Game
{   long PNo; //Player Number
  char PName [20] ;
  long Points;
};
```

Sample content of the array (before sorting)

PNo	PName	Points
103	Ritika Kapur	3001
104	John Philip	2819
101	Razia Abbas	3451
105	Tarun Kumar	2971

Sample content of the array (after sorting)

PNo	PName	Points
101	Razia Abbas	3451
103	Ri tika Kapur	3001
105	Tarun Kumar	2971
104	John Philip	2819

Ans)

```
void SORTPOINTS(Game G[], int N)
{ Game Temp;
 for (int I = 0; I<N-l; I++)
  for (int J = 0; J<N-I-l; J++)
   if(G[J].Points < G[J+l].Points)
   {
      Temp = G[J];
      G[J] = G[J+l];
      G[J+l] = Temp;
   }
}
```

(a) Write a function SORTSCORE( ) in C++ to sort an array of structure Examinee in descending order of Score using Bubble Sort. (2009 OD)
Note: Assume the following definition of structure Examinee

```
struct Examinee
{ long RollNo;
  char Name[20] ;
  float Score;
} ;
```

Sample Content of the array (before sorting)

RollNo	Name	Score
1001	Ravyank Kapur	300
1005	Farida Khan	289
1002	Anika Jain	345
1003	George Peter	297

Sample Content of the array (after sorting)

RollNo	Name	Score
1002	Anika Jain	345
1001	Ravyank Kapur	300
1003	George Peter	297
1005	Farida Khan	289

Ans)

```
void SORTSOORE (Examinee E[ ], int N)
{  Examinee Temp;
 for (int I = 0; I<N-l; I++)
   for (int J = 0; J<N-I-l; J++)
    if(E[J].Score < E[J+l].Score)
    {
       Temp = E[J];
       E[J] = E[J+l];
       E[J+l] = Temp;
    }
}
```

3.a)Assume a array E containing elements of structure Employee is required to be arranged in descending order of Salary. Write a C++ function to arrange same with the help of bubble sort, the array and its size is required to be passed as parameters to the function. Definition of structrure Employee is as follows:

```
Struct Employee
{     int Eno;
      char name[25];
      float Salary;
};
```

(2003)

Solution:

```
void bubble(Employee E[ ],int n)
{ int i,j;
  Employee Etemp;
 for(i=0;i<n;++i)
   for(j=0;j<(n-1)-i ;j++)
     if(E[j].salary<E[j+1].salary)
           {  Etemp=E[j];
              E[j]=E[j+1];
              E[j+1]=temp;
             }
   cout<<"The details of the employee
        in ascending order of salary ";
   for(i=0;i<n;i++)
           cout<<E[i].Eno<<'\t'<<E[i].name
               <<'\t<<E[i].Salary<<endl;
}
```

3.c) Considering the following key set: 42,29,74,11,65,58, use insertion sort to sort the data in ascending order and indicate the sequences of steps required. (2002)

Solution:

In this, Suppose an array A with n elements A[1],A[2],…A[N] is in memory. The insertion sort algorithm scans A from A[1] to A[N], insertion each element A[K] into its proper position in the previously sorted subarray A[1],A[2],…,A[K-1].

This sorting algorithm is frequently used when n is small.

The array contains 6 elements as follows: 42,29,74,11,65,58

Pass	A[0]	A[1]	A[2]	A[3]	A[4]	A[5]	A[6]
K=1	-32768	**42**	29	74	11	65	58
K=2	-32768	42	**29**	74	11	65	58
K=3	-32768	29	42	**74**	11	65	58
K=4	-32768	29	42	74	**11**	65	58
K=5	-32768	11	29	42	74	**65**	58
K=6	-32768	11	29	42	65	74	**58**
Sorted	**-32768**	**11**	**29**	**42**	**58**	**65**	**74**

3.a) Given two arrays of integers X and Y of sizes m and n respectively. Write a function named MERGE() which will third array named Z, such that the following sequence is followed. (2001)

(i) All odd numbers of X from left to right are copied into Z from left to right.

(ii) All even numbers of X from left to right are copied into Z from right to left.

(iii) All odd numbers of Y from left to right are copied into Z from left to right.

(iv) All even numbers of Y from left to right are copied into Z from right to left.

X, Y and Z are passed as arguments to MERGE( ).

Eg. X is {3, 2, 1, 7, 6, 3} and {9, 3, 5, 6, 2, 8, 10}

The resultant array Z is

{3, 1, 7, 3, 9, 3, 5, 10, 8, 2, 6, 6, 2}

Ans)

```
void MERGE(int X[ ], int m,int Y[ ], int n,int Z[ ])
{    int mn,i,,left=0,right=mn-1;
     mn=m+n;
     for(i=0;i<m;i++)
           if (X[i]%2= = 1)
              Z[left++]=X[i];
                    //For copying odd numbers of
                    //X into Z from left to right       else
              Z[right- -]=X[i];
                   //For copying even number of
                  //X into Z from right to left
          for(i=0;i<n;i++)
            if (X[i]%2= = 1)
               Z[left++]=Y[i];
                    //For copying odd numbers of
                    //Y into Z from left to right
            else
               Z[right- -]=Y[i];
                    //For copying even number of
                    // X into Z from right to left
}
```

3.a) Suppose A, B, C are arrays of integers of size M, N and M+N respectively. The numbers in array A appear in ascending order while numbers in array in descending order. Write user defined function in C++ to produce third array C by merging array A by B in ascending order. Use A, B and C as arguments in the function.

(2000)

```
void Merge(int A[ ],int M,int B[ ], int N,int C[ ])
{
 int a,b,c;
 for(a=0,b=N-1,c=0;a<M&&b>=0;)
 {
  if(A[a]<=B[b])
          C[c++]=A[a++];
  else
          C[c++]=B[b--];
 }
 if(a<M)
 {
  while(a<M)
          C[c++]=A[a++];
 }
 else
 {
   while(b>=0)
```

```
            C[c++]=B[b--];
   }
}
```

3.a) Suppose a 1D array AR containing integers is arranged in ascending order. Write a user defined function in C++ to search for one integer from AR with the help of binary search method, to show presence of the number in the array. The function should have three parameters: (1) an array AR (2) the number to be searched and (3) the number of elements N in the array.

```
void BinSearch(int AR[ ], int Sno, int N)
{     int  l=0,u=N-1,m,flag=0;
     while(l<=u)
     {       m=(l+u)/2;
              if (Sno= = AR[m])
              {    flag=1;
                   break;
              }
              else if(Sno<AR[m])
                   u=m-1;
              else
                   l=m+1;
      }
     if( flag = = 0)
        cout<<"\nThe Search Element
           " <<Sno<<" is not available";
     else
           cout<<"\nThe Search Element
              " <<Sno<<" is available";
}
```

3.a) Suppose an array P containing float is arranged in ascending order. Write a user defined function in C++ to search for one float from p with the help of binary search method. The function should return an integer 0 to show absence of the number in the array. The function should have the parameters as (1) an array P (2) the number DATA to be searched (3) number of elements N. (1998)

```
int BinSearch(float P[ ], float DATA, int N)
{     int  l=0,u=N-1,m;
     while(l<=u)
     {
       m=(l+u)/2;
       if (DATA= = P[m])
                return 1;
      else if(DATA<P[m])
                u=m-1;
      else
                l=m+1;
      }
     return 0;
 }
```

3.a) Write a function in C++ to merge the contents of two sorted arrays A & B into third array C. Assuming array A and B are sorted in ascending order and the resultant array C is also required to be in ascending order. 3 (MP109-10) Ans)

```
void AddNSave(int A[ ],int B[ ],int C[ ],
              int N,int M, int &K)
{ int I=0,J=0;
  K=0;
  while (I<N && J<M)
     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 (;I<N;I++)
     C[K++]=A[I];
  for (;J<M;J++)
     C[K++]=B[J];
}
```

Q3. 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. (MP108-09) 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];
}
```

MODEL 5:Theory / Mislleneous

3.a) Define array and pointer. **(2002)**

Solution: An array refer to a named list of a finite number n of similar data elements. Each of the data elements can be referenced respectively by a set of consecutive numbers.

Arrays can be one dimensional, two dimensional or multi dimensional.

An array can be declared as :

Syntax: data_type Array_name[size];

Eg: int A[10]; //Then location of
//the array are A[0], A[1],…….A[9].
int B[5][4];
//This array can holds 5 X 4 = 20 elements.

10. LINKED LISTS , STACKS AND QUEUES

MODEL 1: Program on Stack

3.d) Write a complete program in c++ to implement a dynamically allocated Stack containing names of Countries. **(D 2010)**

Ans)

```
#include<iostream.h>
#include<stdio.h>
struct Node
{ char Country [20] ;
  Node *Link;
};
class Stack
{
  Node *Top;
public:
  Stack( )
  {    Top = NULL;
   }
  void Push() ;
  void Pop() ;
  void Display() ;
  ~Stack () ;
};
void Stack::Push( )
{  Node *Temp = new Node;
  gets(Temp -> Country);
  Temp -> Link = Top;
  Top = Temp;
}
void Stack::Pop( )
{  if (Top !=NULL)
  {    Node *Temp = Top;
    Top = Top -> Link;
    delete Temp;
   }
   else
      cout<<"stack Empty";
}
void Stack::Display( )
{
  Node *Temp = Top;
  while (Temp! = NULL)
  {
   cout<<Temp -> Country <<endl;
   Temp = Temp -> Link;
  }
}
Stack::~Stack ( )
{  while (Top!=NULL)
  {  NODE *Temp=Top;
     Top=Top->Link;
     delete Temp;
   }
}
void main ( )
{  Stack ST;
   char Ch;
   do
   { cout<<"p/O/D/Q" ;
     cin>>Ch;
     switch (Ch)
     {
       case 'P' : ST.Push( ); break;
       case 'O' :ST.Pop(); break;
       case 'D' :ST.Disp();
     }
   } while (Ch!='Q');
}
```

3.e) Each node of a STACK contains the following information, in addition to pointer field: **(2001)**

(i).Pin code of city

(ii).Name of city

Give the structure of node for the linked STACK in question.
TOP is a pointer that points to the topmost node of the STACK.
Write the following functions: 4

a)PUSH( ) – To push a node into the STACK, which is allocated dynamically.

b)POP( ) – To remove a node from the STACK, and release the memory.

Solution:

```
struct City
{    long Cpin ;
     char CName[20] ;
     City *Next ;
} ;
class Stack
{    City *Top;
 public:
     Stack( ) {    Top = NULL; }
     void Push( );
     void Pop( );
     void Display( );
};
void Stack::PUSH( )
{     City *Temp;
      Temp=new City;
       if(Temp= =NULL)
       { cout<<"\nNo memory to create the node…";
         exit(1);
       }
    cout<<"\nEnter the City Pin Code to be inserted: ";
    cin>>Temp→Cpin;
    cout<<"\nEnter the City Name to  be inserted: ";
    gets(Temp→CName);
    Temp→Next=Top;
    Top=Temp;
}
void Stack::POP( )
{   City *Temp;
    if( Top= = NULL)
          cout<<"Stack Underflow…";
    else
    { cout<<"\nThe City Pin Code for the element to delete:
                        "<<Top→Cpin;
     cout<<"\nThe City name of the element
                      to delete: "<<Top→CName;
     Temp=Top;
     Top=Top→Next;
     delete Temp;
    }
}
```

MODEL 1A: Stack (Insert – Push)

Write the definition of a member function push() for a class Library in C++ to insert a book information in a dynamically allocated stack of books considering the following code is already written as a part of the program: **(2017MP)** 4

```
struct book
{
int bookid;
char bookname[20];
book *next;
};
class Library
{
book *top;
public:
Library()
{
top=NULL;
}
void push();
void pop();
void disp();
~Library();
};
```

Ans)

```
void Library::push()
{
book *nptr;
nptr=new book;
cout<<"Enter values for bookid and bookname";
cin>>nptr->bookid;
gets(nptr->bookname);
nptr->next=NULL;
if(top==NULL)
top=nptr;
else
{
nptr->next=top;
top=nptr;
}
}
```

Write the definition of a member function PUSH() in C++, to add a new book in a dynamic stack of BOOKS considering the following code is already included in the program: **(2015)** 4

```
struct BOOKS
{
char ISBN[20], TITLE[80];
BOOKS *Link;
};
class STACK
{
BOOKS *Top;
public:
STACK()
{Top=NULL;}
void PUSH();
void POP();
~STACK();
};
```

A)

```
void STACK::PUSH()
{
BOOKS *Temp;
Temp=new BOOKS;
gets(Temp>
ISBN);
gets(Temp>
TITLE);
Temp>
Link=Top;
Top=Temp;
}
```

Write a function PUSHBOOK( ) in C++ to perform insert operation on a Dynamic Stack, which contains Book_No and Book_Title. Consider the following definition of NODE, while writing your C++ code. **(2014)**

```
Struct NODE
{int Book_No;
char Book_Title[20];
NODE *Next;
};
```

Answer)

```
void POPBook( )
{ NODE *P=new NODE;
cout<<"Enter Book No, and Book Title";
cin>>p->Book_No;
gets(P→Book_Title);
if(top= = NULL)
          p→Next=NULL;
        top=p;
else
{
 p→Next=top;
 top=p;
}
}
```

3.d) Write a function in C++ to perform PUSH operation on a dynamically allocated stack containing real numbers.**(D 2006)**

```
struct Node
{   float Number ;
    Node *Link ;
};
class STACK
{    Node *Top ;
public :
    STACK( )
    {       Top = NULL;
    }
    void PUSH( ) ;
    void POP( ) ;
    ~STACK( ) ;
} ;
```

Solution:

```
struct Node
{
    float Number ;
    Node *Link ;
} ;
class STACK
{
```

```
    Node *Top ;
public :
   STACK( )
   {
    Top = NULL;
   }
   void PUSH( ) ;
   void POP( ) ;
  ~STACK( ) ;
} ;
void STACK::PUSH( )
{   Node *Temp;
   Temp=new Node;
   if(Temp= =NULL)
   {
    cout<<"\nNo memory to create the  node…";
     exit(1);
   }
   cout<<"\nEnter the Number to be inserted: ";
   cin>>Temp→Number;
   Temp→Link=Top;
   Top=Temp;
}
```

3.c) Write a function in C++ to perform a **PUSH** operation in a **dynamically allocated stack** considering the following : **(O2005)**

```
struct Node
{           int X,Y ;
           Node *Link ;
} ;
class STACK
{           Node *Top ;
public :
           STACK( )
              {Top = Null ;}
           void PUSH( ) ;
       void POP( ) ;
           ~STACK( ) ;
} ;
```

Solution:

```
struct Node
{           int X,Y ;
           Node *Link ;
} ;
class STACK
{       Node *Top ;
public :
           STACK( )
           {   Top = NULL;
            }
           void PUSH( ) ;
           void POP( ) ;
           ~STACK( ) ;
} ;
void STACK::PUSH( )
{           Node *Temp;
           Temp=new Node;
           if(Temp= =NULL)
           {
                cout<<"\nNo memory to
                        create the node…";
                exit(1);
           }
           cout<<"Enter the value of X and Y";
           cin>>Temp→X>>Temp→Y;
           Temp→Link=Top;
           Top=Temp;
 }
```

c) Write a function in C++ to perform Push operation on a dynamically allocated Stack containing real numbers. **4**
(MP209-10)
Ans)

```
struct NODE
{   float Data;
  NODE *Link;
};
class STACK
{   NODE *Top;
public:
  STACK(  );
  void Push();
  void Pop();
  void Display();
  ~STACK();
};
void STACK::Push()
{
NODE *Temp;
Temp=new NODE;
cin>>Temp->Data;
Temp->Link=Top;
Top=Temp;
}
```

c) Write a function in C++ to perform Push operation on a dynamically allocated Stack containing real numbers.
(MP208-09) **4**
Ans)

```
struct NODE
{           float Data;
       NODE *Link;
};
class STACK
{           NODE *Top;
public:
           STACK();
           void Push();
           void Pop();
};
void STACK::Push()
{           NODE *Temp;
           Temp=new NODE;
           cin>>Temp->Data;
           Temp->Link=Top;
           Top=Temp;
}
```

MODEL 1B: Stack (Delete – Pop)

3.c) Write a function in C++ to **delete** a node containing Book's information, from a **dynamically allocated Stack** of Books implemented with the help of the following structure. **(D 2007)**

```
struct Book
{
     int BNo ;
    char BName[20] ;
    Book *Next ;
} ;
```

Solution:

```
struct Book
{   int BNo ;
   char BName[20] ;
   Book *Next ;
} ;
class Stack
{     Book *Top;
  public:
    Stack( )
    {          Top = NULL;
    }
    void Push( );
    void Pop( );
    void Display( );
};
void Stack::Pop( )
{   Book *Temp;
  if( Top= = NULL)
          cout<<"Stack Underflow…";
  else
  {
  cout<<"\nThe Book number of the
       element to delete: "<<Top→BNo;
  cout<<"\nThe Book name of the
    element to delete: "<<Top→BName;
  Temp=Top;
  Top=Top→Next;
  delete Temp;
    }
}
```

3 (e) Give the necessary declaration of a **linked implemented stack** containing integer type numbers; also write a user defined function in C++ to **pop** a number from this stack. **(1998)**

Solution:

```
struct Node
{     float Number;
     Node *Next ;
} ;
class Stack
{     Node *Top;
public:
   Stack( )
   {       Top = NULL;
    }
   void Push( );
   void Pop( );
   void Display( );
};
void Stack::Pop( )
{   Node *Temp;
   if( Top= = NULL)
          cout<<"Stack Underflow…";
   else
   {
     cout<<"\nThe Number of the element to
                 delete: "<<Top→Number;
   Temp=Top;
   Top=Top→Next;
   delete Temp;
    }
}
```

MODEL 1D: Stack (Using Arrays)

3.c) Introduction **(OD2006)**

```
class stack
{    int data[10] :
     int top ;
public :
     stack( )
     {       top = - 1;
     }
     void push( ) ;    //to push an element into the stack
     void pop( ) ;  //to pop an element from the stack
     void Delete(int ITEM) ; //To delete all elements which are
                              //equal to ITEM.
 } ;
```

Complete the class with all function definitions. Use another stack to transfer data temporarily.

Solution:

```
void stack::push( )
{   if(top>=9)
        cout<<"Stack Overflow…";
  else
  {  top++;
     cout<<"\nEnter the element to be
                inserted…";
     cin>>data[top];
  }
}
void stack::pop( )
{   if(top= =-1)
          cout<<"\nStack Underflow";
   else
   {       cout<<"\nThe element to be
            deleted = "<<data[top];
          top--;
   }
}
void stack::Delete(int ITEM)
{
 //Dear children, try to complete this function.



}
```

OR

```
void stack::push( )
{ int n;
 cout<<"Enter a value";cin>>n;
 if (top==10)
    cout<<"Stack Overflow";
 else
    data[++top]=n;
}
```

```
void stack::pop( )
{   if (top==-1)
      cout<<"Stack Underflow";
  else
      cout<<data[top--];
}
void stack::Delete(int ITEM);//Ignore this part
```

3.b) Given the following class, **(2002)** **4**

```
char *msg[ ]={"over flow","under flow"};
class Stack
{    int top;          //the stack pointer
     int stk[5];       //the elements
     void err_rep(int e_num)
     {          cout<<msg[e_enum];          //report error message
      }
 public:
     void init( )
      {           top=0;
      }           //initialize the stack pointer
       void push(int); //put new value in stk
       void pop( );      //get the top value.
};
```

Define pop outside the Stack. In your definition take care of under flow condition. Function pop should invoke err_rep to report under flow.

Solution:

```
void Stack::pop( )
{ //Dear children, try to complete this function.

}
```

MODEL 2: Program on Queue

(c) Write a complete program in C++ to implement a dynamically allocated Queue containing names of Cities.**(OD2010)** 4

Ans)

```
#include <iostream.h>
#include <conio.h>
struct NODE
{  char City[20];
  NODE *Next;
};
class Queue
{  NODE *Rear,*Front;
puplic:
  Queue( )
  {    Rear=NULL;Front=NULL;
   }
  void Qinsert( );
  void Qdelete( );
  void Qdisplay( );
  ~Queue( );
} ;
void Queue::Qinsert( )
{
  NODE *Temp;
  Temp=new NODE;
  cout<<"Data:";
  gets (Temp->City);
  Temp->Next=NULL;
  if (Rear==NULL)
  { Rear=Temp;
    Front=Temp;
  }
  else
  { Rear–>Next=Temp;
    Rear=Temp;
   }
}
void Queue::Qdelete( )
{ if (Front!=NULL)
   {  NODE *Temp=Front;
      cout<<Front->City<<"Deleted \n";
      Front=Front->Next;
      delete Temp;
      if (Front==NULL)
           Rear=NULL;
    }
   else
      cout<<"Queue Empty..";
}
Queue:: Qdisplay( )
{  NODE *Temp=Front;
   while (Temp!=NULL)
   { cout<<Temp->City<<endl;
    Temp=Temp->Next;
   }
}
Queue:: ~Queue( )//Destructor Function
{  while (Front!=NULL)
  { NODE *Temp=Front;
    Front=Front->Next; delete Temp;
   }
}
void main( )
{  Queue QU;
  char Ch;
  do
  {
     :
     :
  } while (Ch!='Q');
}
```

3.e) Define member functions **queins( )** to insert nodes and **quedel ( )** to delete nodes of the **linked list implemented class queue**, where each node has the following structure: **(2004)**

```
struct node
{     char name[20] ;
      int age ;
      node *Link ;
} ;
class queue
{
       node *rear, *front ;
public :
       queue( )
         { rear = NULL; front = NULL} ;
           void queins( ) ;
        void quedel( ) ;
} ;
```

Solution:

```
void queue::queins( )
{
  node *ptr;
  ptr=new node;
  if(ptr= = NULL)
  {
    cout<<"\nNo memory to create a new node….";
    exit(1);
  }
  cout<<"\nEnter the name….";
  gets(ptr→name);
  cout<<"\nEnter the age…";
  cin>>ptr→age;
  ptr→Link=NULL;
  if(rear= = NULL)
                front=rear=ptr;
  else
   {       rear→Link=ptr;
           rear=ptr;
    }
}
void queue::quedel( )
{
  node *temp;
  if(front= = NULL)
          cout<<"Queue Underflow";
   else
   {
    cout<<"\nThe name of the
     element to delete: "<<front→name;
   cout<<"\nThe age of the element to
                  delete: "<<front→age;
              temp=front;
              front=front→Link;
              delete temp;
   }
}
```

MODEL 2A: Queue (Insert)

(c) Write a function in C++ to perform **Insert** operation in a static circular **Queue** containing Book's information (represented with the help of any array of structure BOOK) **(2012)** 4

```
struct BOOK
{
long Accno; //Book Accession Number
char Title [20] //Book Title
};
Ans const int Max = 10;
void insert(Book B[], int &a, int F)
{
if ( (R+l) %Max! =F)
{
R= (R+l) %Max;
cin>>B [R] . Accno;
//cin>>B[R].Title OR cin.getline(B[R] .Title,20); OR
gets(B[R].Title) ;
}
else
cout<<"Queue Full";
}
```

OR

```
const intmax =10;
void insert( long newAC, char newTitle[], Book B [],int &F,int
&R)
{
if ( (F = 0 && R=max-l) II (F=R+l))
cout<<"Queue Overflow";
else
{
if (R -1)
F=0; R=0;
else if (R = max-i)
R = 0;
else
R = R + 1;
B[R].Accno = newAC;//oR cin>>B[R].Accno;
strcpy(B[R].Title, newTitle);
// OR gets(B[R].Title); OR cin>>B[R].Title OR
//cin.getline(B[R].Title,20) ;
}
}
```

(c) Write a function QUEINS( ) in C++ to insert an element in a dynamically allocated Queue containing nodes of the following given structure: **(D 2009)** 4

```
struct Node
{
   int PId ;                  //Product Id
   char Pname [20] ;
   NODE *Next ;
} ;
```

Ans)

```
class Queue
{  Node *Front, *Rear;
public:
  QUEUE( )
         //Constructor to initia1ize Front and Rear
   {    Front = NULL;
       Rear = NULL;
    }
void QUEINS( );  //Function to insert a node
 void QUEDEL( ); //Function to de1ete a node
 void QUEDISP( );//Function to disp1ay nodes
  ~Queue( ); //Destructor to de1ete a11 nodes
} ;
void Queue::QUEINS( )
{ Node *Temp;
  Temp = new Node;
  cin>>Temp->PId;
  gets(Temp->Pname);
             //Or cin>>Temp->Pname;
                //cin.get1ine(Temp->Pname);
  Temp->Next = NULL;
  if (Rear = = NULL)
  { Front = Temp;
    Rear = Temp;
   }
   e1se
   { Rear->Next = Temp;
     Rear = Temp;
    }
}
```

OR

```
void QUEINS (Node *&Front, Node *&Rear)
{  Node *Temp = new Node;
  cin>>Temp->PId;
  gets (Temp->Pname);
              //or cin>>Temp->Pname;
               //cin.get1ine(Temp->Pname);
 Temp->Next = NULL;
 if(Rear == NULL)
        Front = Temp;
  e1se
        Rear -> Next = Temp;
 Rear = Temp;
}
```

3.c) Write a function in C++ to **insert** an element into a **dynamically allocated Queue** where each node contains a name (of type string) as data. **(D 2008)**

Assume the following definition of THENODE for the same.

```
struct THENODE
{
   char Name[20];
   THENODE *Link;
};
```

Solution:

```
struct THENODE
{   char Name[20];
   THENODE *Link;
};
class Queue
{    THENODE *front,*rear;
public:
   Queue( )
   {
    front = rear = NULL;
   }
   void Insert( );
   void Delete( );
   void Display( );
};
void Queue::Insert( )
{
    THENODE *ptr;
    ptr=new THENODE;
    if(ptr= = NULL)
    {
     cout<<"\nNo memory to create a
                        new node….";
     exit(1);
     }
    cout<<"\nEnter the name….";
    gets(ptr→Name);
    ptr→Link=NULL;
    if(rear= = NULL)
            front=rear=ptr;
    else
     {
            rear→Link=ptr;
            rear=ptr;
     }
}
```

3.d) Write a function in C++ to perform **Insert** operation in **dynamically allocated Queue** containing names of students. **(OD2006)**

```
Struct NODE
{  char Name[20];
   NODE *Link;
};
```

Solution:

```
class Queue
{
   NODE *front,*rear;
public:
   Queue( )
   {
     front = rear = NULL;
        }
           void Insert( );
           void Delete( );
           void Display( );
};
void Queue::Insert( )
{
    NODE *ptr;
    ptr=new NODE;
    if(ptr= = NULL)
    {
           cout<<"\nNo memory to create a  new node….";
           exit(1);
    }
    cout<<"\nEnter the name….";
    gets(ptr→Name);
    ptr→Link=NULL;
    if(rear= = NULL)
            front=rear=ptr;
    else
    {
           rear→Link=ptr;
           rear=ptr;
     }
}
```

3.e) Consider the following portion of a program, which implements passengers Queue for a train. Write the definition of function. **Insert** (whose prototype is shown below); to insert a new node in the queue with required information. **(2003)**

```
struct NODE
{      long Ticketno;
      char PName[20];//Passengers Name
      NODE * Next;
};
class Queueoftrain
{
       NODE * Rear, * Front;
  public :
       Queueoftrain( )
         { Rear = NULL; Front = NULL:}
      void Insert( );
      void Delete( );
      ~Queueoftrain( );
} ;
```

Solution:

```
void Queueoftrain::Insert( )
{
```

```
  NODE *ptr;
  ptr=new NODE;
  if(ptr= = NULL)
  {    cout<<"\nNo memory to create a  new node….";
    exit(1);
      }
     cout<<"\nEnter the Ticket
            Number….";
     cin>>ptr→Ticketno;
    cout<<"\nEnter the Passenger Name..";
    gets(ptr→PName);
    ptr→Next=NULL;
    if(rear= = NULL)
           front=rear=ptr;
    else
    {              rear→Next=ptr;
                  rear=ptr;
     }
}
```

3.e) Give necessary declarations for a queue containing float type numbers; also write a user defined function in C++ **to insert** a float type number in the queue. You should use **linked representation of queue.** **(2000)**

Solution:

```
struct NODE
{    float Number;
   NODE *Link;
};
class Queue
{    NODE *front,*rear;
public:
   Queue( )
   {
        front = rear = NULL;
   }
   void Insert( );
   void Delete( );
   void Display( );
};
void Queue::Insert( )
{           NODE *ptr;
            ptr=new NODE;
            if(ptr= = NULL)
            {
              cout<<"\nNo memory to
                  create a new node….";
              exit(1);
            }
            cout<<"\nEnter the Number….";
            cin>>ptr→Number;
            ptr→Link=NULL;
             if(rear= = NULL)
                   front=rear=ptr;
            else
            {       rear→Link=ptr;
                   rear=ptr;
             }
}
```

(c) Write a function in C++ to perform Insert operation in a dynamically allocated Queue containing names of students. **(MP109-10) 4**

Ans)

```
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;
   }
}
```

c) Write a function in C++ to perform Insert operation in a dynamically allocated Queue containing names of students. **(MP108-09) 4**

```
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;
          }
}
```

MODEL 2B: Queue (Delete)

Write the definition of a member function DELETE() for a class QUEUE in C++, to remove a product from a dynamically allocated Queue of products considering the
following code is already written as a part of the program.
(2016) 4

```
struct PRODUCT
{
int PID; char PNAME[20];
PRODUCT *Next;
};
class QUEUE
{
PRODUCT *R,*F;
public:
QUEUE(){R=NULL;F=NULL;}
void INSERT();
void DELETE();
~QUEUE();
};
A)
void QUEUE::DELETE()
{
if( F!=NULL)
{
PRODUCT *T = F;
cout<<T>
PID<<T>
PNAME;
F=F>
Next;
delete T;
if(F==NULL)
{
R=NULL;
}
}
else
cout<<"Queue Empty";
}
```

Write a function QDELETE( ) in C++ to perform delete operation on a linked queue, which contains Passenger no and Passenger name. Consider the following definition of node in the code.
(2013) 4

```
struct node
{  long int Pno;
char Pname[20];
node *Link;
};
Ans)
class Queue
{  node *front,*rear;
  Queue( )
{ front=NULL;
rear=NULL;
}
public:
void Add( );
void Delete( );
};
void Queue::Delete( )
{  if(front==NULL)
        cout<<"Queue is empty";
else
{
  node *t=front;
front=front->Link;
if(front= =NULL)
            rear=Null;
delete t;
}
}
```

Write a function in C++ to perform Delete operation on a dynamically allocated Queue containing Members details as given in the following definition of NODE: **(2011 OD)** 4

```
struct NODE
{
long Mno //Member Number
char Mname[20]; //Member Name
NODE *Link;
};
```

Ans

```
class Queue
{
NODE *Front, *Rear;
public:
Queue ( ) {Front = NULL; Rear = NULL; }
void QueAdd ( );
void QueDel ( );
void QueDis ( );
~Queue();
} ;
void Queue: :QueDel ( )
{
if (Front!=NULL)
{
NODE *Temp=Front;
cout<<Front->Mno<< " " ;
cout<<Front->Mname<< "Deleted";
Front=Front->Link;
delete Temp;
if (Front==NULL) Rear=NULL;
}
else
cout<<"Underflow ! Queue is empty. .";
}
```

(c) Write a function QUEDEL( ) in C++ to display and delete an element from a dynamically allocated Queue containing nodes of the following given structure: **(OD 2009)** 4

```
struct NODE
{   int Itemno;
   char Itemname[20];
   NODE *Link;
} ;
```

Ans)

```
class Queue
{
   Node *Front, *Rear;
public:
  QUEUE( )        //Constructor to initialize Front and Rear
```

```
  {   Front = NULL;
   Rear = NULL;
   }
   void QUEINS( );                    //Function to insert a node
   void QUEDEL( );                   //Function to delete a node
   void QUEDISP( );          //Function to display nodes
    ~Queue();                    //Destructor to delete all nodes
};
void Queue::QUEDEL( )
{  if (Front!=NULL)
  {NODE *Temp=Front;
   cout<<Front->Itemno<<" ";
   cout<<Front->Itemname<<"Deleted";
   Front=Front->Link;
   delete Temp;
   if (Front NULL)
         Rear=NULL;
   }
   else
       cout<<"Queue Empty..";
}
```

OR

```
void QUEDEL(Node *&Front, Node *&Rear)
{ if (Front ! =NULL)
  {
   NODE *Temp=Front;
   cout<<Front->Itemno<<" ";
   cout<<Front->Itemname<<"Deleted";
   Front=Front->Link;
   delete Temp;
   if (Front == NULL)
            Rear=NULL;
   }
   else
        cout<<"Queue Empty..";
}
```

3.c) Write a function in C++ to **Delete** an element into a **dynamically allocated Queue** where each node contains a real number as data. **(OD 2008)** 4

Assume the following definition of MYNODE for the same:

```
struct MYNODE
{       float NUM;
        MYNODE * Link;
};
```

Solution:

```
struct MYNODE
{  float NUM;
   MYNODE *Link;
};
class Queue
{    MYNODE *front,*rear;
public:
    Queue( )
     {   front=rear=NULL; }
            void Insert( );
            void Delete( );
            void Display( );
};
void Queue::Delete( )
{   MYNODE *temp;
   if(front= = NULL)
            cout<<"Queue Underflow";
   else
   {
   cout<<"\nThe content of the
     element to delete: "<<front→NUM;
    temp=front;
    front=front→Link;
    delete temp;
    }
}
```

3.c) Write a function in C++ to **delete** a node containing customer's information, from a **dynamically allocated Queue** of Customers implemented with the help of the following structure: **(OD 2007)**

```
struct Customer
{      int CNo ;
      char CName[20] ;
      Customer *Link ;
} ;
```

Solution:

```
struct Customer
{
      int CNo ;
      char CName[20] ;
      Customer *Link ;
} ;
class Queue
{       Customer *front,*rear;
 public:
      Queue( )
      {           front=rear=NULL;
      }
       void Insert( );
       void Delete( );
       void Display( );
};
void Queue::Delete( )
{    Customer *Temp;
    if(front= =NULL)
          cout<<"Queue Underflow.  No
                        element to delete";
    else
    {
    cout<<"\n The customer number for the
                element to delete"<<front→CNo;
   cout<<"\n The customer name for the
             element to delete"<<front→CName;
    Temp=front;
    front = front→Link;
    delete Temp;
    }
}
```

3.c) Write a function in C++ to perform a **DELETE** operation in a **dynamically allocated queue** considering the following description : **(OD2005)**

```
struct Node
{
    float U, V ;
    Node *Link ;
} ;
```

```
class QUEUE
{
   Node *Rear, *Front ;
public :
   QUEUE( )
   {
     Rear = NULL;
     Front = NULL;
   }
   void INSERT( ) ;
   void DELETE( ) ;
   ~ QUEUE( ) ;
} ;
```

Solution:

```
void Queue::DELETE( )
{    NODE *temp;
   if(front= = NULL)
          cout<<"\nQueue Underflow";
   else
   {   cout<<"\nThe value of U  of the
        element to delete: "<<Front→U;
       cout<<"\nThe value of V of the
         element to delete: "<<Front→V;
       temp=Front;
       Front=Front→Link;
       delete temp;
    }
}
```

3 (e) Give the necessary declaration of a **linked list implemented queue** containing float type elements. Also write a user defined function in C++ to **delete** a float type number from the queue.

```
struct MYNODE                    (1999)
{      float NUM;
      MYNODE * Link;
};
```

Solution:

```
struct MYNODE
{    float NUM;
   MYNODE *Link;
};
class Queue
{    MYNODE *front,*rear;
public:
   Queue( )
    {   front=rear=NULL; }
   void Insert( );
   void Delete( );
   void Display( );
};
void Queue::Delete( )
{  MYNODE *temp;
  if(front= = NULL)
          cout<<"Queue Underflow";
  else
   {     cout<<"\nThe content of the
       element to delete: "<<front→NUM;
    temp=front;
    front=front→next;
   delete temp;
   }
}
```

MODEL 2D: Queue (Using Arrays)

3.c) **(D 2006)**

```
class queue
{
    int data[10] ;
    int front, rear;
public :
    queue( )
     {
        front = - 1;
        rear = - 1 ;
     }
    void add( );    //to add an element into the queue
    void remove( );  //to remove an element from the queue
    void Delete(int ITEM( );//to delete all elements which are equal to ITEM
};
```

Complete the class with all function definitions for a circular array Queue. Use another queue to transfer data temporarily.

Solution:

```
void queue::add( )
{
  if((front= = 0 && rear = = 9) | |
            (front= =rear+1)
  cout<<"\nQueue Overflow";
  else if (rear= = -1)
  {
    front=rear=0;
    cout<<"\nEnter the element to be inserted";
    cin>>data[rear];
  }
  else if(rear= =9)
  {
  rear=0;
  cout<<"\nEnter the element to be inserted";
  cin>>data[rear];
   }
   else
    {
      rear++;
          cout<<"\nEnter the element to be inserted";
          cin>>data[rear];
      }
  }
void queue::remove( )
{    if(front= = -1)
          cout<<"\nQueue Underflow…";
   else
   {     cout<<"\nThe element to be
                 deleted"<<data[front];
          if(front= =rear)
              front=rear=-1;
          else if (front= =9)
              front=0;
          else
               front++;
     }
}
void queue::Delete(int ITEM )
{//Children, try to complete this function.

}
```

OR

```
void queue::add( )
{
 if ( (rear + 1) % 10 != front )
 {
     if (rear == -1 )
          front = rear = 0 ;
     else
          rear = (rear + 1) %10;
     cin>>data[rear];
 }
 else
   cout<<"Queue full !! Overflow Error !!\n";
}
void queue::remove( )
{
  if (front != -1)
  {
   cout<< data[front]<<" deleted ";
   if(front==rear)
          front=rear=-1;
   else
          front = (front+1)%10;
  }
  else
 cout<<"Queue empty ! Underflow Error!!\n";
}
```

OR

```
void queue::add( )
{
 if ( (rear + 1) % 10 != front )
                //Ignoring –1 initial values
 {
      rear = (rear + 1) %10;
      cin>>data[rear];
  }
  else
    cout<<"Queue full !! Overflow Error !!\n";
}
void queue::remove()
{
 if (front != rear) //Ignoring –1 initial values
 {
   front = (front+1)%10;
   cout<< data[front]<<" deleted…";
  }
else
   cout<<"Queue empty ! Underflow Error!!\n";
}
```

OR

```
void queue::add( )
{
  int item;
  if((front==0 && rear==9) ||
                front==rear+1)
    cout<<"\nQueue overflow error";
  else
  {
    cout<<"\nEnter an item to add : ";
    cin>>item;
    if(front==-1)
    {      front=0;rear=0;
     }
     else
        rear=rear+1;
     if(rear==10)
           rear=0;
     data[rear]=item;
    }
}
```

OR

```
void queue::remove( )
{  if((front==-1 )
    cout<<"\nQueue Underflow Error";
  else
  {   int item=data[front];
     if(front==rear)
          front=rear=-1;
     else if(front==9)
          front=0;
     else
          front=front+1;
    cout<<"\nDeleted item is : "<<item;
    }
}
```

MODEL 3: Evaluate the Postfix Notation using Stack

Evaluate the following POSTFIX expression. Show the status of Stack after execution of each operation separately:
45, 45, +, 32, 20, 10, /, -,* **(2017MP)** 2

Ans)

Element Scanned	Stack Status
45	45
45	45, 45
+	90
32	90, 32
20	90,32,20
10	90,32,20,10
/	90,32,2
-	90,30
*	2700

Hence the final result is 2700

Evaluate the following postfix expression. Show the status of stack after execution of each operation separately. **(2014) 2**
T,F,NOT,AND,T,OR,F,AND

Symbol	Operation	Stack
T	PUSH	T
F	PUSH	T,F
NOT	Pop One Element Apply NOT	T,T
AND	Pop Two Elements. Apply AND	T
T	PUSH	T,T
OR	Pop Two elements. Apply OR	T
F	PUSH	T,F
AND	Pop two elements. Apply AND	F

Evaluate the following postfix expression. Show the status of stack after execution of each operations:
5,2,*,50,5,/,5,-,+ **(2013)**

Element Scanned	STACK
5	5
2	5,2
*	10
50	10,50
5	10,50,5
-	10,45
+	55

(e) Evaluate the following POSTFIX notation. Show status of Stack after every step of evaluation (i.e. after each operator):
(2012) 2
True, False, NOT, AND, False, True, OR, AND

True, False, NOT, AND, False, True, OR, AND

Ans

Element Scanned	Stack Status
True	True
False	True, False
NOT	True, True
AND	True
False	True, False
True	True, False, True
OR	True, True
AND	True

Final Answer: True

Evaluate the following postfix notation of expression:
(2011 OD) 2
True, False, NOT, AND, True, True, AND,OR

Ans Element Scanned	STACK Status
True	TRUE
False	TRUE, FALSE
NOT	TRUE, TRUE
AND	TRUE
True	TRUE, TRUE
True	TRUE, TRUE, TRUE
AND	TRUE, TRUE
OR	TRUE
	Final Result: TRUE

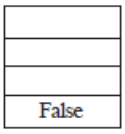
(e) Evaluate the following postfix notation of expression:
(D 2010) 2
(Show status of Stack after each operation)
False, True, NOT, OR, True, False, AND, OR
Ans.

Element Scanned	Stack
False	False
True	False, True
NOT	False, False
OR	False
True	False, True
False	False, True, False
and	False, False
OR	False

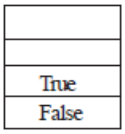
RESULT = False

OR

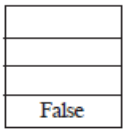
Step 1: Push



Step 2: Push

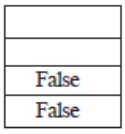


Step 3: NOT

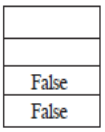


Pop
Op2=True

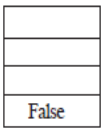
Push



Step 4 OR

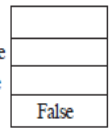


Pop
Op2=False

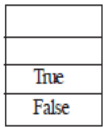


Pop
Op1 =False
Op2=False

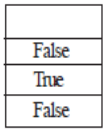
Push



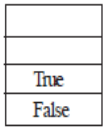
Step 5: Push



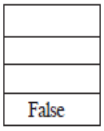
Step 6: Push



Step 7: AND

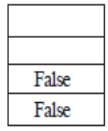


Pop
Op2=False



Pop
Op1=False
Op2=False

Push



Step 8: OR



Pop
Op2=False

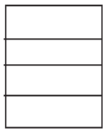


Pop
Op1=False
Op2=False

Push



Step 9: Pop

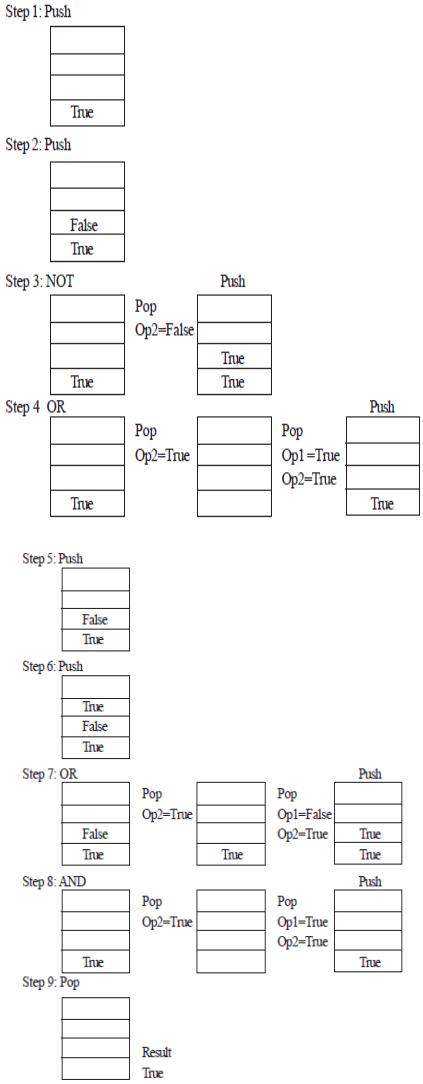


Result
False

(e) Evaluate the following postfix notation of expression: **(OD 2010)** 2
(Show status of Stack after each operation)
True, False, NOT, OR, False, True, OR, AND

Element Scanned	Stack Content
True	True
False	True, False
NOT	True, True
OR	True
False	True, False
True	True, False, True
OR	True, True
AND	True

OR



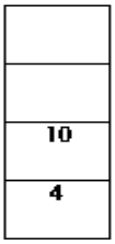
3.e) Evaluate the following postfix notation of expression (Show status of stack after execution of each operation): **(D2008)2**

4, 10, 5, +, *, 15, 3, /, -

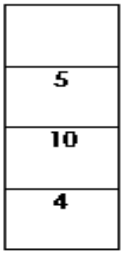
Step 1: Push 4



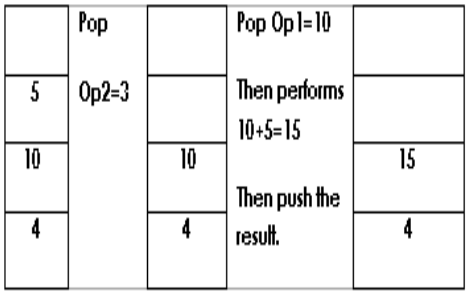
Step 2: Push 10



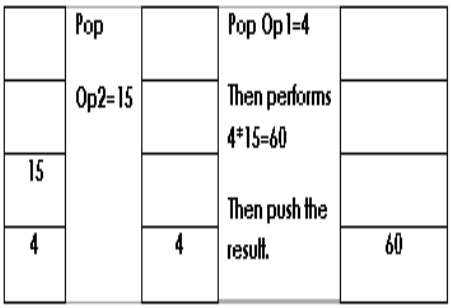
Step 3: Push 5



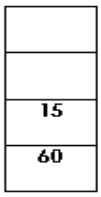
Step 4: +



Step 5: #



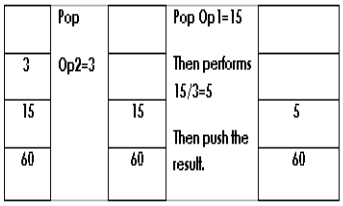
Step 6: Push 15



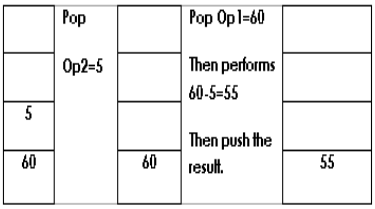
Step 7: Push 3



Step 8: - /



Step 9: -



3.e) Evaluate the following **postfix** notation of expression (Show status of stack after execution of each operations):
5, 20, 15, -, *,25, 2, *, + (OD 2008) 2
Ans)

Operator Scanned	Stack Content
5	5
20	5, 20
15	5, 20,15
-	5, 5
*	25
25	25, 25, 2
2	25, 25, 2
*	25, 50,
+	75

3.e)Evaluate the following **postfix** notation of expression : 2
25 8 3 - / 6 * 10 + (D 2007)

Operator Scanned	Stack Content
25	25
8	25, 8
3	25, 8, 3
-	25, 5
/	5
6	5, 6
*	30
10	30, 10
+	40

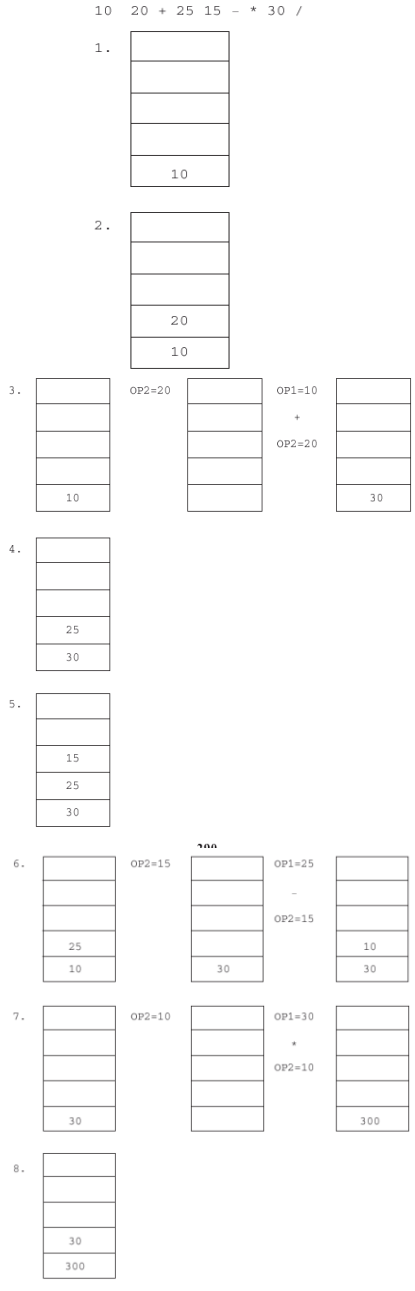
3.e) Evaluate the following **postfix** notation of expression :
(OD2007) 2
15 3 2 + / 7 + 2. *

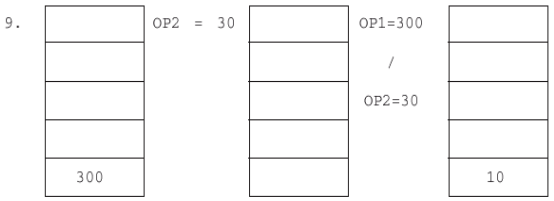
Ans)

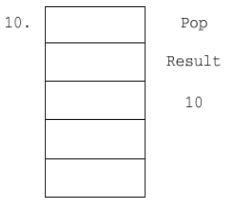
Operator Scanned	Stack Content
15	15
3	15, 3
2	15, 3, 2
+	15, 5
/	3
7	3, 7
+	10
2	10, 2
*	20

.

3.e) Evaluate the following postfix notation of expression :
10 20 + 25 15 - * 30 / (O2005)
Ans)







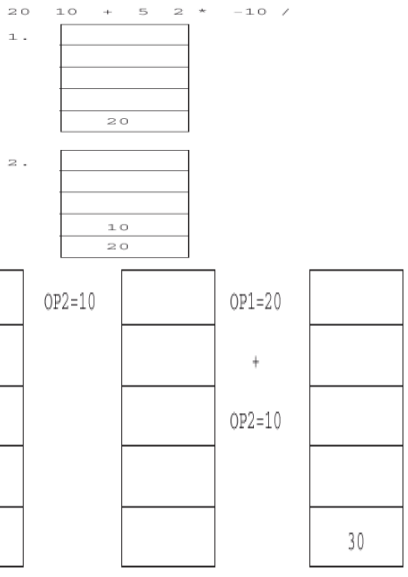
OR

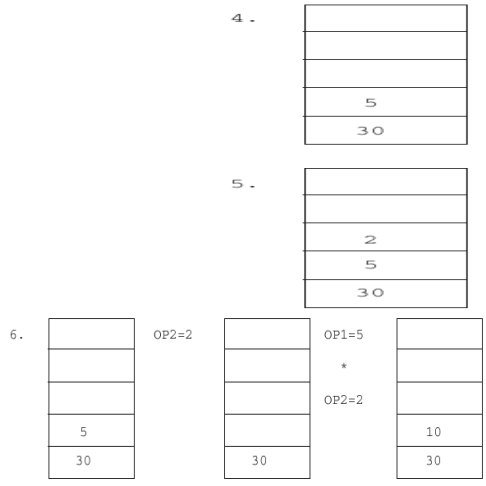
Operand/Operator	Stack Status
10	10
20	10,20
+	30
25	30,25
15	30,25,15
-	30,10
*	300
30	300,30
/	10

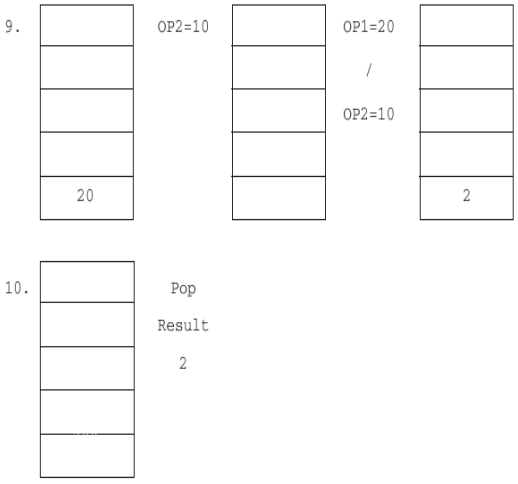
Result : 10

3.e) Evaluate the following **postfix** notation of expression :
20 10 + 5 2 * - 10 / (OD2005)

Ans)







OR

20	20
10	20,10
+	30
5	30,5
2	30,5,2
+	30,10
-	20
10	20,10
/	2

Result : 2

3.c) Evaluate the following **postfix** expression using a stack and show the contents of stack after execution of each operation:
20, 45, +, 20, 10, -, 15, +, * **(2003)**

Ans) Children, Try this answer as an assignment.

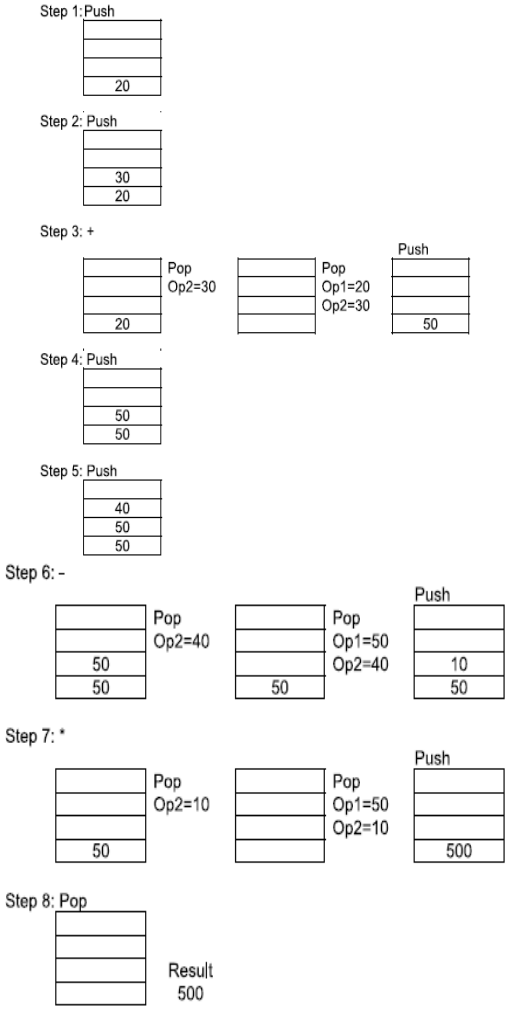
3.d)Evaluate the following **postfix** expression using a stack. Show the contents of stack after execution of each operation:
20, 8, 4, /, 2, 3, +, *, - **(2000)**
Ans) Children, Try this answer as an assignment.

3 (d) Evaluate the following postfix expression using a stack and show the contents of the stack after execution of each operation
5,11,-,6,8,+,12,*,/ (1999)
Ans) Children, Try this answer as an assignment.

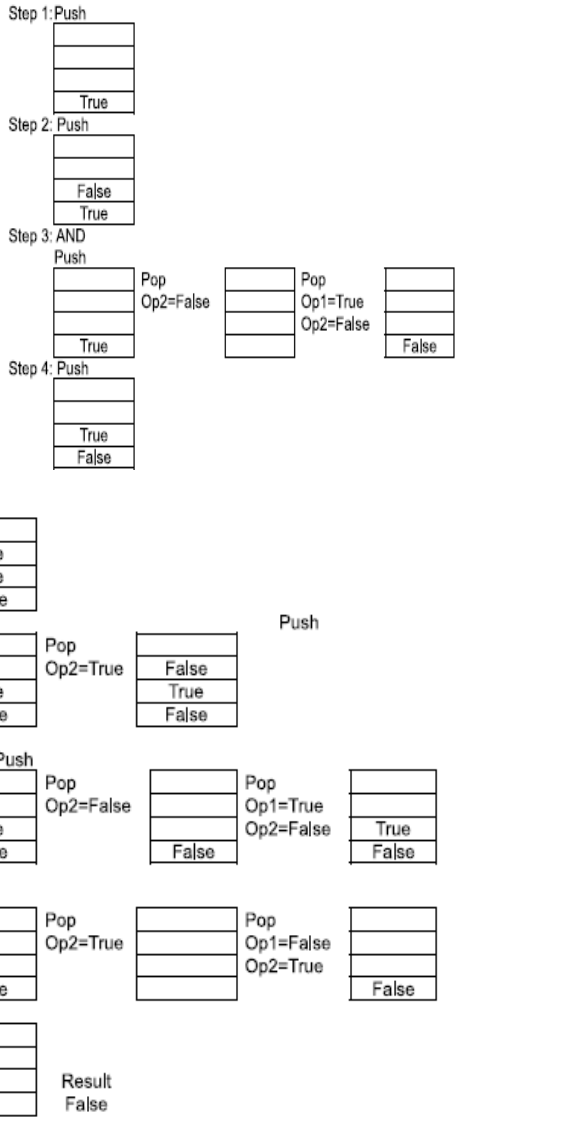
3 (d) Evaluate the following **postfix** expression using a stack and show the contents of stack after execution of each operation:
50, 40, +, 18, 14, -, 4, *, + (1998)

Ans) Children, Try this answer as an assignment.

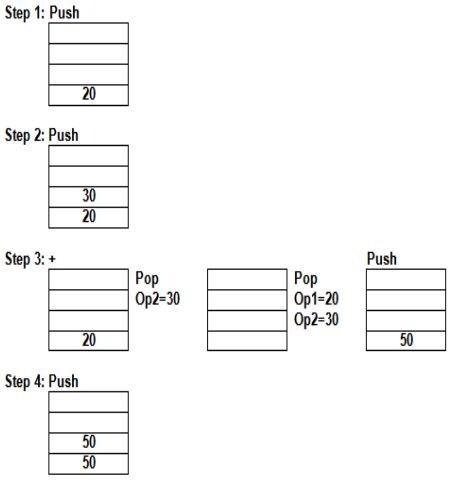
(e) Evaluate the following postfix notation of expression: 2
20, 30, +, 50, 40, - ,* (MP109-10)



e) Evaluate the following postfix notation of expression: **(MP209-10)**
True, False, AND, True, True, NOT, OR, AND 2
Ans)



e) Evaluate the following postfix notation of expression: 2
20,30,+,50,40,-,* (MP108-09)



Step 5: Push

40
50
50

Step 6: -

	Pop Op2=40		Pop Op1=50 Op2=40		Push		
50						10	
50		50				50	

Step 7: *

	Pop Op2=10		Pop Op1=50 Op2=10		Push		
50						500	

Step 8: Pop

Result 500

e) Evaluate the following postfix notation of expression: **(MP208-09)** 2

True, False, AND, True, True, NOT, OR, AND

Ans)

Step 1: Push

True

Step 2: Push

False
True

Step 3: AND

	Pop Op2=True		Pop Op1=False Op2=True		Push		
True						False	

Step 4: Push

True
False

Step 5: Push

True
True
False

Step 6: NOT

	Pop Op2=True		Push				
True			False				
False			True				
			False				

Step 7: OR

	Pop Op2=False		Pop Op1=True Op2=False		Push		
True					True		
False			False		False		

Step AND

	Pop Op2=True		Pop Op1=False Op2=True		Push		
False					False		

Step 9: Pop

Result False

MODEL 4: Convert infix expression to postfix expression

Convert the following Infix expression to its equivalent Postfix expression, showing the stack contents for each step of conversion. **(2016)** 2

P/(QR)*S+T

P/(Q-R)*S+T = (P / (Q-R) * S + T)

Element	Stack of Operators	Postfix Expression
(	(	
P	(	P
/	(/	P
(	(/(	P
Q	(/(	PQ
-	(/(-	PQ
R	(/(-	PQR
)	(/	PQR-
*	(*	PQR-/
S	(*	PQR-/S
+	(+	PQR-/S*
T	(+	PQR-/S*T
)		PQR-/S*T+

= PQR-/S*T+

OR

P/(Q-R)*S+T = (((P / (Q-R)) * S) + T)

Element	Stack of Operators	Postfix Expression
(		
(		
(		
P		P
/	/	
(		
Q		PQ
-	/-	
R		PQR
)	/	PQR-
)		PQR-/
*	*	
S		PQR-/S
)		PQR-/S*
+	+	
T		PQR-/S*T
)		PQR-/S*T+

= PQR-/S*T+

Convert the following infix expression to its equivalent Postfix expression, showing the stack contents for each step of conversion. **(2015)**

U * V + R/ (ST)

Ans)

U * V + R/ (S-T)
= ((U * V)+(R/(S-T)))

Element	Stack	Postfix
(		
(		
U		U
*	*	
V		UV
)		UV*
+	+	
(		
R		UV*R
/	+/	
(		
S		UV*RS
-	+/-	
T		UV*RST
)		UV*RST-
)		UV*RST-/
)		UV*RST-/+

OR

Element	Stack	Postfix
U		U
*	*	U
V	*	UV
+	+	UV*
R	+	UV*R
/	+/	UV*R
(	+/(	UV*R
S	+/(	UV*RS
-	+/(-	UV*RS
T	+/(-	UV*RST
)	+/	UV*RST-
	+	UV*RST-/
		UV*RST-/+

(e) Convert the following infix expression to its equivalent postfix expression showing stack contents for the conversion: **(D2009)** **2**

X–Y /(Z + U) * V

Ans) X - Y / (Z + U) * v = (X - ((Y / (Z + U)) * v))

Element Scanned	Stack	Postfix
(		
X		X
-	-	
(		
(		
Y		XY
/	-/	
(		
Z		XYZ
+	-/+	
U		XYZU
)	-/	XYZU+
)	-	XYZU+/
*	-*	
V		XYZU+/V
)	-	XYZU+/V*
)		XYZU+/V*-

OR

Element Scanned	Stack	Postfix
(	(	
X	(	X
-	(-	X
Y	(-	XY
/	(-/	XY
(	(-/(	XY
Z	(-/(	XYZ
+	(-/(+	XYZ
U	(-/(+	XYZU
)	(-/	XYZU+
*	(-*	XYZU+/
V	(-*	XYZU+/V
)		XYZU+/V*-

(e) Convert the following infix expression to its equivalent postfix expression showing stack contents for the conversion: **(OD2009)** **2**

A + B * (C – D) / E

Ans) A + B * (C - D) / E = (A+ ((B* (C-D)) / E))

Element Scanned	Stack	Postfix
(		
A		A
+	+	
(		
(		
B		AB
*	+*	
(		
C		ABC
-	+*-	
D		ABCD
)	+*	ABCD-
)	+	ABCD-*
/	+/	
E		ABCD-*E
)	+	ABCD-*E/
)		ABCD-*E/+

OR

Element Scanned	Stack	Postfix
(	(	
A	(	A
+	(+	A
B	(+	AB
*	(+*	AB
(	(+*(	AB
C	(+*(	ABC
-	(+*(-	ABC
D	(+*(-	ABCD
)	(+*	ABCD-
/	(+/	ABCD-*
E	(+/	ABCD-*E
)		ABCD-*E/+

3.d) Obtain the postfix notation for the following infix notation of expression showing the contents of the stack and postfix expression formed after each step of conversion :

(P—Q)/(R*(S—T)+U) **(2004)**

Ans) ((P-Q)/((R*(S-T))+U))

S No	Symbol Scanned	Stack	Expression Y
1	(	(	
2	(	((	
3	P	((	P
4	-	((-	P
5	Q	((-	P Q
6	)	(	P Q -
7	/	(/	P Q -

8	(	(/ (	P Q -
9	(	(/ ((	P Q -
10	R	(/ ((	P Q - R
11	*	(/ ((*	P Q - R
12	(	(/ ((* (	P Q - R
13	S	(/ ((* (	P Q - R S
14	-	(/ ((* (-	P Q - R S
15	T	(/ ((* (-	P Q - R S T
16	)	(/ ((*	P Q - R S T -
17	)	(/ (	P Q - R S T - *
18	+	(/ (+	P Q - R S T - *
19	U	(/ (+	P Q - R S T - * U
20	)	(/	P Q - R S T - * U +
21	)		P Q - R S T - * U + /

Postfix Form: PQ-RST-*U+/

3.d) Write an algorithm to convert an infix expression to postfix expression. **(2001)**

Ans)

The following algorithm transforms the infix expression X into its equivalent postfix expression Y. The algorithm uses a stack to temporarily hold operators and left parentheses. The postfix expression Y will be constructed from left to right using the operands from X and the operators which are removed from STACK. We begin by pushing a left parenthesis onto STACK and adding a right parenthesis at the end of X. The algorithm is completed when STACK is empty.

Algorithm:

Suppose X is an arithmetic expression written in infix notation. This algorithm finds the equivalent postfix expression Y.

1. Push "(" onto STACK, and add ")" to the end of X.
2. Scan X from left to right and REPEAT Steps 3 to 6 for each element of X UNTIL the STACK is empty.
3. If an operand is encountered, add it to Y.
4. If a left parenthesis is encountered, push it onto STACK.
5. If an operator is encountered, then:
   (a) Repeatedly pop from STACK and add to Y each operator(on the top of STACK) which has the same precedence as or higher precedence than operator.
   (b) Add operator to STACK.
   /* End of If structure */
6. If a right parenthesis is encountered, then:
   (a) Repeatedly pop from STACK and add to Y each operator (on the top of STACK) until a left Parenthesis is encountered.
   (b) Remove the left parenthesis. (Do not add the left parenthesis to Y).
   /* End of If structure */
7. End.

MODEL 5: Write the equivalent infix expression

3.e) Write the equivalent infix expression for
a, b, AND, a, c, AND, OR. (D 2006)

Ans) a, b, AND, a, c, AND, OR
(a AND b), (a AND c), OR
(a AND b) OR (a AND c)

S.No.	Element scanned	Operation	Infix Expression
1	A	Push a	a
2	B	Push b	a, b
3	AND	Pop, Pop, Push (a AND b)	a AND b
4	A	Push a	a AND b, a
5	C	Push c	a AND b, a, c
6	AND	Pop, Pop, Push(aANDc)	a AND b, a AND c
7	OR	Pop, Pop, a AND b OR a AND c	Push (a AND b OR a AND c

3.e) Write the **equivalent infix** expression for **10, 3, *, 7, 1, --,*, 23, + (OD2006)**

Solution:

10, 3, *, 7, 1, - , *, 23, +

This is in Postfix form
(ie Operator will come after the operand(s));.

Infix form means Operator must come in between the operands.
10, 3, *, 7, 1, - , *, 23, +

Prefix: 10 * 3, 7 – 1,*,23,+
(10 * 3) * (7 – 1),23,+
(10 * 3) * (7 – 1) + 23

(Infix form)
OR
10*3*(7-1)+23

3.c) Change the following **infix expression into postfix** expression.
(A+B)*C+D/E-F **(2002)** 3

Ans) Children, Try this answer as an assignment.

11.DATA BASE CONCEPTS (2M)

Model 1:For a given table, key/cardinality/ etc

1.Observe the table 'Club' given below:(2017MP)

Club

Member_id	Member_Name	Address	Age	Fee
M001	Sumit	New Delhi	20	2000
M002	Nisha	Gurgaon	19	3500
M003	Niharika	New Delhi	21	2100
M004	Sachin	Faridabad	18	3500

i. What is the cardinality and degree of the above given table?

ii. If a new column contact_no has been added and three more

members have joined the club then how these changes will affect the

degree and cardinality of the above given table.

A) i. Cadinality: 4 Degree: 5

ii. Cardinality: 7 Degree: 6

2.The following STUDENTS and EVENTS tables carefully and write the name of the RDBMS operation which will be used to produce the output as shown in LIST ? Also, find the Degree and Cardinality of the LIST. (2016 D)

STUDENTS

NO	NAME
1	Tara Mani
2	Jaya Sarkar
3	Tarini Trikha

EVENTS

EVENTCODE	EVENTNAME
1001	Programming
1002	IT Quiz

LIST

NO	NAME	EVENTCODE	EVENTNAME
1	Tara Mani	1001	Programming
1	Tara Mani	1002	IT Quiz
2	Jaya Sarkar	1001	Programming
2	Jaya Sarkar	1002	IT Quiz
3	Tarini Trikha	1001	Programming
3	Tarini Trikha	1002	IT Quiz

A) **Cartesian Product**

Degree = 4 Cardinality = 6

3) Observe the following table carefully and write the names of the most appropriate columns, which can be considered as (i) candidate keys and (ii) primary key. (2015)

Code	Item	Qty	Price	Transaction Date
1001	Plastic Folder 14"	100	3400	2014-12-14
1004	Pen Stand Standard	200	4500	2015-01-31
1005	Stapler Mini	250	1200	2015-02-28
1009	Punching Machine Small	200	1400	2015-03-12
1003	Stapler Big	100	1500	2015-02-02

Ans) Candidate keys : Code, Item

Primary keys : Code

Model 2: Theory Question

1. Explain the concept of Cartesian Product between tables, with the help of appropriate example.(2014) 2

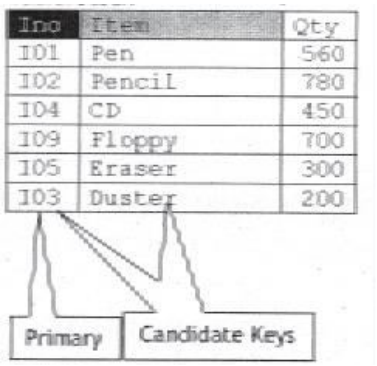
Answer) Refer answer in 2001 Paper

2) Explain the concept of candidate key with the help of an appropriate example. (2013)2

3) Give a suitable example of a table with sample data and illustrate Primary and Candidate Keys in it.(2012 D)

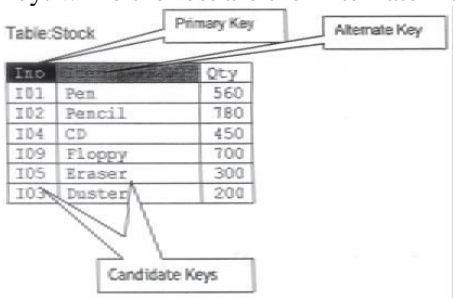
Ans A table may have more than one such attribute/group of attribute that identifies a row/tuple uniquely, all such attribute(s) are known as Candidate Keys. Out of the Candidate keys, one is selected as Primary Key,

Table: Stock



4) Give a suitable example of a table with sample data and illustrate Primary and Alternate Keys in it.(2012OD)

Ans A table may have more than one such attribute/group of attribute that Identifies a row/tuple uniquely, all such attribute(s} are known as Candidate Keys. Out of the Candidate keys, one is selected as Primary Key. while the rest are the Alternate Keys.



5) What do you understand by Union & Cartesian Product operations in relational algebra? (2011 D) 2

Ans Cartesian Product (binary operator): It operates on two relations and is denoted by X. For example Cartesian product of two relations R1 and R2 is

Example:

Relation: R1

Roll No	Student Name	Class
1	Akash	XII
4	Debakar	X
10	Rishi	XI

Relation: R2

Teacher Code	Teacher Name
102	Ms Rinee
309	Mr Tanmoy

Resultant: R = R1 × R2

Col1	Col2	Col3	Col4	Col5
1	Akash	XII	102	Ms Rinee
1	Akash	XII	309	Mr Tanmoy
4	Debakar	X	102	Ms Rinee
4	Debakar	X	309	Mr Tanmoy
10	Rishi	XI	102	Ms Rinee
10	Rishi	XI	309	Mr Tanmoy

Union (binary operator): It operates on two relations and is indicated by U.
For example, R=R1 U R2 represents union operation between two relations R1 and R2. The degree of R is equal to degree of R1. The cardinality of R is sum of cardinality of R1 and cardinality of R2.
Following have to be considered for the operation R1 U R2.
_ Degree of R1 = Degree of R2
_ jth attribute of R1 and jth attribute of R2 must have a common domain.

Example:

Relation: R1

Student_ID	Name
R490	Fatima
R876	Faraz
R342	Gauri

Relation: R2

Student_Code	Student_Name
S123	Rekha
S456	Tushi

Resultant Relation: R = R1 U R2

Column 1	Column2
R490	Fatima
R876	Faraz
R342	Gauri
S123	Rekha
S456	Tushi

6) What do you understand by Selection & Projection operations in relational algebra? (2011 OD)2

Ans Projection for selecting the columns of table
Selection for selecting the rows of table

7) What do you understand by Candidate Keys in a table? Give a suitable example of Candidate Keys from a table containing some meaningful data. (2010D) 2

Ans) A table may have more than one such attribute/group of attribute that identifies a tuple uniquely, all such attribute(s) are known as Candidate Keys.

Table: Item

Ino	Item	Qty
I01	Pen	560
I02	Pencil	780
I04	CD	450
I09	Floppy	700
I05	Eraser	300
I03	Duster	200

8) What do you understand by Primary Key? Give a suitable example of Primary Key from a table containing some meaningful data. (OD 2010) 2

Ans. An attribute or set of attributes which are used to identify a tuple uniquely is known as Primary Key.

Table: Item

Ino	Item	Qty
I01	Pen	300
I02	Pencil	780
I04	CD	450
I09	Floppy	700

PRIMARY KEY

9)What are candidate keys in a table? Give a suitable example of candidate keys in a table. (D2009) 2

Ans A table may have more than one such attribute/group of attribute that identifies a tuple uniquely, all such attribute(s) are known as Candidate Keys.

Table:Item

Ino	Item	Qty
I01	Pen	560
I02	Pencil	780
I04	CD	450
I09	Floppy	700
I05	Eraser	300
I03	Duster	200

Candidate Keys

10) What is the purpose of a key in a table? Give an example of a key in a table. (OD 2009)2

Ans) An attribute/group of attributes in a table that identifies each tuple uniquely is known as a Key.

OR

Any correct definition of Key / Primary Key / Candidate Key / Alternate Key

Table:Item

Ino	Item	Qty
I01	Pen	560
I02	Pencil	780
I04	CD	450
I09	Floppy	700
I05	Eraser	300
I03 Duster	200	

Key

11) Differentiate between Candidate key and Primary key in context of RDBMS. (D2008)

Ans:

Candidate Key: All attribute combinations inside a relation that can serve primary key are Candidate Keys as they are candidates for the primary key position.

Primary Key: A primary key is a set of one or more attributes that can uniquely identify tuples within the relations.

12) Differentiate between Candidate Key and alternate Key in context of RDBMS. (OD 2008)

Ans:

Candidate Key: All attribute combinations inside a relation that can serve as primary key are Candidate Keys as they are candidates for the primary key position.

Alternate Key: A candidate key that is not the primary key is called an Alternate Key.

(Where Candidate Key: All attribute combinations inside a relation that can serve primary key(uniquely

identifies a row in a relation) are Candidate Keys as they are candidates for the primary key position.)

13) Differentiate between primary key and alternate key. (D2007)

Ans:

Primary Key: A primary key is a set of one or more attributes that can uniquely identify tuples within the relations.

Alternate Key: A candidate key that is not the primary key is called an Alternate Key.

(Where Candidate Key: All attribute combinations inside a relation that can serve primary key(uniquely identifies a row in a relation) are Candidate Keys as they are candidates for the primary key position.)

14) What is the importance of a primary key in a table? Explain with suitable example. (OD 2007)

Ans:

Primary Key: A primary key is a set of one or more attributes that can uniquely identify tuples within the relations. A primary key comprises a single column or set of columns. No two distinct rows in a table can have the same value (or combination of values) in those columns. Depending on its designing, a table may have arbitrarily many candidate keys but at most one primary key. The primary key is non redundant. Ie it does not have duplicate values in the same relation.

Eg: Consider a table consists the following attributes:
AdmnNo,FirstName,LastName,SirName,M1,M2,M3,Total,Avg,FName

Here we can uniquely identify the rows in the relation with following key combinations:

a)AdmnNo

b)FirstName,LastName,SirName

c)FirstName,LastName,FName, etc.

We can set any one of the above candidate keys as primary key, others are called as alternate keys.

15) What is an alternate key? (D2006)

Ans:

Alternate Key: A candidate key that is not the primary key is called an Alternate Key.

(Where Candidate Key: All attribute combinations inside a relation that can serve primary key(uniquely identifies a row in a relation) are Candidate Keys as they are candidates for the primary key position.)

16) What are DDL and DML? (OD 2006)

Ans: DDL means Data Definition Language. DDL provides statements for the creation and deletion of tables and indexes. **DML** Means Data Manipulation Language. The DML provides statements to enter, update,delete data and perform complex queries on these tables. The SQL DDL (Data Definition Language) provides commands for defining relation schemas, deleting relations, creating indexes and modifying relation schemas.

The SQL DML (Data Manipulation Language) includes a query language to insert, delete and modify tuples in the database.

DML is used to put values and manipulate them in tables and other database objects and DDL is used to create tables and other database objects.

17)What do you understand by the terms primary key and degree of a relation in relational data base? (D2005)

Ans:

Primary Key: A primary key is a set of one or more attributes that can uniquely identify tuples within the relations.The number of attributes in a relation is called Degree of a relation in relational data base.

18) What do you understand by the candidate key and cardinality of a relation in relational data base? (OD 2005)

Ans:

Candidate Key: All attribute combinations inside a relation that can serve as primary key(uniquely identifies a row in a relation) are Candidate Keys as they are candidates for the primary key position.The number of rows in a relation is known as **cardinality** of a relation.

19) What is primary key in a table? (2003)
(Define first normal form.- This is out of syllabus now)

Ans:

Primary Key: A primary key is a set of one or more attributes that can uniquely identify tuples within the relations.

20) Differentiate between data definition language and data manipulation language. (2002)

Ans: The SQL DDL(Data Definition Language) provides commands for defining relation schemas, deleting relations, creating indexes and modifying relation schemas.

The SQL DML (Data Manipulation Language) includes a query language to insert, delete and modify tuples in the database.

DML is used to put values and manipulate them in tables and other database objects and DDL is used to create tables and other database objects.

21) Explain Cartesian product of two relations. (2001)

Ans: The Cartesian product is a binary operation and is denoted by a cross(x). The Cartesian product of two relations A and B is written as AXB. The Cartesian product yields a new relation which has a degree (number of attributes) equal to the sum of the degrees of the two relations operated upon. The number of typles (cardinality) of the new relation is the product of the number of tuples of the two relations operated upon. The Cartesian product of two relations yields a relation with all possible combinations of the tuples of the two relations operated upon. All tuples of first relation are concatenated with all the tuples of second realtion to form the tuples of the new relation.

Eg: There are two relations as follows:

Relation 1: Student

StudentNumber	StudentName	Hosteler
1	Ravi	Y
2	Robert	N
3	Raheem	Y

Relation 2: Instructor

InstructorName	Subject
K.Suman	Computer Science
P.Pavan	Electronics

The Cartesian product of these two relations, Student X Instructor, will yield a relation that have a degree of 5(3+2:sum of degrees of Student and Instructor) and a cardinality 6 (3 X 2: Product of cardinalities of two relations).

The resulting relation is as follows:

Student Number	Student Name	Hosteler	Instructor Name	Subject
1	Ravi	Y	K.Suman	Computer Science
1	Ravi	Y	P.Pavan	Electronics
2	Robert	N	K.Suman	Computer Science
2	Robert	N	P.Pavan	Electronics
3	Raheem	Y	K.Suman	Computer Science
3	Raheem	Y	P.Pavan	Electronics

The resulting relation contains all possible combinations of tuples of the two relations.

22) What is a relation? What is the difference between a tuple and an attribute? (1998)

Ans: In relational data model, the data is organized into table (rows and columns). These tables are called relations. A row in a table represents a relationship among a set of values.

Rows of the relations are called as tuples and columns of the relations are called as attributes.

23) What do you understand by Degree and Cardinality of a table? (MP109-10) 2

Ans)

Degree: Number of Columns in a table

Cardinality: Number of rows in a table

24) What do you understand by Primary Key & Candidate Keys?(MP2 09-10) 2

Ans)

An attribute or set attributes which are used to identify a tuple uniquely is known as Primary Key. If a table has more than one such attributes which identify a tuple uniquely than all such attributes are known as Candidate Keys.

25) What do you understand by Degree and Cardinality of a table?(MP1 08-09)2

Answer:

Degree of a table is total number of a ttributes.

Cardinality of a table is total number of rows.

26)What do you understand by Primary Key & Candidate Keys? (MP2 08-09) 2

Answer:

An attribute or set attributes which are used to identify a tuple uniquely is known as Primary Key. If a table has more than one such attributes which identify a tuple uniquely than all such attributes are known as Candidate Keys.

12.STRUCTURED QUERY LANGUAGE (6 Marks)

STUDENT MARKS TABLE

In the following section many of the commands is explained through the example "Student marks table".

S.no	Attribute	Type
1	AdmnNo	Integer
2	SName	Character
3	Sub1	Real Number
4	Sub2	Real Number
5	Sub3	Real Number
6	Total	Real Number
7	Avg	Real Number
8	Divison	Character

1. Create Table:

CREATE TABLE <table-name> (<column name><data type>[(size>)],<column name><data type>[(size>)],…);

Example: To create a table consisting the Admnno, SName, Sub1, Sub2, Sub3, Total,Avg,Divison attributes.

CREATE TABLE Student (AdmnNo integer,SName char(20), Sub1 number(5,2), sub2 number(5,2), sub3 number(5,2), Total number(5,2),Avg number(5,2), Div Char(10));

2.Constraints:

(i) **NOT NULL :** The attribute that contains this constraints should not be vacant.

(ii) **Unique constraints:** This constraint ensures that no two rows have the same value in the specified column(s).

(iii) **Primary key constraints:** This constraint declares a column as the primary key of the table.(Primary keys cannot allow NULL values)

(iv) **Default constraints:** A default value can be specified for a column using DEFAULT clause. When a user does not enter a value for the column, automatically the defined default value is inserted in the field.

(v) **Check constraints:** this constraint limits values that can be inserted into a column of a table.

Above table can be created using the constraints as follows:

CREATE TABLE Student (AdmnNo number(4) NOT NULL PRIMARY KEY, SName char(20), Sub1 number(5,2) CHECK(Sub1<=100.0), Sub2 number(5,2) CHECK(Sub2<=100.0), Sub3 number(5,2) CHECK (Sub3<=100.0), Total number(5,2),Avg number(5,2),Div char(10));

3.INSERT Command:

INSERT INTO <tablename>[<column list>] VALUES(<value>,<value>…);

Eg:

i) To insert our desired attributes only:

INSERT INTO Student (Admnno,SName,Sub1,Sub2,Sub3) Values (1000,'pradeep',75.5,90.5,57.0);

ii) To insert all the attributes:

INSERT INTO Student Values (1001,'sudeep',77.50,95.0,68.50, 41.0,80.33,'First');

(for inserting number of rows in a easy way…

INSERT INTO STUDENT(Admnno,SName,Sub1,Sub2, Sub3) VALUES (&Admnno, &SName, &Sub1, &Sub2, &Sub3);

Then it will ask first student data….Enter the data…then press **/** at command prompt. It will ask you next student data, etc.)

Sample Data Inserted

Admn No	SName	Sub 1	Sub 2	Sub 3	Total	Avg	Div
1000	Pradeep	75.5	95.0	57.0			
1001	Sudeep	77.5	95.0	68.5	241.0	80.33	First
1002	Philip	32.5	60.0	59.5			
1003	Pradeep	45.5	65.5	70.0			
1004	Naidu	77.5	25.5	65.5			
1005	Sudeep	80.5	72.5	67.0			

4.Select command: Select command of SQL lets you make queries on the database. A query is a command that is given to produce certain specified information from the database table(s).

Simple Form:

AdmnNo	SName
1003	Pradeep
1004	Naidu
1005	Sudeep

SELECT<column name>[,<column name>…] FROM <table name>;

Eg: Select AdmnNo,SName from Student.

(Will display only AdmnNo and SName attributes of the table student.)

Select * from Student.

(Will display all the attributes of the table Student.)

5.DISTINCT Keyword: This keyword eliminates duplicate rows from the results of a SELECT statement.

Eg: Select **DISTINCT** SName from Student

Sname
Pradeep
Sudeep
Philip
Naidu

6.ALL Keyword: This keyword will not eliminate duplicate rows from the results of a SELECT statement.

Eg: Select **ALL** SName from student

SName
Pradeep
Sudeep
Philip
Pradeep
Naidu
Sudeep

7. Selecting specific rows using WHERE clause with SELECT:

Syntax:

SELECT <column name>[< column name>,…] FROM <table name> WHERE <condition>;

Eg:

SELECT Admnno,SName FROM Student WHERE

Admn No	SName	Sub1	Sub2	Sub3	Total	Avg	Div
1000	Pradeep	75.5	95.0	57.0	227.5	75.85	First
1001	Sudeep	77.5	95.0	68.5	241.0	80.33	First
1002	Philip	32.5	60.0	59.5	152.0	50.66	Fail
1003	Pradeep	45.5	65.5	70.0	181	60.3	First
1004	Naidu	77.5	25.5	65.5	168.5	56.16	Fail
1005	Sudeep	80.5	72.5	67.0	220	73.3	First

Sub1>=40 AND Sub2>=40 AND Sub3>=40;

SELECT SName FROM Student WHERE SName='Sudeep' OR SName='Philip';

SName
Sudeep
Philip
Sudeep

SELECT SName FROM Student WHERE SName<>'Naidu'

OR

SELECT SName FROM Student WHERE (NOT SName='Naidu')

SName
Pradeep
Sudeep
Philip
Pradeep
Sudeep

SELECT Sname from student WHERE SName in('Pradeep','Sudeep');

SName
Pradeep
Sudeep
Pradeep
Sudeep

SELECT SName FROM Student WHERE SName NOT IN('Sudeep','Pradeep');

SName
Philip
Naidu

8. Condition based on a Range using BETWEEN:

Eg:

SELECT AdmnNo, SName FROM Student WHERE AdmnNo BETWEEN 1003 AND 1005;

9.ORDER BY:

SELECT AdmnNo, SName from student ORDER BY SName ASC;

Admn No	SName
1004	Naidu
1002	Philip
1000	Pradeep
1003	Pradeep
1001	Sudeep
1005	Sudeep

SELECT AdmnNo, SName from student ORDER BY AdmnNo DESC;

Admn No	SName
1005	Sudeep
1004	Naidu
1003	Pradeep
1002	Philip
1001	Sudeep
1000	Pradeep

10. UPDATE COMMAND:

UPDATE Student SET Total= Sub1+Sub2+Sub3;
UPDATE Student SET Avg=Total/3;
UPDATE Student SET Div='First' WHERE (Avg>=60.0);
UPDATE Student SET Div='Second' WHERE (Avg>=50.0 AND Avg<60.0);
UPDATE Student SET Div='Third' WHERE (Avg>=35.0 AND Avg<50.0);
UPDATE Student SET Div='Fail' WHERE (Sub1<35.0 OR Sub2<35.0 OR Sub3<35.0);

After the execution of the above commands, the sample data will be as follows:

11. ALTER TABLE:

ALTER TABLE student MODIFY (Div Char(6));
ALTER TABLE student ADD(CNo NUMBER(10));

12. Functions:

SELECT Min(Sub1) FROM Student;
(Will give the Minimum marks of Subject1)

Min(SUB1)

32.5

SELECT Max(Sub2) FROM Student;

(Will give the Maximum marks of Subject2)

MAX(SUB2)

95

SELECT Sum(Sub3) FROM Student;

(Will give the Sum of marks of Subject3)

SUM(SUB3)

387.5

SELECT Avg(Sub1) FROM Student;

(Will give the Average of Subject1)

AVG(SUB1)

64.83

SELECT Count(DISTINCT SName) FROM Student;

(Will display 4)

COUNT(DISTINCT SNAME)

4

SELECT Count(SName) FROM Student;

(Will display 6)

COUNT(SNAME)

6

Count – To count non-null values in a column

Count(*) – To count total number of rows in a table.

13. Creating table from Existing Table:

CREATE TABLE PassStudent as (SELECT AdmnNo, SName FROM Student WHERE (Sub1>=40.0 AND Sub2>=40.0 AND Sub3>=40.0));

14. Inserting the Results of a Query:

INSERT INTO PassStudent(admnno,sname)
SELECT AdmnNO, SName FROM Student
WHERE (Sub1>=40.0 AND Sub2>=40.0 AND Sub3>=40.0);

15. CREATE VIEW:

CREATE VIEW FailStudent AS SELECT * FROM Student WHERE Div='Fail';

16. DELETE:

DELETE FROM Student WHERE AdmnNo=1004;

(To delete a record, whose AdmnNo=1004)

DELETE FROM Student;

(To delete all records of student)

17.DROP TABLE:

DROP TABLE Student;

18. DROP VIEW:

DROP VIEW Failstudent;

19.Commit (To save the changes)

20.Rollback (for Undo)

1.Write SQL commands for the queries (i) to (iv) and output for (v) to (viii) based on the tables 'Watches' and Sale given below. (2017MP)

Watches

Watchid	Watch_Name	Price	Type	Qty_Store
W001	HighTime	10000	Unisex	100
W002	LifeTime	15000	Ladies	150
W003	Wave	20000	Gents	200
W004	HighFashion	7000	Unisex	250
W005	GoldenTime	25000	Gents	100

Sale

Watchid	Qty_Sold	Quarter
W001	10	1
W003	5	1
W002	20	2
W003	10	2
W001	15	3
W002	20	3
W005	10	3
W003	15	4

i. To display all the details of those watches whose name ends with 'Time'

i. select * from watches where watch_name like '%Time'

ii. To display watch's name and price of those watches which have price range in between 5000-15000.

ii. select watch_name, price from watches where price between 5000 and 15000;

iii. To display total quantity in store of Unisex type watches.

iii. select sum(qty_store) from watches where type like 'Unisex';

iv. To display watch name and their quantity sold in first quarter.

iv. select watch_name,qty_sold from watches w,sale s where w.watchid=s.watchid and quarter=1;

v. select max(price), min(qty_store) from watches;

v.

max(price)	min(qty_store)
25000	100

vi. select quarter, sum(qty_sold) from sale group by quarter;

vi.

quarter	sum(qty_sold)
1	15
2	30
3	45
4	15

vii. select watch_name,price,type from watches w, sale s where w.watchid!=s.watchid;

vii.

watch_name	price	type
HighFashion	7000	Unisex

viii. select watch_name, qty_store, sum(qty_sold), qty_store - sum(qty_sold) "Stock" from watches w, sale s where w.watchid=s.watchid group by s.watchid;

watch_name	qty_store	qty_sold	Stock
HighTime	100	25	75
LifeTime	150	40	110
Wave	200	30	170
GoldenTime	100	10	90

2.Write SQL queries for (i) to (iv) and find outputs for SQL queries (v) to (viii), which are based on the tables (2016)

Table: VEHICLE

VCODE	VEHICLETYPE	PERKM
V01	VOLVO BUS	150
V02	AC DELUXE BUS	125
V03	ORDINARY BUS	80
V05	SUV	30
V04	CAR	18

Note: PERKM is Freight Charges per kilometer

Table: TRAVEL

CNO	CNAME	TRAVELDATE	KM	VCODE	NOP
101	K.Niwal	2015-12-13	200	V01	32
103	Fredrick Sym	2016-03-21	120	V03	45
105	Hitesh Jain	2016-04-23	450	V02	42
102	Ravi Anish	2016-01-13	80	V02	40
107	John Malina	2015-02-10	65	V04	2
104	Sahanubhuti	2016-01-28	90	V05	4
106	Ramesh Jaya	2016-04-06	100	V01	25

Note:

- Km is Kilometers travelled
- NOP is number of passengers travelled in vehicle

(i) To display CNO, CNAME, TRAVELDATE from the table TRAVEL in descending order of CNO.

Ans SELECT CNO, CNAME, TRAVELDATE FROM TRAVEL ORDER BY CNO DESC;

(ii) To display the CNAME of all the customers from the table TRAVEL who are traveling by vehicle with code V01 or V02.

Ans SELECT CNAME FROM TRAVEL WHERE VCODE='V01' OR VCODE='V02';

OR

SELECT CNAME FROM TRAVEL WHERE VCODE IN ('V01', 'V02');

(iii) To display the CNO and CNAME of those customers from the table TRAVEL who travelled between '2015-12-31' and '2015-05-01'.

Ans SELECT CNO, CNAME from TRAVEL WHERE TRAVELDATE >='20150501' AND TRAVELDATE <= '20151231';

OR

SELECT CNO, CNAME from TRAVEL WHERE TRAVELDATE BETWEEN '20150501' AND '20151231' ;

OR

SELECT CNO, CNAME from TRAVEL WHERE TRAVELDATE <= '20151231' AND TRAVELDATE >= '20150501' ;

OR

SELECT CNO, CNAME from TRAVEL WHERE TRAVELDATE BETWEEN '20151231' AND '20150501';

(iv) To display all the details from table TRAVEL for the customers, who have travel distance more than 120 KM in ascending order of NOP.

Ans SELECT * FROM TRAVEL WHERE KM > 120 ORDER BY NOP;

(v) SELECT COUNT(*),VCODE FROM TRAVEL GROUP BY VCODE HAVING COUNT(*)>1;

Ans COUNT(*) VCODE
2 V01
2 V02

(vi) SELECT DISTINCT VCODE FROM TRAVEL;

Ans DISTINCT VCODE
V 01
V 02
V 03
V 04
V 05

vii) SELECT A.VCODE,CNAME,VEHICLETYPE FROM TRAVEL A,VEHICLE B WHERE A.VCODE=B.VCODE AND KM<90;

Ans VCODE C NAME VEHICLETYPE
V02 Ravi Anish AC DELUXE BUS
V04 John Malina CAR

(viii) SELECT CNAME,KM*PERKM FROM TRAVEL A,VEHICLE B WHERE A.VCODE=B.VCODE AND A.VCODE='V05';

Ans CNAME KM*PERKM
Sahanubhuti 2700

3.Consider the following DEPT and EMPLOYEE tables. Write SQL queries for (i) to (iv) and find outputs for SQL queries (v) to (viii). (2015)

Table: DEPT

DCODE	DEPARTMENT	LOCATION
D01	INFRASTRUCTURE	DELHI
D02	MARKETING	DELHI
D03	MEDIA	MUMBAI
D05	FINANCE	KOLKATA
D04	HUMAN RESOURCE	MUMBAI

Table: EMPLOYEE

ENO	NAME	DOJ	DOB	GENDER	DCODE
1001	George K	2013-09-02	1991-09-01	MALE	D01
1002	Ryma Sen	2012-12-11	1990-12-15	FEMALE	D03
1003	Mohitesh	2013-02-03	1987-09-04	MALE	D05
1007	Anil Jha	2014-01-17	1984-10-19	MALE	D04
1004	Manila Sahai	2012-12-09	1986-11-14	FEMALE	D01
1005	R SAHAY	2013-11-18	1987-03-31	MALE	D02
1006	Jaya Priya	2014-06-09	1985-06-23	FEMALE	D05

Note: DOJ refers to date of joining and DOB refers to date of Birth of employees.

(i) To display Eno, Name, Gender from the table EMPLOYEE in ascending order of Eno.

Ans **SELECT Eno,Name,Gender FROM Employee ORDER BY Eno;**

(ii) To display the Name of all the MALE employees from the table EMPLOYEE.

Ans **SELECT Name FROM Employee WHERE Gender='MALE';**

(iii) To display the Eno and Name of those employees from the table EMPLOYEE w ho are born between '1987-01-01' and '1991-12-01'.

Ans **SELECT Eno,Name FROM Employee WHERE DOB BETWEEN '19870101' AND '19911201'**

OR

SELECT Eno,Name FROM Employee WHERE DOB >='19870101' AND DOB <='19911201' ;

OR

SELECT Eno,Name FROM Employee WHERE DOB >'19870101' AND DOB <'19911201';

(iv) To count and display FEMALE employees who have joined after '1986-01-01'.

Ans **SELECT count(*) FROM Employee WHERE GENDER='FEMALE' AND DOJ > '19860101';**

OR

SELECT * FROM Employee WHERE GENDER='FEMALE' AND DOJ > '19860101';

(v) SELECT COUNT(*),DCODE FROM EMPLOYEE GROUP BY DCODE HAVING COUNT(*)>1;

Ans **COUNT DCODE**
2 D01
2 D05

(vi) SELECT DISTINCT DEPARTMENT FROM DEPT;

Ans **Department**
INFRASTRUCTURE
MARKETING
MEDIA
FINANCE
HUMAN RESOURCE

(vii) SELECT NAME, DEPARTMENT FROM EMPLOYEE E, DEPT D WHERE E.DCODE=D.DCODE AND EN0<1003;

Ans **NAME DEPARTMENT**
George K INFRASTRUCTURE
Ryma Sen MEDIA

(viii) SELECT MAX(DOJ), MIN(DOB) FROM EMPLOYEE;

Ans **MAX(DOJ) MIN(DOB)**
2014-06-09 1984-10-19

4.Answer the question (b) and (c) on the basis of the following tables SHOPPE and ACCESSORIES. (2014)

Table: SHOPPE

ID	SName	Area
S01	ABC Computronics	CP
S02	All Infotech Media	GK II
S03	Tech Shopee	CP
S04	Geeks Techno Soft	Nehru Place
S05	Hitech Store	Nehru Place

Table: ACCESSORIES

ID	Iname	Price	Sno
A01	Mother Board	12000	S01
A02	Hard Disk	5000	S01
A03	Keyboard	500	S02
A04	Mouse	300	S01
A05	Mother Board	13000	S02
A06	Keyboard	400	S03
A07	LCD	6000	S04
A08	LCD	5500	S05
A09	Mouse	350	S05
A10	Harddisk	4500	S03

Write a SQL query (1 to 4) 4

1. To display Name and Price of all the Accessories in ascending order of their Price.

A) Select Name, Price from ACCESSORIES order by Price.

2. To display Id and Sname of all Shopee located in Nehru Place;

A) Select Id, Sname from SHOPPE where Area = 'Nehru Place;

3. To display Minimum and Maximum price of each Name of Accessories.

A) Select Min(Price), Max(Price) from ACCESSORIES group by Name;

4. To display Name, Price of all the Accessories and their respective SName where they are available.

A) Select Name, Price, SName from SHOPPE, ACCESSORIES where SHOPPE.Id= ACCESSORIES.ID;

Write the output of the following SQL command (1 to 4) (2014) 2

1. SELECT DISTINCT NAME FROM ACCESSORIES WHERE PRICE>=5000;

INAME
Mother Board
Hard Disk
LCD

2.SELECT AREA, COUNT(*),FROM SHOPPE GROUP BY AREA;

AREA	Count(*)
CP	2
GK II	1
Nehru Place	2

3. SELECT COUNT(DISTINCT AREA) FROM SHOPPE;

COUNT(DISTINCT AREA)
3

4. SELECT NAME, PRICE*0.05 DISCOUNT FROM ACCESSORIES WHERE SNO IN('S02','S03');

INAME	DISCOUNT
Keyboard	25
Motherboard	650
Keyboard	20
Hard Disk	225

5.Write SQL queries for (b) to (g) and write the outputs for the SQL queries mentioned shown in (h1) to (h4) on basis of tables PRODUCTS and SUPPLIERS. (2013)

Table: PRODUCTS

PID	PNAME	QTY	PRICE	COMPANY	UPCODE
101	DIGITIAL CAMERA 14X	120	12000	RENIX	S01
102	DIGITAL PAD 11i	100	22000	DIGI POP	S02
104	PEN DRIVE 16 GB	500	1100	STOREKING	S01
106	LED SCREEN 32	70	28000	DISPEX PERTS	S02
105	CAR GPS SYSTEM	60	12000	MOVEON	S03

Table: SUPPLIERS

SUPCODE	SNAME	CITY
S01	GET ALL INC	KOLKATA
S03	EASY MARKET CORP	DELHI
S02	DIGI BUSY GROUP	CHENNAI

(b) To display the details of all the products in ascending order of product names (ie PNAME)

A) SELECT * FROM PRODUCTS ORDER BY PNAME;

(c) To display product name and price of all those products whose price is in range of 10000 and 15000 (both values inclusive).

A) SELECT PNAME, PRICE FROM PRODUCTS WHERE PRICE >=10000 AND PRICE >=15000;

(d) To display the number of products, which are supplied supplier. Ie, the expected output should be
S01 2
S02 2
S03 1

A) SELECT SUPCODE, COUNT(SUPCODE) FROM PRODUCTS GROUP BY SUPCODE;

(E) To display the price, product name and quantity (ie qty) of those products which have quantity more than 100

A) SELECT PRICE,PNAME, QTY FROM PRODUCTS WHERE QTY>100;

(f) To display the names of those suppliers, who are either from DELHI or from CHENNAI.

A) SELECT SNAME FROM SUPPLIERS WHERE CITY="DELHI" OR CITY="KOLKATA";

(g) To display the name of the companies and the name of the products in descending order of company names.

A) SELECT COMPANY, PNAME FROM PRODUCTS ORDER BY COMPANY DESC.

(h) Obtain the outputs of the following SQL queries based on the data given in tables PRODUCTS and SUPPLIERS above.

(h1) SELECT DISTINCT SUPCODE FROM PRODUCTS;

A)

SUPCODE
S01
S02
S03

(h2) SELECT MAX(PRICE), MIN(PRICE) FROM PRODUCTS;

A)

MAX (PRICE)	MIN(PRICE)
28000	1100

(h3) SELECT PRICE*QTY AMOUNT FROM PRODUCTS WHERE PID=104;

A)

AMOUNT
55000

(h4) SELECT PNAME, SNAME FROM PRODUCTS P, SUPPLIERS S WHERE P.SUPCODE=S.SUPCODE AND QTY>100;

PNAME	SNAME
DIGITAL CAMERA 14X	GET ALL INC
PEN DRIVE 16GB	GET ALL INC

6) (2012)

Consider the following tables CARDEN and CUSTOMER and answer (b) and (c) parts of this question:

Table: CARDEN

Ccode	CarName	Make	Color	Capacity	Charges
501	A-Star	Suzuki	RED	3	14
503	Indigo	Tata	SILVER	3	12
502	Innova	Tovota	WHITE	7	15
509	SX4	Suzuki	SILVER	4	14
510	C Class	Mercedes	RED	4	35

Table: CUSTOMER

CCode	Cname	Ccode
1001	Hemant Sahu	501
1002	Raj Lal	509
1003	Feroza Shah	503
1004	Ketan Dhal	502

(b) Write SQL commands for the following statements: 4

(i) To display the names of all silver colored Cars.

Ans **SELECT CarName FROM CARDEN WHER Color = 'SILVER';**

(ii) To display name of car, make and capacity of cars in descending order of their sitting capacity.

Ans **SELECT CarName, Make, Capacity FROM CARDEN ORDER BY Capacity DESC;**

(iii) To display the highest charges at which a vehicle can be hired from CARDEN.

Ans **SELECT MAX(Charges) FROM CARDEN ;**

OR

SELECT CarName, MAX(Charges)FROM CARDEN GROUP BY CarName;

(iv) To display the customer name and the corresponding name of the cars hired by them.

Ans SELECT **CName, CarName FROM CUSTOMER, CARDEN WHERE CUSTOMER.Ccode = CARDEN.Ccode;**

OR

SELECT CUSTOMER. CName, CARDEN. CarName FROM CUSTOMER, CARDEN WHERE CUSTOMER.Ccode = CARDEN.Ccode;

OR

SELECT CName, CarName FROM CUSTOMER A, CARDEN B WHERE A.Ccode = B.Ccode;

OR

SELECT A. CName, B. CarName FROM CUSTOMER A, CARDEN B WHERE A.Ccode = B.Ccode;

(c) Give the output of the following SOL queries:

(i) SELECT COUNT (DISTINCT Make) FROM CARDEN;

Ans

COUNT (DISTINCT Make)
4

(ii) SELECT MAX (Charges), MIN (Charges) FROM CARDEN;

Ans **MAX (Charges) MIN (Charges)**
35 12

(iii) SELECT COUNT (*), Make FROM CARDEN;

Ans (Ignoring Make for display)

COUNT (*)
5

OR

(assuming the presence of GROUP By Make)

COUNT(*) Make
2 SUZUKJ:
1 TATA
1 TOYOTA
1 MERCEDES

(iv) SELECT CarName FROM CARDEN WHE~ Capacity = 4;

Ans **CarName**
Sx4
C Class

7) (2011)

Consider the following tables EMPLOYEE and SALGRADE and answer (b) and (c) parts of this question:

Table: EMPLOYEE

ECODE	NAME	DESIG	SGRADE	DOJ	DOB
101	Abdul Ahmad	EXECUTIVE	S03	23-Mar-2003	13-Jan-1980
102	Ravi. Chander	HEAD-IT	S02	12-Feb-2010	22-Jul-1987
103	John Ken	RECEPTIONIST	S03	24-June-2009	24-Feb-1983
105	Nazar Ameen	GM	S02	11-Aug-2006	03-Mar-1984
108	Priyam Sen	CEO	S01	29-Dec-2004	19-Jan-1982

Table: SALGRADE

SGRADE	SALARY	HRA
S01	56000	18000
S02	32000	12000
S03	24000	8000

(b) Write SQL commands for the following statements:
(i) To display the details of all EMPLOYEEs, in descending order of DOJ
Ans **SELECT * FROM EMPLOYEE ORDER BY DOJ DESC;**
(ii) To display NAME and DE51G of those EMPLOYEEs, whose 5ALGRADE is either 502 or 503
Ans **SELECT NAME, DESIG FROM EMPLOYEE WHERE SGRADE = 'S02' OR SGRADE= 'S03'; OR SELECT NAME, DESIG FROM EMPLOYEE WHERE SALGRADE ='S02' OR SALGRADE='S03';**
(iii) To display the content of all the EMPLOYEEs table, whose DOJ is in between'09-Feb-2006' and '08-Aug-2009'.
Ans **SELECT * FROM EMPLOYEE WHERE DOJ BETWEEN '09-Feb-2006'and '08-Aug-2009'; OR SELECT * FROM EMPLOYEE WHERE DOJ > = '09-Fab-2006' and DOJ <='08-Aug-2009';**
OR
SELECT * FROM EMPLOYEE WHERE DOJ > '09-Feb-2006' and DOJ <' 08-Aug-2009" ;
(iv) To add a new row with the following:
109, 'Harish Roy', 'HEAD-IT', 'S02', '09-Sep-2007, '21-Apr-1983'
Ans **INSERT INTO EMPLOYEE VALUES(109,'Harish Roy' ,'HEAD-IT' ,'S02' ,'09-Sep-2007' ,'21-Apr-1983') ;**
(c) Give :the output of the following SQL queries: 2
(i) SELECT COUNT (SGRADE),SGRADE FROM EMPLOYEE GROUP
BY SGRADE;
Ans **COUNT (SGRADE) SGRADE**
1 S01
2 S02
2 S03
(ii) SELECT MIN(DOB), MAX (DOJ) FROM EMPLOYEE;
Ans **MIN (DOB) MAX (DOJ)**
13-Jan-1980 12-Feb-2010
(iii) SELECT NAME , SALARYFROM EMPLOYEE E, SALGRADE S WHERE
E.SGRADE= S.SGRADE AND E.ECODE<103;
Ans **Name Salary**
Abdul Ahmad 24000
Ravi Chander 32000
(iv) SELECT SGRADE, SALARY+HRA ET:)M SALGRADE WHERE SGRADE= 'S02';
Ans **SGRADE SALARY+HRA**
S02 44000

8) Consider the following tables STORE and SUPPLIERS and answer (bl) and (b2) parts of this question: (D 2010)

Table: STORE

ItemNo	Item	Scode	Qty	Rate	LastBuy
2005	Sharpener Classic	23	60	8	31-Jun-09
2003	Ball Pen 0.25	22	50	25	01-Feb-10
2002	Gel Pen Premium	21	150	12	24-Feb-10
2006	Gel Pen Classic	21	250	20	11-Mar-09
2001	Eraser Small	22	220	6	19-Jan-09
2004	Eraser Big	22	110	8	02-Dec-09
2009	Ball Pen 0.5	21	180	18	03-Nov-09

Table: SUPPLIERS

Scode	Sname
21	Premium Stationers
23	Soft Plastics
22	Tetra Supply

b1)Write SQL commands for the following statements:4 (i) To display details of all the items in the Store table in ascending order of LastBuy.
Ans. SELECT * FROM STORE ORDER BY LastBuy;
(ii) To display ItemNo and Item name of those items from Store table whose Rate is more than 15 Rupees.
Ans. SELECT ItemNo, Item..In FROM STORE WHERE Rate >15;
(iii) To display the details of those items whose Supplier code (Scode) is 22 or Quantity in Store (Qty) is more than 110 from the table Store.
Ans. SELECT * FROM STORE WHERE Scode = 22 OR Qty >110;
(iv) To display Minimum Rate of items for each Supplier individually as per Scode from the table Store.
Ans. SELECT Scode, MIN(Rate) FROM STORE GROUP BY Scode;
b2)Give the output of the following SQL queries:2
Note: In all output Questions ignore Column Headings
(i) SELECT COUNT(DISTINCT Scode) FROM Store;
Ans. COUNT(DISTINCT Scode)
3
(ii) SELECT Rate*Qty FROM Store WHERE ItemNo=2004;
Ans.
RATE*QTY
880
(iii) SELECT Item,Sname FROM Store S, Suppliers P WHERE S.Scode=P.Scode AND ItemNo=2006;
Ans. ITEM SNAME Gel Pen Classic Premium Stationers
(iv) SELECT MAX(LastBuy) FROM Store;
Ans.
MAX (LASTBUY)
24-Feb-10

9) Consider the following tables GARMENT and FABRIC. Write SQL commands for the statements (i) to (iv) and give outputs for SQL queries (v) to (viii) (D2009)6

Table: GARMENT

GCODE	DESCRIPTION	PRICE	FCODE	READYDATE
10023	PENCIL SKIRT	1150	F03	19-DEC-08
10001	FORMAL SHIRT	1250	F01	12-JAN-08
10012	INFORMAL SHIRT	1550	F02	06-JUN-08
10024	BABY TOP	750	F03	07-APR-07
10090	TULIP SKIRT	850	F02	31-MAR-07
10019	EVENING GOWN	850	F03	06-JUN-08
10009	INFORMAL PANT	1500	F02	20-OCT-08
10007	FORMAL PANT	1350	F01	09-MAR-08
10020	FROCK	850	F04	09-SEP-07
10089	SLACKS	750	F03	20-OCT-08

Table : FABRIC

FCODE	TYPE
F04	POLYSTER
F02	COTTON
F03	SILK
F01	TERELENE

(i) To display GCODE and DESCRIPTION of each GARMENT in descending order of GCODE

Ans SELECT GeODE, DESCRIPTION FROM GARMENT ORDER BY GCODE DESC;

(ii) To display the details of all the GARMENTs, which have READYDA TE in between 08-DEC-07 and 16-JUN-08(inclusive of both the dates).

Ans) SELECT * FROM GARMENT WHERE READYDATE BETWEEN' 08-DEC-07'AND , 16-JUN-08' ; **OR**

SELECT * FROM DRESS WHERE LAUNCHDATE >= '08-DEC-07' AND LAUNCHDATE<='16-JUN-08';

(iii) To display the average PRICE of all the GARMENTs, which are made up of FABRIC with FCODE as F03.

Ans) SELECT AVG (PRICE) FROM GARMENT WHERE FCODE = 'F03';

(iv) To display FABRIC wise highest and lowest price of GARMENTs from GARMENT table. (Display FCODE of each GARMENT along with highest and lowest price)

Ans SELECT FCODE, MAX (PRICE), MIN(PRICE) FROM GARMENT GROUP BY FCODE;

(v) SELECT SUM (PRICE) FROM GARMENT WHERE FCODE = 'F01' ;

Ans SUM (PRICE)
2600

(vi) SELECT DESCRIPTION, TYPE FROM GARMENT, FABRIC WHERE GARMENT.FCODE = FABRIC.FCODE AND GARMENT. PRICE > = 1260 ;

Ans) DESCRIPTION TYPE
INFORMAL SHIRT COTTON
INFORMAL PANT COTTON
FORMAL PANT TERELENE

(vii) SELECT MAX (FCODE) FROM FABRIC;

Ans MAX (FCODE)
F04

(viii) SELECT COUNT (DISTINCT PRICE) FROM GARMENT ;

Ans COUNT(DISTINCT PRICE)
7

(10) Consider the following tables DRESS and MATERIAL. Write SQL commands for the statements (i) to (iv) and give outputs for SQL queries (v) to (viii). (2009 OD) 6

Table: DRESS

DCODE	DESCRIPTION	PRICE	MCODE	LAUNCHDATE
10001	FORMAL SHIRT	1250	M001	12-JAN-08
10020	FROCK	750	M004	09-SEP-07
10012	INFORMAL SHIRT	1450	M002	06-JUN-08
10019	EVENING GOWN	850	M003	06-JUN-08
10090	TULIP SKIRT	850	M002	31-MAR-07
10023	PENCIL SKIRT	1250	M003	19-DEC-08
10089	SLACKS	850	M003	20-OCT-08
10007	FORMAL PANT	1450	M001	09-MAR-08
10009	INFORMAL PANT	1400	M002	20-OCT-08
10024	BABY TOP	650	M003	07-APR-07

Table: MATERIAL

MCODE	TYPE
MOOI	TERELENE
MOO2	COTTON
MOO4	POLYESTER
MOO3	SILK

(i) To display DCODE and DESCRIPTION of each dress in ascending order of DCODE.

Ans SELECT DCODE. DESCRIPTION FROM DRESS ORDER BY DCODE ;

(ii) To display the details of all the dresses which have LAUNCHDATE in between 05-DEC'-07 and 20-JUN-08 (inclusive of both the dates).

Ans SELECT * FROM DRESS WHERE LAUNCHDATE BETWEEN '05-DEC-07' AND '20-JUN-08'
OR
SELECT * FROM DRESS WHERE LAUNCHDATE >= '05-DEC-07' AND LAUNCHDATE<= '20-JUN-08'

(iii) To display the average PRICE of all the dresses which are made up of material with MCODE as M003.

Ans SELECT AVG(PRICE) FROM GARMENT WHERE MCODE = 'M003'

(iv) To display materialwise highest and lowest price of dresses from DRESS table. (Display MCODE of each dress along with highest and lowest price)

Ans SELECT MCODE, MAX(PRICE), MIN (PRICE) FROM DRESS GROUP BY MCODE

(v) SELECT SUM(PRICE) FROM DRESS WHERE MCODE='M001';

Ans SUM(PRICE)
2700

(vi) SELECT DESCRIPTION, TYPE FROM DRESS, MATERIAL WHERE DRESS.DCODE = MATERIAL.MCODE AND DRESS.PRICE>=l250;

Ans DESCRIPTION TYPE
(NO OUTPUT)

(vii) SELECT MAX(MCODE) FROM MATERIAL;

Ans MAX (MCODE)
MOO4

(viii) SELECT COUNT(DISTINCT PRICE) FROM DRESS;

Ans COUNT(DISTINCT PRICE)
6

11) Consider the following tables Product and Client. Write SQL commands for the statement (i) to (iv) and give outputs for SQL queries (v) to (viii) (D 2008)

Table: **PRODUCT**

P_ID	Product Name	Manufacturer	Price
TP01	Talcom Powder	LAK	40
FW05	Face Wash	ABC	45
BS01	Bath Soap	ABC	55
SH06	Shampoo	XYZ	120
FW12	Face Wash	XYZ	95

Table: **CLIENT**

C_ID	Client Name	City	P_ID
01	Cosmetic Shop	Delhi	FW05
06	Total Health	Mumbai	BS01
12	Live Life	Delhi	SH06
15	Pretty Woman	Delhi	FW12
16	Dreams	Banglore	TP01

(i) To display the details of those Clients whose city is Delhi.

Ans: Select all from Client where City="Delhi"

(ii) To display the details of Products whose Price is in the range of 50 to 100 (Both values included).

Ans: Select all from product where Price between 50 and 100

(iii) To display the ClientName, City from table Client, and ProductName and Price from table Product, with their corresponding matching P_ID.

Ans: Select ClientName,City, ProductName, Price from Product,Client where Product.P_ID= Client.P_ID.

(iv) To increase the Price of all Products by 10

Ans: Update Product Set Price=Price +10

(v)SELECT DISTINCT Address FROM Client.

Ans: (The above question may consist DISTINCT City. If it is DISTINCT City, the following is the answer)

City

Delhi

Mumbai

Bangalore

(vi)SELECT Manufacturer, MAX(Price), Min(Price), Count(*) FROM Product GROUP BY Manufacturer;

Ans:

Manufacturer	Max(Price)	Min(Price)	Count(*)
LAK	40	40	1
ABC	55	45	2
XYZ	120	95	2

(vii)SELECT ClientName, ManufacturerName FROM Product, Client WHERE Client.Prod_Id=Product.P_Id;

Ans:

ClientName	ManufacturerName
Cosmetic Shop	ABC
Total Health	ABC
Live Life	XYZ
Pretty Woman	XYZ
Dreams	LAK

(viii)SELECT ProductName, Price * 4 FROM Product.

ProductName	Price*4
Talcom Poweder	160
Face Wash	180
Bath Soap	220
Shampoo	480
Face Wash	380

12) Consider the following tables Item and Customer. Write SQL commands for the statement (i) to (iv) and give outputs for SQL queries (v) to (viii) (OD 2008)

Table: **ITEM**

I_ID	Item Name	Manufacturer	Price
PC01	Personal Computer	ABC	35000
LC05	Laptop	ABC	55000
PC03	Personal Computer	XYZ	32000
PC06	Personal Computer	COMP	37000
LC03	Laptop	PQR	57000

Table: **CUSTOMER**

C_ID	Customer Name	City	I_ID
01	N.Roy	Delhi	LC03
06	H.Singh	Mumbai	PC03
12	R.Pandey	Delhi	PC06
15	C.Sharma	Delhi	LC03
16	K.Agarwal	Banglore	PC01

(i) To display the details of those Customers whose city is Delhi.

Ans: Select all from Customer Where City="Delhi"

(ii) To display the details of Item whose Price is in the range of 35000 to 55000 (Both values included).

Ans: Select all from Item Where Price>=35000 and Price <=55000

(iii) To display the CustomerName, City from table Customer, and ItemName and Price from table Item, with their corresponding matching I_ID.

Ans: Select CustomerName,City,ItemName, Price from Item,Customer where Item.I_ID=Customer.I_ID.

(iv) To increase the Price of all Items by 1000 in the table Item.

Ans: Update Item set Price=Price+1000

(v)SELECT DISTINCT City FROM Customer.

Ans: City

Delhi

Mumbai

Bangalore

(vi)SELECT ItemName, MAX(Price), Count(*) FROM Item GROUP BY ItemName;

Ans:

ItemName	Max(Price)	Count(*)
Personal Computer	37000	3
Laptop	57000	2

(vii)SELECT CustomerName, Manufacturer FROM Item, Customer WHERE Item.Item_Id=Customer.Item_Id;

Ans:

CustomerName	ManufacturerName
N.Roy	PQR
H.Singh	XYZ
R.Pandey	COMP
C.Sharma	PQR
K.Agarwal	ABC

(viii)SELECT ItemName, Price * 100 FROM Item WHERE Manufacturer = 'ABC';

Ans:

ItemName	Price*100
Personal Computer	3500000
Laptop	5500000

13) Consider the following tables Consignor and Consignee. Write SQL command for the statements(i)to(iv) And give outputs for the SQL quries (v) to (viii). (OD2007) 6

TABLE : **CONSIGNOR**

CnorID	CnorName	CnorAddress	City
ND01	R singhal	24,ABC Enclave	New Delhi
ND02	Amit Kumar	123,Palm Avenue	New Delhi
MU15	R Kohil	5/A,South,Street	Mumbai
MU50	S Kaur	27-K,Westend	Mumbai

TABLE : **CONSIGNEE**

CneeID	CnorID	CneeName	CneeAddress	CneeCity
MU05	ND01	Rahul Kishore	5,Park Avenue	Mumbai
ND08	ND02	P Dhingra	16/j,Moore Enclave	New Delhi
KO19	MU15	A P Roy	2A,Central/avenue	Kolkata
MU32	ND02	S mittal	P 245, AB Colony	Mumbai
ND48	MU50	B P jain	13,Blockd,a,viha	New Delhi

(i) To display the names of all consignors from Mumbai.

Ans: Select CnorName from Consignor where city="Mumbai";

(ii) To display the cneeID, cnorName, cnorAddress, CneeName, CneeAddress for every Consignee.

Ans: Select CneeId, CnorName, CnorAddress, CneeName, CneeAddress from Consignor,Consignee where Consignor.CnorId=Consignee.CnorId;

(iii) To display the consignee details in ascending order of CneeName.

Ans: Select * from Consignee Orderby CneeName Asc;

(iv) To display number of consignors from each city.

Ans: Select city, count(*) from Consignors group by city;

(v)SELECT DISTINCT City FROM CONSIGNEE;

Ans: CneeCity
Mumbai
New Delhi
Kolkata

(vi) SELECT A.CnorName A, B.CneeName B FROM Consignor A, Consignee B WHERE A.CnorID=B.CnorID AND B.CneeCity='Mumbai';

Ans)

CnorName
R singhal
Amit Kumar

CneeName
Rahul Kishore
S mittal

(vii)SELECT CneeName,CneeAddress FROM Consignee WHERE CneeCity Not IN ('Mumbai', 'Kolkata');

Ans:

CneeName	CneeAddress
P Dhingra	16/J,Moore Enclave
B P Jain	13,Block D,A Vihar

(viii) SELECT CneeID, CneeName FROM Consignee WHERE CnorID = 'MU15' OR CnorID = 'ND01';

Ans:

CneeID	CneeName
MU05	Rahul Kishore
KO19	A P Roy

14)Consider the following tables. Write SQL command for the statements (i)to(iv)and give outputs for the SQL quries (v) to (viii). (D2006) 6

TABLE : **SENDER**

SenderID	SenderName	Sender Address	Sender City
ND01	R jain	2,ABC Appts	New Delhi
MU02	H sinha	12, Newton	Mumbai
MU15	S haj	27/ A,Park Street	New Delhi
ND50	T Prasad	122-K,SDA	Mumbai

TABLE :**RECIPIENT**

RecID	SenderID	ReCName	RecAddress	ReCCity
KO05	ND01	R Bajpayee	5,Central Avenue	Kolkata
ND08	MU02	S Mahajan	116, A Vihar	New Delhi
MU19	ND01	H sing	2A,Andheri East	Mumbai
MU32	MU15	P K swamy	B5, CS Terminus	Mumbai
ND48	ND50	S Tripathi	13, B1 D,Mayur Vihar	New Delhi

(i) To display the names of all senders from Mumbai.

Ans: Select * from Sender where SenderCity='Mumbai';

(ii) To display the recID, senderName, senderAddress, RecName, RecAddress for every recipt.

Ans: Select recID, SenderName, SenderAddress, RecName, RecAddress from Sender, Recipient where Sender.Senderid=Recipient.RenderId;

(iii) To display the sender details in ascending order of SenderName.

Ans: Select * from Sender order by SenderName;

(iv) To display number of Recipients from each city.

Ans: Select RecCity,Count(*) from Recipient group by RecCity;

(v) SELECT DISTINCT SenderCity FROM Sender;

Ans:

senderCity
New Delhi
Mumbai

(vi) SELECT A.SenderName A, B.RecName FROM Sender A, Recipient B WHERE A.SenderID=B. SenderID AND B.RecCity='Mumbai';

Ans:

SenderName	RecName
R.Jain	H.Singh
S.Jha	P.K.Swamy

(vii)SELECT RecName,RecAddress FROM Recipient WHERE RecCity Not IN ('Mumbai', Kolkata');

Ans:

RecName	RecAddress
S Mahajan	116, A Vihar
S Tripati	13, B1 D, Mayur Vihar

(viii) SELECT RecID, RecName FROM Recipient WHERE SenderID = 'MU02' OR SenderID = 'ND50';

Ans:

RecID	RecName
ND08	S Mahajan
ND48	S Tripathi

15) Study the following tables FLIGHTS and FARES and write SQL commands for the questions (i) to (iv) and give outputs for SQL quires (v) to(vi). (OD 2006) 6

TABLE: **FLIGHTS**

FL_NO	STARTING	ENDING	NO_FLIGHTS	NO_STOPS
IC301	MUMBAI	DELHI	8	0
IC799	BANGALORE	DELHI	2	1
MC101	INDORE	MUMBAI	3	0
IC302	DELHI	MUMBAI	8	0
AM812	KANPUR	BANGLORE	3	1
IC899	MUMBAI	KOCHI	1	4
AM501	DELHI	TRIVENDRUM	1	5
MU499	MUMBAI	MADRAS	3	3
IC701	DELHI	AHMEDABAD	4	0

TABLE:**FARES**

FL_NO	AIRLINES	FARE	TAX%
IC701	INDIAN AIRLINES	6500	10
MU499	SAHARA	9400	5
AM501	JET AIRWAYS	13450	8
IC899	INDIAN AIRLINES	8300	4
IC302	INDIAN AIRLINES	4300	10
IC799	INDIAN AIRLINES	1050	10
MC101	DECCAN AIRLINES	3500	4

(i) Display FL_NO and NO_FLIGHTS from "KANPUR" TO "BANGALORE" from the table FLIGHTS.

Ans: Select FL_NO, NO_FLIGHTS from FLIGHTS where Starting="KANPUR" AND ENDING="BANGALORE"

(ii) Arrange the contents of the table FLIGHTS in the ascending order of FL_NO.

Ans:

SELECT * FROM FLIGHTS ORDER BY FL_NO;

(iii) Display the FL_NO and fare to be paid for the flights from DELHI to MUMBAI using the tables FLIGHTS and FARES, where the fare to be paid = FARE+FARE+TAX%/100.

Ans: Select FL_NO, FARE+FARE+(TAX%/100) from FLIGHTS, FARES where Starting="DELHI" AND Ending="MUMBAI"

(iv) Display the minimum fare "Indian Airlines" is offering from the tables FARES.
Ans: Select min(FARE) from FARES Where AIRLINES="Indian Airlines"
v)Select FL_NO,NO_FLIGHTS, AIRLINES from FLIGHTS, FARES Where STARTING = "DELHI" AND FLIGHTS.FL_NO = FARES.FL_NO
Ans:

FL_NO	NO_FLIGHTS	AIRLINES
IC302	8	Indian Airlines
AM501	1	Jet Airways
IC701	4	Indian Airlines

(vi) SELECT count (distinct ENDING) from FLIGHTS.
Ans: 7

16) Study the following tables DOCTOR and SALARY and write SQL commands for the questions (i) to (iv) and give outputs for SQL queries (v) to (vi) (D2006):

TABLE: DOCTOR

ID	NAME	DEPT	SEX	EXPERIENCE
101	Johan	ENT	M	12
104	Smith	ORTHOPEDIC	M	5
107	George	CARDIOLOGY	M	10
114	Lara	SKIN	F	3
109	K George	MEDICINE	F	9
105	Johnson	ORTHOPEDIC	M	10
117	Lucy	ENT	F	3
111	Bill	MEDICINE	F	12
130	Murphy	ORTHOPEDIC	M	15

TABLE: SALARY

ID	BASIC	ALLOWANCE	CONSULTAION
101	12000	1000	300
104	23000	2300	500
107	32000	4000	500
114	12000	5200	100
109	42000	1700	200
105	18900	1690	300
130	21700	2600	300

(i) Display NAME of all doctors who are in "MEDICINE" having more than 10 years experience from the Table DOCTOR.
Ans: Select Name from Doctor where Dept="Medicine" and Experience>10
(ii) Display the average salary of all doctors working in "ENT"department using the tables DOCTORS and SALARY Salary =BASIC+ALLOWANCE.
Ans: Select avg(basic+allowance) from Doctor,Salary where Dept="Ent" and Doctor.Id=Salary.Id
(iii) Display the minimum ALLOWANCE of female doctors.
Ans: Select min(Allowance) from Doctro,Salary where Sex="F" and Doctor.Id=Salary.Id
(iv) Display the highest consultation fee among all male doctors.
Ans: Select max(Consulation) from Doctor,Salary where Sex="M" and Doctor.Id=Salary.Id
(v) SELECT count (*) from DOCTOR where SEX = "F"
Ans: 4
(vi) SELECT NAME, DEPT , BASIC from DOCTOR, SALRY Where DEPT = "ENT" AND DOCTOR.ID = SALARY.ID
Ans:

Name	Dept	Basic
Jonah	Ent	12000

17) Consider the following tables EMPLOYEES and EMPSALARY. write SQL commands for the Statements (i) to (iv) and give outputs for SQL quires (v) to (viii).(D2005)

EMPLOYEES

EMPID	FIRSTNAME	LASTNAME	ADDRESS	CITY
010	GEORGE	Smith	83 First Street	Howard
105	MARY	Jones	842VineAve	Losantiville
152	SAM	Tones	33 Elm st	Paris
215	SARAH	Ackerman	440 U.S.110	Upton
244	MANILA	Sengupta	24 Friends Street	New Delhi
300	ROBERT	Samuel	9 Fifth Cross	Washington
335	HENRY	Williams	12 Moore Street	Boston
400	RACHEL	Lee	121 Harrison	New York
441	PETER	Thompson	11 Red road	Paris

EMPSALRAY

EMPID	SALARY	BENEFITS	DESIGNATION
010	75000	15000	Manager
105	65000	15000	Manager
152	80000	25000	Director
215	75000	12500	Manager
244	50000	12000	Clerk
300	45000	10000	Clerk
335	40000	10000	Clerk
400	32000	7500	Salesman
441	28000	7500	Salesman

(i) To display Firstname, Lastname, Address and City of all employees living in Paris from the table EMPLOYEES.
Ans: Select Firstname,Lastname,Address,City from Employees where City="Paris"
(ii) To display the content of EMPLOYEES table in descending order of FIRSTNAME.
Ans: Select * from Employees Order By Firstname Desc

(iii) To display the Firstname, Lastname, and Total Salary of all managers from the tables, where Total Salary is calculated as Salary+Benifts.
Ans: Select Firstname,Lastname,Salary+Benefits from Employees, Empsalary where Designation="Manager" and Employees.EmpId=EmpSalary.EmpId
(iv) To display the Maximum salary among Managers and Clerks from the table EMPSALARY.
Ans: Select Designation,max(Salary) from EmpSalary where Designation="Manager" or Designation="Clerk"
(v)

```
SELECT FIRSTNAME,SALARY
FROM EMPLOYEES,EMPSALARY
WHERE DESTINATION
      ='Salesman' AND
EMPOLYEES.EMPID=EMPSALARY.EMPID;
```

Ans:

Firstname	Salary
Rachel	32000
Peter	28000

(vi) SELECT COUNT (DISTINT DESIGNATION) FROM EMPSALARY
Ans: 4
(vii) SELECT DESIGNATION , SUM(SALARY) FROM EMPSALARY GROUP BY DESIGNATION HAVING COUNT(*)>2;
Ans:

Designation	Sum(Salary)
Manager	215000
Clerk	135000

(viii)SELECT SUM (BENEFITS) FROM EMPSALARY WHERE DESIGNATION='Clerk';
Ans: 32000

18) Consider the following tables WORKERS and DESIG. Write SQL commands for the statements (i) to (iv) and give outputs for SQL queries (v) to (viii).(OD 2005)

WORKERS

W_ID	FIRST NAME	LASTNAME	ADDRESS	CITY
102	Sam	Tones	33 Elm St.	Paris
105	Sarah	Ackerman	44 U.S.110	New York
144	Manila	Sengupta	24 Friends Street	New Delhi
210	George	Smith	83 First Street	Howard
255	Mary	Jones	842 Vine Ave.	Losantiville
300	Robert	Samuel	9 Fifth Cross	Washington
335	Henry	Williams	12 Moore Street	Boston
403	Ronny	Lee	121 Harrison St.	New York
451	Pat	Thompson	11 Red Road	Paris

DESIG

W_ID	SALARY	BENEFITS	DESIGINATION
102	75000	15000	Manager
105	85000	25000	Director
144	70000	15000	Manager
210	75000	12500	Manager
255	50000	12000	Clerk
300	45000	10000	Clerk
335	40000	10000	Clerk
400	32000	7500	Salesman
451	28000	7500	Salesman

(i) To display W_ID Firstname, address and City of all employees living in New York from the Table WORKERs
Ans: select W_ID ,firstname,address,city from workers where city="New York"
(ii) To display the content of workers table in ascending order of LASTNAME.
Ans:Select * from Worker Order By lastname Asc
(iii) To display the FIRSTNAME, LASTNAME and Total Salary of all Clerks from the tables WORKERS And DESIG, where Total
salary is calculated as Salary + benifts.
Ans: Select firstname, lastname, salary+benefits where worker.w_id=desg.w_id and Designation="Clerk"
(iv) To display the minimum salary among managers and Clerks from the tables DESIG.
Ans:
SELECT MIN(SALARY), DESIGNATION FROM DESIG WHERE DESIGNATION IN ('Manager'.'Clerk') GROUP BY DESIGNATION; **OR**
SELECT MIN(SALARY), DESIGNATION FROM DESIG WHERE
DESIGNATION= 'Manager' OR DESIGNATION='Clerk' GROUP BY DESIGNATION;
OR
SELECT MIN(SALARY) FROM DESIG WHERE DESIGNATION='Manager' OR DESIGNATION='Clerk';
OR
SELECT MIN(SALARY) FROM DESIG WHERE DESIGNATION IN ('Manager','Clerk');
(v) SELECT FIRSTNAME, SALARY FROM WORKERS, DESIG WHERE DESIGINATION = "MANAGER" AND WORKERS.W_ID = DESIGN.W_ID
Ans:

FIRSTNAME	SALARY
Sam	75000
Manila	70000
George	75000

(vi)SELECT COUNT(DISTINCT DESIGNATION) FROM DESIGN ;
Ans: 4
(vii) SELECT DESIGNATION, SUM(SALARY) FROM DESIG GROUP BY DESIGNATION HAVING COUNT (*) < 3;
Ans:

Designation	Sum(Salary)
Director	85000
Salesman	60000

(viii) SELECT SUM(BENIFTS) FROM DESIG WHERE DESIGINATION="salesman";
Ans: 15000

19. Give the following table for database a LIBRARY. (2004)

TABLE : BOOKS

BOOK_ID	BOOK_NAME	AUTHORNAME	PUBLISHER	PRICE	TYPE	QUANTITY
F0001	The Tears	William Hopkins	First Publ.	750	Fiction	10
F0002	Thunder bolts	Anna Roberts	First Publ.	700	Fiction	5
T0001	My first C++	Brains & Brooke	EPB	250	Text	10
T0002	C++ Brain works	A.W.Rossaine	TDH	325	Text	5
C001	Fast Cook	Lata Kapoore	EPB	350	Cookery	8

TABLE:ISSUED

BOOK_ID	QUANTITY_ISSUED
F0001	3
T0001	1
C0001	5

Write SQL queries from b to g.
(b) To show Book name, Author name and Price of books of EPB publisher.
Ans: select Book_name,Author_name, price from books where Publisher ="EPB"
(c) To list the names of the books of FICTIONS type.
Ans: Select Book_name from books where type="FICTION"

(d) To display the names and prices of the books in descending order of their price.
Ans: Select Book_name, price from books order by price desc;
(e) To increase the price of all books of First Pub.by 50.
Ans: update books set price= price+50 where publishers = "First Publ"
(f) To Display the Book_ID, Book_Name and Quantity Issued for all books Which have been issued.
Ans: Select Book_ID, Book_Name, Quantity_Issued from Books,Issued where Books.BookId= Issued.BookId;
(g) To insert a new row in the table Issued having the following data: "F0002",4
Ans: insert into Issued values("F0002",4)
(h) Give the output of the following queries on the above tables
(i) Select Count(Distinct Publishers) From Books
Ans: 3
(ii) Select Sum(Price) From Books Where Quantity>5
Ans: 1350
(iii) Select Book_Name,Author_Name From Books Where Price<500

Ans:

Book_Name	Author_Name
My First C++	Brian & Brooks
C++ Brainworks	A.W.Rossaine
Fast Cook	Lata Kapoor

(iv) Select Count(*) From Books
Ans: 5

20.Write SQL commands for (b) to (g) and write the outputs for (h) on the basis of tables TNTERIORS and NEWONES. (2003)

TABLE: INTERIORS

NO	ITEMNAME	TYPE	DATEOFSTOCK	PRICE	DISCOUNT
1	Red rose	Double Bed	23/02/02	32000	15
2	Soft touch	Baby cot	20/01/02	9000	10
3	Jerry's home	Baby cot	19/02/02	8500	10
4	Rough wood	Office Table	01/01/02	20000	20
5	Comfort zone	Double Bed	12/01/02	15000	20
6	Jerry look	Baby cot	24/02/02	7000	19
7	Lion king	Office Table	20/02/02	16000	20
8	Royal tiger	Sofa	22/02/02	30000	25
9	Park sitting	Sofa	13/12/01	9000	15
10	Dine paradise	Dinning Table	19/02/02	11000	15

TABLE:NEWONES

NO	ITEM NAME	TYPE	DATEOFSTOCK	PRICE	DISCOUNT
11	White wood	Double bed	23/03/03	20000	20
12	James 007	Sofa	20/02/03	15000	15
13	Tom look	Baby cot	21/02/03	7000	10

(b) To show all information about the sofas from the INTERIORS table.
Ans: Select * from INTERIORS where type= "sofa"

(d) To list ITEMNAME and TYPE of those items, in which DATEOFSTOCK is before 22/01/02 from the INTERIORS table in descending order of ITEMNAME.
Ans: Select Itemname,Type From Interiors Where Dateofstock<{22/01/02} order by Itemname

(e) To display ITEMNAME and DATEOFSTOCK of those items in which the Discount percentage is more than 15 from INTERIORS.
Ans: Select Itemname,Dateofstock from Interiors Where Discount>15
(f) To count the number of items whose type is "Double bed";
Ans: Select Count(*) from Interiors Where Type="Double Bed"
(g) To insert new row in the NEWONES table with the following data:
14, "True Indian ", "Office Table ", {28/03/03},15000,20
Ans: Insert into Newones values(14,"True Indian","Office Table","{28/03/03},15000,20)
(h) Give the outputs for the following SQL statements.
(i) Select COUNT (distinct TYPE) from INTERIORS;
Ans: 5
(ii) Select AVG(DISCOUNT)from INTERIORS where TYPE ="Baby cot"; **Ans:** 13
(iii) Select SUM(price)from INTERIORS where DATEOFSTOCK<{12/02/02};
Ans: 53000

21. Given the following Teacher Relation. (2002)
Write SQL Commands fro (b) to (g)

No	Name	Department	DateofJoining	Salary	Sex
1	Raja	Computer	21/5/98	8000	M
2	Sangita	History	21/5/97	9000	F
3	Ritu	Sociology	29/8/98	8000	F
4	Kumar	Linguistics	13/6/96	10000	M
5	Venkatraman	History	31/10/99	8000	M
6	Sindhu	Computer	21/5/86	14000	M
7	Aishwarya	Sociology	11/1/1998	12000	F

(b) To select all the information of teacher in computer department
Ans: Select * from Teacher where Department="Computer"
(c) To list the name of female teachers in History Department.
Ans: Select Name from Teacher Where Sex="F" And Department="History"
(d) To list all names of teachers with date of admission in ascending order.
Ans: Select Name from Teacher Order By Dateofjoining Asc
(e) To display Teacher's Name, Department, and Salary of female teachers
Ans: Select Name,Department,Salary from Teacher Where Sex="F"
(f) To count the number of items whose salary is less than 10000
Ans: Select Count(*) from Teacher Where Salary<10000
(g) To insert a new record in the Teacher table with the following data:
8,"Mersha","Computer",(1/1/2000),12000,"M".
Ans: Insert into Teacher values ,"Mersha", "Computer",{1/1/2000),12000,"M");

22) Write the SQL commands for (i) to (vii) on the basis of the table SPORTS (2001)

TABLE: SPORTS

Stud no	Class	Name	Game1	Grade1	Game2	Grade2
10	7	Smeer	Criket	B	Swimming	A
11	8	Sujit	Tennis	A	Skating	C
12	7	Kamala	Swimming	B	Football	B
13	7	Veena	Tennis	C	Tennis	A
14	9	Archana	Basket ball	A	Cricket	A
15	10	Arpit	Cricket	A	Athletics	C

(i) Display the names of the students who have grade 'C' in either Game1 or Game2 or both.
Ans: Select Name From Sports Where Grade1="C" OR Grade2="C"
(ii) Display the number of students getting grade 'A' in Cricket.
Ans: Select Count(*) from Sports Where (Game1="Cricket" and Grade1="A") or (Game2="Cricket" and Grade2="A")
(iii) Display the names of the students who have same game for both game1 and game2
Ans: Select Name From Sports Where Game1=Game2
(iv) Display the games taken up by the students, whose name starts with 'A'.
Ans: Select Game1,Game2 From Sports Where Name Like "A%"
(v) Add a new column named 'marks'.
Ans: Alter Table Sports Add Marks Number(5);
(vi) Assign a value 200 for marks for all those who are getting grade 'B' or 'A' in both Game1 and Game2.
Ans: (Children, Try This Answer as an assignment)
(vii) Arrange the whole table in the alphabetical order of name.
Ans: Select * from Sports Order By Name

23. Write SQL commands for the (b) to (e) and write the outputs for (g) on thse basis of table CLUB. (2000)

TABLE: CLUB

COACH-ID	COACH NAME	AGE	SPORTS	DATEOF APP	PAY	SEX
1	KUKREJA	35	KARATE	27/03/96	1000	M
2	RAVINA	34	KARATE	20/01/98	1200	F
3	KARAN	34	SQUASH	19/01/98	2000	M
4	TARUN	33	BASKET BAL	01/01/98	1500	M
5	ZUBIN	36	SWIMMING	12/01/98	750	M
6	KETAKI	36	SWIMMING	24/02/98	800	F
7	ANKITA	39	SQUASH	20/02/98	2200	F
8	ZAREEN	37	KARATE	22/02/98	1100	F
9	KUSH	41	SWIMMING	13/01/98	900	M
10	SHAILYA	37	BASKETBALL	19/02/98	1700	M

(b) To show all information about the swimming coaches in the club.
Ans: Select * from Club
(c) To list names of all coaches with their date of appointment (DATOFAPP) in descending order.
Ans: Select Coachname from Club order by Dataofapp desc
(d) To display a report, showing coachname, pay, age and bonus(15% of pay) for all coaches.
Ans:
Select Coachname,Pay,Age,Pay*0.15 from Club
(e) To insert a new row in the CLUB table with following data: 11,"PRAKASH",37,"SQUASH", {25/02/98},2500,"M"
Ans: Insert into Club Values (11,"PRAKASH",37,"SQUASH",{25/02/98}, 2500,"M")
(f) Give the output of the following SQL statements:
(i) select COUNT (distinct SPORTS)from CLUB;
Ans: 4
(ii) select MIN(AGE) from CLUB where SEX ="F";
Ans: 34
(iii) select AVG(PAY) fromCLUB where SPORTS = "KARATE";
Ans: 1100
(iv) select SUM(PAY) from CLUB where DATAOFAPP>{31/01/98};
Ans: 7800
(G) Assuming that there is one more table COACHES in the database as shown below:

TABLE:COACHES

SPORTS PERSON	SEX	COACH_NO
AJAY	M	1
SEEMA	F	2
VINOD	M	1
TANEJA	F	3

What will be the output of the following query:
SELECT SPORTS PERSON, COACHNAME
FROM CLUB,COACHES
WHERE COACH_ID=COACH_NO
Ans:

SPORTS PERSON	COACHNAME
AJAY	KUKREJA
SEEMA	RAVINA
VINOD	KUKREJA
TANEJA	KARAN

24) Given the following Teacher relation: Write SQL commands for questions (b) to (g). (1999)

TEACHER

NO	NAME	Age	DEPARTMENT	DATEOF JOING	SALARY	SEX
1	RAJA	45	COMPUTER	21/5/98	8000	M
2	SANGITA	32	History	21/5/97	9000	F
3	RITU	22	MATHS	29/8/98	8000	F
4	KUMAR	41	HISTORY	13/6/96	10000	M
5	VENKAT	44	MATHS	31/10/99	8000	M
6	SINDU	51	HISTORY	21/5/86	14000	F
7	ASHWARYA	37	MATHS	11/1/98	12000	F

(b) To show all information about the teachers of history department.
Ans:select * from teacher where department='history';
(c) To list names of female teacher who are in math department.
Ans: select name from teacher where sex='female' and department='maths';
d) To list names of all teacher with their date of joining in ascending order.
Ans: Select Name From Teacher order by dateofjoing;
(f) To count the number of teachers with age >23.
Ans: Select count(name) from teacher where age>23;
(g) To insert a new row in the teacher table with the following data:
9, "raja', 26, "computer", {13/5/95 }, 2300, "M".
Ans: Insert into Teacher values(9,"raja",26, "computer", {13/05/95},2300,"M");

25. Write SQL commands for (b) to (g) and write the outputs for (h) on the basis of table HOSPITAL. (1998)

NO	NAME	AGE	DEPARTMENT	DATEOF ADM	CHARGES	SEX
1	Arpit	62	Surgery	21/1/98	300	M
2	Zareena	22	Ent	12/12/97	250	F
3	Kareem	32	Arthopedic	19/2/98	200	M
4	Arun	12	Surgery	11/1/98	300	M
5	Zubin	30	Ent	12/1/98	250	M
6	Karin	16	Ent	24/2/98	250	F
7	Ankita	29	cardiology	22/2/98	800	F
8	Zareen	45	Gynecology	22/2/98	300	F
9	Kush	19	Cardiology	13/1/98	800	M
10	Shilpa	23	Nuclear medicine	21/2/98	400	F

(b) To select all the information of patients of all cardiology department.
Ans: Select all from Hospital where department=”Cardiology”
(c) To list the names of female patients who are in ent department.
Ans:select name from Hospital where Department=”Ent” and Sex=”F”
(d) To list names of all patients with their date of admission in ascending order.
Ans: Select name,dateofadm from Hospital dateofadm.
(e) To display patients name, charges, age, for only female patients.
Ans: Select Name,Charges,age from Hospital where sex=”F”
(f) To count the number of patients with age <30.
Ans: Select count(*) from hospitals where age<30
(g) To insert the new row in the hospital table with the following data: 11, “aftab”, 24, “surgery”, {25/2/98}, 300, “M”.
Ans: insert into Hospital values(11, “aftab”, 24, “surgery”, {25/02/98}, 300, “M”)
(h) Give the output of the following SQL statements:
(i) Select count (distinct charges)from hospital;
Ans: 5
(ii) Select min(age) from hospital where sex = “f’;
Ans: 16
(iii) Select sum(charges) from hospital where department = “ent”;
Ans: 750
(iv) Select avg(charges) from hospital where date of admission is <{12/02/98};
Ans:380

26)Consider the following tables ACTIVITY and COACH and answer (b) and (c) parts of this question: (MP109-10)

Table: ACTIVITY

A Code	ActivityName	Stadium	Participants Num	Prize Money	Schedule Date
1001	Relay 100x4	Star Annex	16	10000	23-Jan-2004
1002	High jump	Star Annex	10	12000	12-Dec-2003
1003	Shot Put	Super Power	12	8000	14-Feb-2004
1005	Long Jump	Star Annex	12	9000	01-Jan-2004
1008	Discuss Throw	Super Power	10	15000	19-Mar-2004

Table: COACH

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

b)Write SQL commands for the flowing statements:4
(i) To display the names of all activities with their Acodes in descending order.
Ans) SELECT Acodes, ActivityName FROM ACTIVITY ORDER BY Acode DESC;
(ii) To display sum of PrizeMoney for the Activities played in each of the Stadium separately.
Ans) SELECT SUM(PrizeMoney), Stadium FROM ACTIVITY GROUP BY Stadium;
(iii) To display the coach's name and ACodes in ascending order of ACode from the table COACH
Ans) SELECT Name, Acode FROM COACH ORDER BY Acode;
(iv) To display the content of the Activity table whose ScheduleDate earlier than 01/01/2004 in ascending order of ParticipantsNum.
Ans) SELECT * FROM ACTIVITY WHERE SchduleDate<'01-Jan-2004' ORDER BY ParticipantsNum;
c) Give the output of the following SQL queries:2
(i) SELECT COUNT(DISTINCT ParticipantsNum) FROM ACTIVITY;
Ans) 3
(ii)SELECT MAX(ScheduleDate), MIN(ScheduleDate) FROM ACTIVITY;
Ans) 19-Mar-2004 12-Dec-2003
(iii) SELECT Name,ActivityName FROM ACTIVITY A,COACH C WHERE A.Acode= C.Acode AND A.ParticipantsNum = 10;
Ans) Ravinder Discuss Throw
(iv) SELECT DISTINCT Acode FROM COACH;
Ans)
1001
1003
1008

27) Consider the following tables GAMES and PLAYER and answer (b) and (c) parts of this question (MP209-10)

Table: GAMES

GCode	GameName	Type	Number	Prize Money	Schedule Date
101	Carom Board	Indoor	2	5000	23-Jan-2004
102	Badminton	Outdoor	2	12000	12-Dec-2003
103	Table Tennis	Indoor	4	8000	14-Feb-2004
105	Chess	Indoor	2	9000	01-Jan-2004
108	Lawn Tennis	Outdoor	4	25000	19-Mar-2004

Table: PLAYER

PCode	Name	Gcode
1	Nabi Ahmad	101
2	Ravi Sahai	108
3	Jatin	101
4	Nazneen	103

b)Write SQL commands for the flowing statements:4
(i) To display the name of all GAMES with their GCodes
Ans) SELECT GameName,Gcode FROM GAMES;
(ii) To display details of those GAMES which are having PrizeMoney more than 7000.
Ans) SELECT * FROM Games WHERE Prizemoney>7000;
(iii) To display the content of the GAMES table in ascending order of Schedule Date.
Ans) SELECT * FROM Games ORDER BY ScheduleDate;
(iv) To display sum of PrizeMoney for each Type of GAMES
Ans) SELECT SUM(Prizemoney),Type FROM Games GROUP BY Type;
c) Give the output of the following SQL queries: 2
(i) SELECT COUNT(DISTINCT Number) FROM GAMES;
Ans) 2
(ii) SELECT MAX(ScheduleDate), MIN(ScheduleDate) FROM GAMES;
Ans) 19-Mar-2004 12-Dec-2003
(iii) SELECT Name, GameName FROM GAMES G, PLAYER P WHERE G.Gcode=P.Gcode AND G.PrizeMoney>10000;
Ans) Ravi Sahai Lawn Tennis
(iv) SELECT DISTINCT Gcode FROM PLAYER;
Ans) 3

28)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) (MP108-09) 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;
(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;
(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;
(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;
v)SELECT COUNT(DISTINCT ParticipantsNum) FROM ACTIVITY;
Answer: 3
(vi)SELECT MAX(ScheduleDate), MIN(ScheduleDate) FROM ACTIVITY;
Answer:

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

(vii) SELECT SUM(PrizeMoney)
FROM ACTIVITY;
Answer: 54000
(viii) SELECT DISTINCT
ParticipantsNum FROM ACTIVITY;
Answer: 16
10
12

29) Consider the following tables GAMES and PLAYER. Write SQL commands for the statements (i) to (iv) and give outputs for SQL queries (v) to (viii) (MP209-10) 6

Table: GAMES

GCode	GameName	Number	PrizeMoney	ScheduleDate
101	Carom Board	2	5000	23-Jan-2004
102	Badminton	2	12000	12-Dec-2003
103	Table Tennis	4	8000	14-Feb-2004
105	Chess	2	9000	01-Jan-2004
108	Lawn Tennis	4	25000	19-Mar-2004

Table: PLAYER

PCode	Name	Gcode
1	Nabi Ahmad	101
2	Ravi Sahai	108
3	Jatin	101
4	Nazneen	103

i)To display the name of all Games with their Gcodes
Answer:

```
SELECT GameName,Gcode FROM GAMES;
```

(ii) To display details of those games which are having PrizeMoney more than 7000.
Answer:
SELECT * FROM GAMES WHERE PrizeMoney>7000
(iii) **To** display the content of the GAMES table in ascending order of ScheduleDate.
Answer:
SELECT * FROM GAMES ORDER BY ScheduleDate;
iv) To display sum of PrizeMoney for each of the Number of participation groupings (as shown in column Number 2 or 4)
Answer: SELECT SUM(PrizeMoney),Number FROM GAMES GROUP BY Number;
v)SELECT COUNT(DISTINCT Number) FROM GAMES;
Answer: 2
(vi)SELECT MAX(ScheduleDate), MIN(ScheduleDate) FROM GAMES;
Answer: 19-Mar-2004 12-Dec-2003
(vii)SELECT SUM(PrizeMoney) FROM GAMES;
Answer: 59000
(viii) SELECT DISTINCT Gcode FROM PLAYER;
Answer: 101
103
108

30)Consider the following tables SCHOOL and ADMIN. Write SQL commands for the statements (i) to (iv) and give outputs for SQL queries (v) to (viii).

TABLE: SCHOOL

CODE	TEACHER NAME	SUBJECT	DOJ	PERIODS	EXPERIENCE
1001	RAVI SHANKAR	ENGLISH	12/03/2000	24	10
1009	PRIYA RAI	PHYSICS	03/09/1998	26	12
1203	LISA ANAND	ENGLISH	09/04/2000	27	5
1045	YASHRAJ	MATHS	24/08/2000	24	15
1123	GAMAM	PHYSICS	16/07/1999	28	3
1167	HARISH B	CHEMISTRY	19/10/1999	27	5
1215	UMESH	PHYSICS	11/05/1998	22	16

TABLE: ADMIN

CODE	GENDER	DESIGNATION
1001	MALE	VICE PRINCIPAL
1009	FEMALE	COORDINATOR
1203	FEMALE	COORDINATOR
1045	MALE	HOD
1123	MALE	SENIOR TEACHER
1167	MALE	SENIOR TEACHER
1215	MALE	HOD

(i) To decrease period by 10% of the teachers of English subject.

UPDATE SCHOOL SET PERIOD=PERIOD*0.90;

(ii) To display TEACHERNAME, CODE and DESIGNATION from tables SCHOOL and ADMIN whose gender is male.

SELECT S.TEACHERNAME,S.CODE, A.DESIGNATION FROM SCHOOL, ADMIN A WHERE GENDER='MALE' AND S.CODE=A.CODE;

(iii) To display number of teachers in each subject.

SELECT SUBJECT, COUNT(*) FROM SCHOOL GROUP BY SUBJECT;

(iv) To display details of all teachers who have joined the school after 01/01/1999 in descending order of experience.

SELECT S.CODE,S.TEACHERNAME,S.SUBJECT, S.DOJ,S.PERIODS,S.EXPERIENCE,A.GENDER,A. DESIGNATION FROM SCHOOL S, ADMIN A WHERE DOB>'01/01/1999' AND S.CODE=A.CODE ORDER BY EXPERIENCE DESC;

(v) SELECT SUM(PERIODS), SUBJECT FROM SCHOOL GROUP BY SUBJECT;

SUM(PERIODS)	SUBJECT
51	ENGLISH
76	PHYSICS
24	MATHS
27	CHEMISTRY

(vi) SELECT TEACHERNAME, GENDER FROM SCHOOL, ADMIN WHERE DESIGNATION ='COORDINATOR' AND SCHOOL.CODE=ADMIN.CODE;

TEACHERNAME	GENDER
PRIYA RAI	FEMALE
LISA ANAND	FEMALE

(vii) SELECT DESIGNATION, COUNT(*) FROM ADMIN GROUP BY DESIGNATION HAVING COUNT(*)>1;

DESIGNATION	COUNT(*)
COORDINATOR	2
HOD	2
SENIOR TEACHER	2

(viii) SELECT COUNT(DISTINCT SUBJECT) FROM SCHOOL;

COUNT(*)

4

13. BOOLEAN ALGEBRA

Laws:

(1)Properties of 0 and 1:

0 + X = X, 1 + X = 1,

0.X = 0, 1.X = X

(2) Idempotence Law:

(a)X +X = X (b)X.X = X

(3) Involution Law: $\overline{\overline{A}} = A$

(4)ComplementaryLaw:

(a)X + $\overline{X}$ =1 (b)X. $\overline{X}$ =0

(5)Commutative Law:

(a) X+Y =Y+X (b)X.Y=Y.X

(6) Associative Law:

(a)X + (Y+Z)=(X+Y)+Z

(b)X.(Y.Z)=(X.Y).Z

(7) Distributive Law:

(a) X(Y+Z)=XY+XZ

(b) X+YZ=(X+Y)(X+Z)

(8) Absorption Law:

(a) X+XY=X (b)X(X+Y)+X

(9) Third distributive Law: X+ $\overline{X}$ Y=X+Y

(10) Demorgan's Theorems

(a) $\overline{X + Y} = \overline{X}.\overline{Y}$ (b) $\overline{X.Y} = \overline{X} + \overline{Y}$

Model 1: Boolean Laws (2 Marks)

1) State and Verify Absorption law in Boolean Algebra. (OD2008) 2

Ans)

X+X. Y=X

X	Y	X.Y	X+X.Y	X
0	0	0	0	0
0	1	0	0	0
1	0	0	1	1
1	1	1	1	1

OR

X. (X+Y) = X

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

OR

X+X'. Y=X+Y

X	Y	X'	X'.Y	X+X'. Y	X+Y
0	0	1	0	0	0
0	1	1	1	0	0
1	0	0	0	1	1
1	1	0	0	1	1

OR

X. (X' + Y) =X.Y

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

OR

```
X+X.Y=X
L.H.S=X+X.Y
      =X.1+X.  Y
      =X.  (1+Y)
      =X.1
      =X
      =R.H.S
Verified
```

OR

```
X(X+Y)=X
L.H.S=X.  (X+Y)
L.H.S=X.X+X.Y
      =X+X.Y
      =X.1+X.Y
      =X.  (1+Y)
      =X.1
      =X
      =R.H.S
Verified
```

OR

```
X+X'.Y=X+Y
L.H.S=(X+X').(X+Y)
     =1.(X+Y)
     =X+Y
     =R.H.S
Verified
```

OR

```
X.(X'+Y)=X.Y
L.H.S=X.(X'  +Y)
      =X.X'+X.Y
      =0+X.Y
      =X.Y
      =R.H.S
Verified
```

2) State and verify De Morgan's law in Boolean Algebra. (D2008) 2

Ans)

$(X + Y)' = X' . Y'$

OR

$(X . Y)' = X' + Y'$

Verification:

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

VERIFIED

OR

(X+Y)' = X' . Y'

If (X+Y)' . (X+Y) = (X' . V') . (X+Y)

If 0 - = X' . Y' . X + X' . Y' . Y

If 0 = 0 + 0

Hence Proved and Verified

3)State and verify AssociativeLaw. (OD2006) 2

Ans)

(i) X+(Y+Z)=(X+Y)+Z

X	Y	Z	Y+Z	X+Y	X+(Y+Z)	(X+Y)+Z
0	0	0	0	0	0	0
0	0	1	1	0	1	1
0	1	0	1	1	1	1
0	1	1	1	1	1	1
1	0	0	0	1	1	1
1	0	1	1	1	1	1
1	1	0	1	1	1	1
1	1	1	1	1	1	1

(ii) X.(Y.Z)=(X.Y).Z

X	Y	Z	Y.Z	X.Y	X.(Y.Z)	(X.Y).Z
0	0	0	0	0	0	0
0	0	1	0	0	0	0
0	1	0	0	0	0	0
0	1	1	1	0	0	0
1	0	0	0	0	0	0
1	0	1	0	0	0	0
1	1	0	0	1	0	0
1	1	1	1	1	1	1

4) State and verify Distributive Law. (D2006) 2

Ans)

(a) *A (B + C) = A B + A C*

(b) *A + (B C) = (A + B) (A + C)*

Verification of first distributive law using truth table:

A	B	C	B+C	A(B+C)	AB	AC	AB+AC
0	0	0	0	0	0	0	0
0	0	1	1	0	0	0	0
0	1	0	1	0	0	0	0
0	1	1	1	0	0	0	0
1	0	0	0	0	0	0	0
1	0	1	1	1	0	1	1
1	1	0	1	1	1	0	1
1	1	1	1	1	1	1	1

Comparing Column Numbers 5 and 8, Distributive law is verified.

5) State and verify Absorption Law in Boolean algebra. (OD2005) 2

Ans) Absorption Law:

X+X.Y=X

OR

X.(X+Y)=X

OR

X+X'.Y=X+Y

OR

X.(X'+Y)=X.Y

X	Y	X.Y	X+X.Y
0	0	0	0
0	1	0	0
1	0	0	1
1	1	1	1

OR

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

OR

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

OR

X	Y	X'	X'.Y	X+X'.Y	X+Y
0	0	1	0	0	0
0	1	1	1	1	1
1	0	0	0	1	1
1	1	0	0	1	1

OR

Algebraic Verification:

X+X.Y =X
X.1+X.Y =X
X.(1+Y) =X
X.1 =X
X =X

OR

X.(X+Y) =X
XX+X.Y =X
X.1+X.Y =X
X.(1+Y) =X
X.1 =X
X =X

OR

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

OR

X(X'+Y) =X.Y
XX'+X.Y =X.Y
0+X.Y =X.Y
X.Y =X.Y

6) State and verify Associative law in Boolean Algebra. (D2005) 2

Ans)

Associative Laws of Boolean Algebra:

A.(B.C) = (A.B).C

OR

A+(B+C) = (A+B)+C

Verification of A.(B.C) = (A.B).C

A	B	C	B.C	A.(B.C)	A.B	(A.B).C
0	0	0	0	0	0	0
0	0	1	0	0	0	0
0	1	0	0	0	0	0
0	1	1	1	0	0	0
1	0	0	0	0	0	0
1	0	1	0	0	0	0
1	1	0	0	0	1	0
1	1	1	1	1	1	1

OR

Verification of A+(B+C) = (A+B)+C

A	B	C	B+C	A+(B+C)	A+B	(A+B)+C
0	0	0	0	0	0	0
0	0	1	1	1	0	1
0	1	0	1	1	1	1
0	1	1	1	1	1	1
1	0	0	0	1	1	1
1	0	1	1	1	1	1
1	1	0	1	1	1	1
1	1	1	1	1	1	1

7) State and prove the Absorption law algebraically. (2004)

8) State and verify Duality Principle. (2001)

9 Prove XY + YZ + Y'Z =XY + Z , algebraically. (2002) 2

10) Prove algebraically: x'y'z' + x'y'z + x'yz' + x.y'z = x' + y' (2001)

11) Prove X'.Y+Y'.Z= X'.Y.Z+X'.Y'.Z'+ X.Y'.Z+X'.Y'.Z algebraically. (2000)

12) Prove x+x'y=x+y algebraically. (1999)

13) Prove X+Y'Z=(X+Y'+Z')(X+Y'+Z)(X+Y+Z) algebraically. (1998)

14))State & verify Demorgan's Laws.(MP108-09)2

Ans) (X+Y)' =X'.Y'

(X.Y)' =X'+Y'

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

15) State and verify Distributive law in Boolean Algebra. 2

Model 1A: Boolean Laws – Algebraic Method (2Marks)

1. Verify the following using Boolean Laws. (2016)2

X'+ Y'Z = X'.Y'.Z'+ X'.Y.Z'+ X'Y.Z+ X'.Y'.Z+ X.Y'.Z

Ans LHS =X' + Y'.Z

= X'.(Y + Y').(Z + Z') + (X + X').Y'.Z

= X'.Y.Z + X'.Y.Z' + X'.Y'.Z + X'.Y'.Z' + X.Y'.Z + X'.Y'.Z

= X'.Y.Z + X'.Y.Z' + X'.Y'.Z + X'.Y'.Z' + X.Y'.Z

= X'.Y'.Z' + X'.Y.Z' + X'.Y.Z + X'.Y'.Z + X.Y'.Z

= RHS

OR

RHS

X'.Y'.Z' + X'.Y.Z' + X'.Y.Z + X'.Y'.Z + X.Y'.Z

= X'.Y'.Z + X'.Y'.Z' + X'.Y.Z + X'.Y.Z' + X.Y'.Z

= X'.Y'.(Z+Z') + X'.Y.(Z+Z') + X.Y'.Z

= X'.Y' + X'.Y + X.Y'.Z

= X'.(Y'+Y) +X.Y'.Z

= X' + X.Y'.Z

= (X' + X).(X' + Y'.Z)

= X' + Y'.Z

= LHS

2.Verify the following using Boolean Laws. (2015)

U'+ V= U'V'+U'.V +U.V

L.H.S

=U'+ V

=U'.(V+V')+ V.(U'+ U)

=U'.V + U'.V' + U'.V + U.V

=U'.V+U'.V'+U.V

=R.H.S

OR

R.H.S

=U'V'+U'.V +U.V

=U'.(V'+ V)+ U.V

=U'.1 + U.V

=U'+ U.V

=U'+ V

=L.H.S

(a) Verify the following using Boolean Laws X + Z = X + X' . Z + Y . Z 2

Answer :

RHS = X+ X'. Z+Y.Z

=X+X'Z.1+1.Y.Z

=X+X'Z(Y+Y')+(X+X')(YZ)

=X+XY'Z+XY'Z'+XYZ+XY'Z

=X+YZ(X+X')+XY'Z'+XY'Z

=X+YZ+XY'Z'+XY'Z

=X+YZ+XZ'(Y'+Y)

=X+YZ+XZ'

X+Z(X'+Y)

=X+Z

=LHS

Hence Proved (2013)

4)Verify the following algebraically2

(A'+B').(A +B)=A'.B+A.B' (2011)

Ans. LHS

(A' +B') . (A+B)
= A'.A + A'.B + A.B' + B'.B
= 0 + A'.B + A.B'+ 0
= A'.B + A.B'
= RHS (Verified)

5)Verify the following algebraically: (OD 2010)2
X'.Y + X.Y' = (X'+Y').(X+Y)

Ans. R. H . S
(X'+y').(x+y)
= x'.(x+y)+y'.(x+y)
= x.x'+X'.y+y'.x+y'.y
= x'.y+y'.X
= x'.y+x.y'
So L.H.S=R.H.S

OR

L.H.S.
X'.Y + X.Y'
= (X'.Y+X) (X'.Y+Y')
= (X'+X).(Y+X).(X'+Y').(Y+Y')
= 1.(X+Y).(X' +Y').1
= (X+Y).(X'+Y')
= R.H.S.

6) Verify X.Y'Z+X.Y'Z'+X'.Y'Z = X.Y' + Y'.Z algebraically. (2003)

7)State and algebraically verify Absorbtion Laws. (MP208-09) 2

Ans) X+X.Y = X
L.H.S = X+X.Y
= X.1+X.Y
= X.(1+Y)
= X.1
= X
= R.H.S
X+X'.Y= X+Y
L.H.S. = X+X'.Y
(X+X').(X+Y)
= 1.(X+Y)
= X+Y
= R.H.S

8) State and verify Demorgan's Laws algebraically. (MP109-10)2

Ans) (X+Y)' = X'.Y'

Verification
(X+Y)'.(X+Y) = X'.Y'.(X+Y)
0 = X'.Y'.X + X'.Y'.Y
0 = X'.X .Y'+ X'.0
0 = 0 .Y'+ 0
0 = 0 + 0
0 = 0
L.H.S = R.H.S

9) State and algebraically verify Absorption Laws. (MP209-10) 2

Ans)
X+X.Y = X
L.H.S = X+X.Y
= X.1+X.Y
= X.(1+Y)
= X.1
= X
= R.H.S
X+X'.Y = X+Y
L.H.S. = X+X'.Y
= (X+X').(X+Y)
= 1.(X+Y)
= X+Y
= R.H.S

Model 1B: Boolean Laws – Using Truth Table (2Marks)

1. Name the law shown below and verity it using a truth table. (2014)

X+X'.Y=X+Y

Answer :

X	Y	X'O	X'Y	X+X'Y	X+Y
0	0	1	0	0	0
0	1	1	1	1	1
1	0	0	0	1	1
1	1	0	0	1	1

Hence Proved

X+X'.Y=X+Y
This is third distributive law.

2) Verify the following using truth table: (2012) 2
(i) X,X' = 0

Ans

X	X'	X . X'	0
0	1	0	0
1	0	0	0

Verified

(ii) X+1=1

X	1	X +1
0	1	1
1	1	2

Verified

3) Yerify the following using Truth Table: 2
X+Y. Z=(X+Y).(X+Z)

Ans

X	Y	Z	YZ	X+YZ	X+Y	X+Z	(X+Y).(X+Z)
0	0	0	0	0	0	0	0
0	0	1	0	0	0	1	0
0	1	0	0	0	1	0	0
0	1	1	1	1	1	1	1
1	0	0	0	1	1	1	1
1	0	1	0	1	1	1	1
1	1	0	0	1	1	1	1
1	1	1	1	1	1	1	1

VERIFIED

4) Verify X'Y + X.Y' + X'Y' = (X' + Y') using truth table. (D2009) 2

Ans)

X	Y	X'	Y'	X'Y	XY'	X'Y'	X'Y+XY'+X'Y'	X'+Y'
0	0	1	1	0	0	1	1	1
0	1	1	0	1	0	0	1	1
1	0	0	1	0	1	0	1	1
1	1	0	0	0	0	0	0	0

VERIFIED

5) State and verify absorption law using truth table. (OD2009) 2

Ans Absorption Law : For every X , Y ∈ B

i) X + X . Y = X

X . (X + Y) = X (by Duality)

ii) X + X' . Y = X + Y

(i)

X	Y	XY	X+XY
0	0	0	0
0	1	0	0
1	0	0	1
1	1	1	1

VERIFIED

(ii)

X	X'	Y	X'Y	X+X'Y	X+Y
0	1	0	0	0	0
0	1	1	1	1	1
1	0	0	0	1	1
1	0	1	0	1	1

VERIFIED

6) State De Morgan's Theorems and verify the same using truth table. (OD2007) 2

Ans)

(a) If X,Y∈B

(X+Y)'=X'.Y'

(X.Y)'=X'+Y'

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

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

7) State Distributive law and verify the same using truth table. 2 (2007 D)

Ans)

(a) If X,Y,Z are Boolean Variables then

X . (Y + Z) = X . Y + X . Z

OR

X + Y . Z = (X + Y) . (X + Z)

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

VERIFIED

8) State De Morgan's Laws. Verify one of the De Morgan's Laws using a truth table. (2003)

9) State the Distributive law and verify the law using Truth table. (2002) 1

10)State Absorption Laws. Verify one of the Absorption Laws using a truth table. (2000)

11) State the distributive law. Verify the law using truth table. (1999)

12) State Demorgan's laws. Verify one of the Demorgan's laws using truth tables. (1998)

Model 1D: Correct the Boolean Laws/Statements (2Marks)

Correct the following boolean statements:

1. X+1 = X 2. (A')'=A'
3. A+A'=0 4. (A+B)' = A.B **(2017 MP)**

A)

1. X+1 =1 or X+0=X
2. ((A')') = A
3. A + A'= 1 or A . A'=0
4. (A+B)' = A' . B'

Model 2A: Write SOP Form (1 Mark)

1.Derive a Canonical SOP expression for a Boolean function G, represented by the following truth table: (2016)

A	B	C	G(A,B,C)
0	0	0	1
0	0	1	0
0	1	0	1
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

G(A,B,C) = A'.B'.C' + A'.B.C' + A.B.C' + A.B.C

OR

G(A,B,C) = ∪ (0,2,6,7)

2) (2013)

(c) Write the Sum of Product form of the function F(A, B, C) for the following truth table representation of F. 1

A	B	C	F
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

Answer : $F(A,B,C) = \overline{A}\overline{B}\overline{C} + \overline{A}BC + A\overline{B}\overline{C} + ABC$

3. Write the SOP form of a Boolean function F, which is represented in a truth table as follows: (2012)

X	Y	Z	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	0
1	1	1	1

Ans $X'Y'Z' + X'YZ' + XY'Z' + XYZ$ OR $F(X,Y,Z) = (0,2,4,7)$

4. 2011

Write the SOP form of a Boolean function F, which is represented in a truth table as follows:

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

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

5) Write the SOP form of a Boolean function G, which is represented in a truth table as follows: (OD2010) 1

P	Q	R	G
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	1

Ans) G(P,Q,R)=P'.Q.R'+P'.Q.R+P.Q'.R'+P.Q.R'+P.Q.R

OR

$G(P,Q,R) = \Sigma (2,3,4,6,7)$

8) Write the SOP form of a Boolean Function F, Which is represented by the following truth table: (D2005)1

A	B	C	F
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

Ans) A'.B'.C' + A'.B.C + A.B.C' + A.B.C

9) Give the following truth table, derive a sum of product (SOP) and Product of Sum (POS) Form of Boolean expression from it: (2004)

A	B	C	F(A,B,C)
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	0

10) Write the Sum of Products form of the function G(U,V,W) . Truthe table representation of G is as follows: (2000)

U	V	W	G
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

11) Write sum of product form of the function F(x,y,z). The truth table representation for the function F is given below: (1999)

X	y	z	f
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	1

12) Write the SOP form of a Boolean function G, which is represented in a truth table as follows: (MP208-09)1

P	Q	R	G
0	0	0	0
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

Ans) G(P,Q,R) = P'.Q.R'+P.Q'.R'+P.Q.R'+P.Q.R

13) Write the SOP form of a Boolean function G, which is represented in a truth table as follows: (MP209-10)1

P	Q	R	G
0	0	0	0
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

Ans) F(P,Q,R) = P'.Q'R'+P'.Q'R+P'.Q.R+P.Q'.R

Model 2B: Write POS Form (1 Mark)

1. Write the POS form of a Boolean Function F, which is represented in a truth table as follows: (2017 MP)

P	Q	R	F
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

a) (P+Q+R).(P'+Q+R).(P'+Q'+R)

2) 2015

P	Q	R	F(P,Q,R)
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

F(P,Q,R)= (P+Q+R')(P+Q'+R)(P'+Q+R')(P'+Q'+R)

OR

F(P,Q,R)= Π(1,2,5,6)

3) Write the Product of Sum form of the function F(X,Y,Z) for the following truth representation of F: (2014) 1

X	Y	Z	F
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

Answer :

$F(X, Y, Z) = (X+Y+\bar{Z}).(X+\bar{Y}+Z).(\bar{X}+Y+Z).(\bar{X}+Y+\bar{Z})$

4) Write the POS form of a Boolean function H, which is represented in a truth table as follows:

X	Y	Z	H
0	0	0	1
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

Ans. (X + Y + Z').(X'+ Y + Z') . (X'+ Y'+ Z)

OR

$H(X,Y,Z) = \prod (1, 5, 6)$

5) Write the POS form of a Boolean function H, which is represented in a truth table as follows: (D2009) 1

A	B	C	H
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

Ans) (A+B+C).(A'+B+C').(A'+B'+C)

OR

H(A,B,C) = n (0, 5, 6)

6) Write the POS form of a Boolean function G, which is represented in a truth table as follows: (OD2009)1

U	V	W	G
0	0	0	1
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	0
1	1	1	1

(U+V'+W) . (U+V'+W') . (U'+V'+W)

OR

G(U,V,W) = Π (2, 3, 6)

7) Write the POS form of a Boolean Function F, Which is represented by the following truth table: (OD2005) 1

X	Y	Z	F
0	0	0	1
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	0

Ans)

(X+Y'+Z)(X'+Y+Z).(X'+Y'+Z)(X'+Y'+Z')

(8) Given the following truth table, write the product of sums form of the function. (2002)

x	y	z	F
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

(9) Write the Product of Sum form of the function H(U,V,W), truth table representation of H is as follows:(1998)

U	V	W	H
0	0	0	1
0	0	1	0
0	1	0	1
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

10)Write the POS form of a Boolean function F, which is represented in a truth table as follows:(MP108-09)

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

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

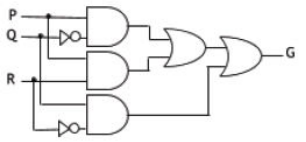
11) Write the POS form of a Boolean function F, which is represented in a truth table as follows: (MP109-10)1

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

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

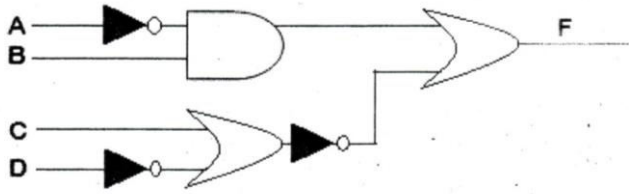
Model 3A: Write the Equivalent Boolean Expression (2 Marks)

1.Write the Boolean Expression for the result of the Logic Circuit as shown below: (2016)



P.Q' + P.R + Q.R'

2) Obtain the Boolean Expression for the logic shown below: (2014)



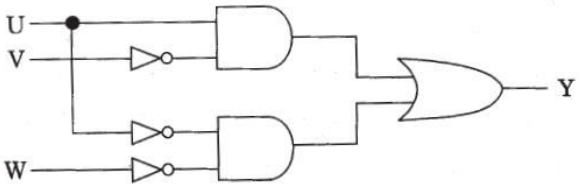
Answer :

$F(A,B,C,D)=(\overline{A}.B) + (\overline{C+D})$

$F(A,B,C,D)=(\overline{A}.B) + (\overline{C}+\overline{D})$

$F(A, B, C, D) = (\overline{A}.B) + (\overline{C}.D)$

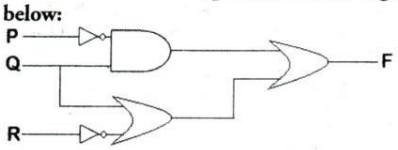
3.Write the equivalent Boolean expression for the following Logic Circuit: (2012)



Ans. U. V' + U' . W'

4)2013

(b) Obtain the Boolean Expression for the logic circuit shown below: 2



Answer : The Boolean expression for the given Logic Circuit is : $F = P\overline{Q} + (Q + R)^{-}$

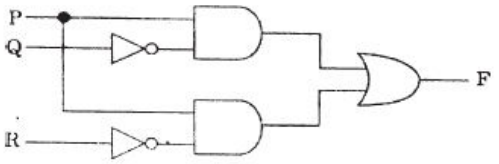
$= \overline{P}Q + Q + \overline{R}$

$= Q(\overline{P} + 1) + \overline{R}$

$= Q(1) + \overline{R}$

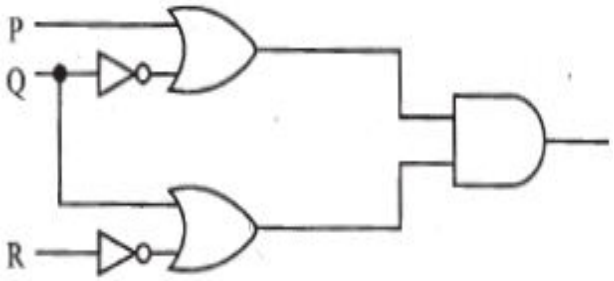
$= Q + \overline{R}$

5)Write the equivalent Boolean Expression for the following Logic Circuit: (2011)



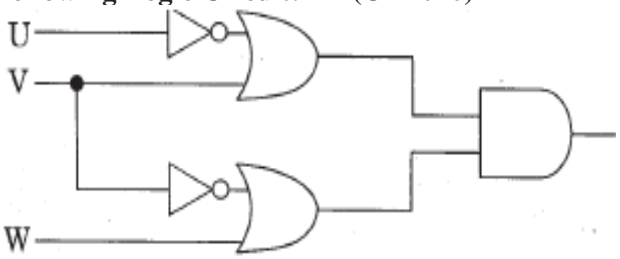
Ans F = P.Q' + P.R'

6) Write the equivalent Boolean Expression for the following Logic circuit: 2



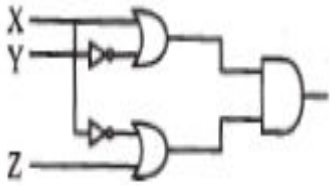
Ans. (P + Q') . (Q + R')

7) Write the equivalent Boolean Expression for the following Logic Circuit: (OD2010) 2



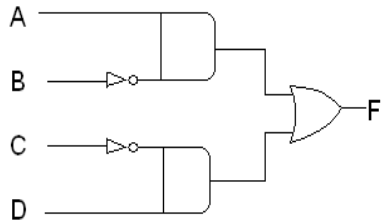
Ans. (U'+V) . (V'+W)

8) Write the equivalent Boolean Expression for the following Logic Circuit: (D2009) 2



Ans (x+Y') . (X' +Z)

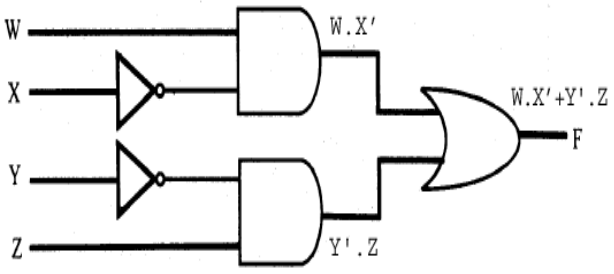
9) Write the equivalent Boolean expression for the following logic circuit (OD2007) 2



Ans)F=A.B'+C'.D

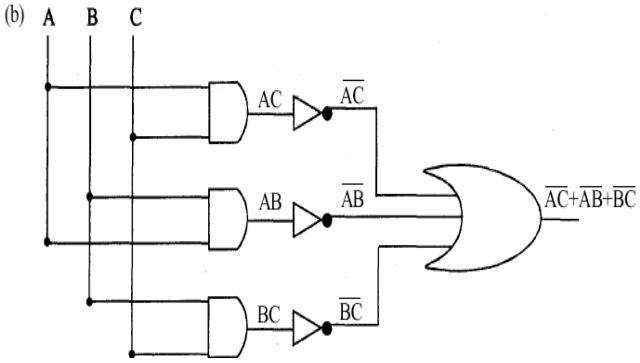
10) Write the equivalent Boolean expression for the following logic circuit (D2007) 2

Ans)

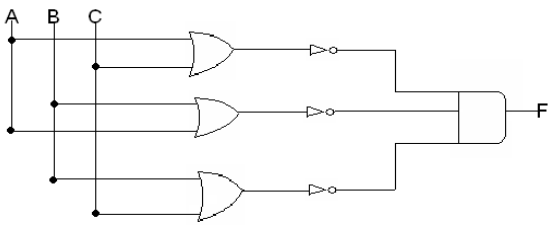


F = W.X' + Y'.Z

11) Write the equivalent expression for the following Logic Circuit : (D2006) 2

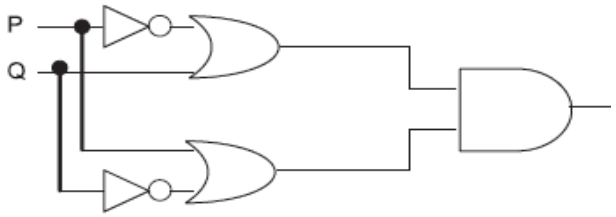


12) Write the equivalent expression for the following Logic Circuit : (OD2006) 2



Ans) (A+C)'.(A+B)'.(B+C)'

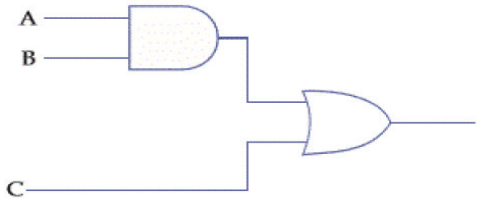
13) Write the equivalent Boolean Expression for the following Logic Circuit (MP109-10)2



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

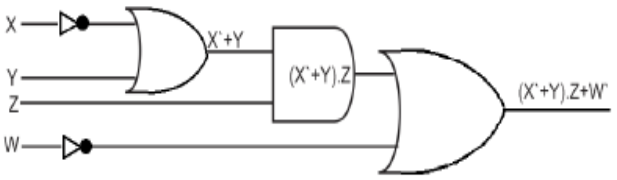
Model 3B: Draw the Logic Circuit (2 Marks)

1.Draw the equivalent logic circuit for the following Boolean expression: (A.B)+C (2017MP)

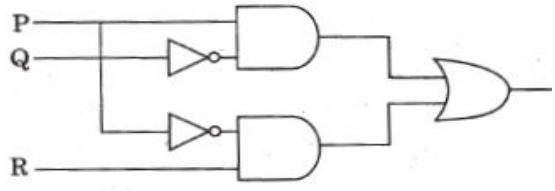


2. Draw the Logic Circuit for the following Boolean Expression : (2015)

(X'+Y).Z+W'



3) Write the equivalent Boolean Expression for the following Logic Circuit: (OD2009) 2

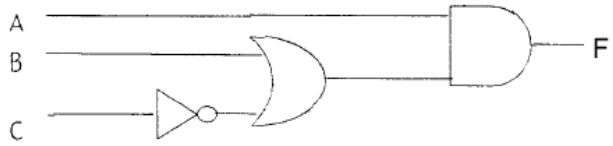


Ans P.Q' + P'.R

4) Draw a logical circuit diagram for the following Boolean Expression: (OD2008) 1

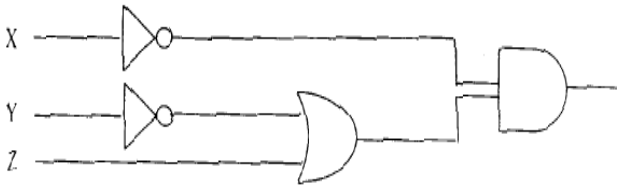
A.(B+C')

Ans)



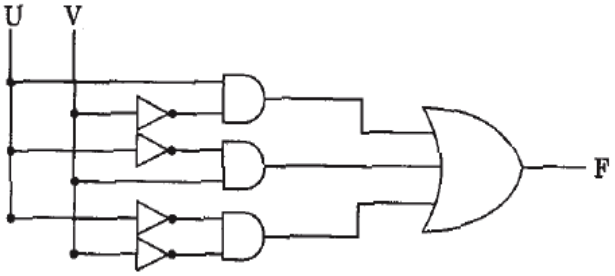
5) Draw a Logical Circuit Diagram for the following Boolean Expression. (D2008) 1

X'.(Y'+Z)



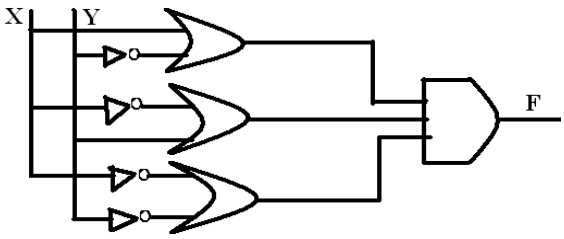
6) Draw a logical circuit diagram for the following Boolean expression: A'.(B+C) 1

7) Write the equivalent expression for the following Logic Circuit : (OD2005) 2

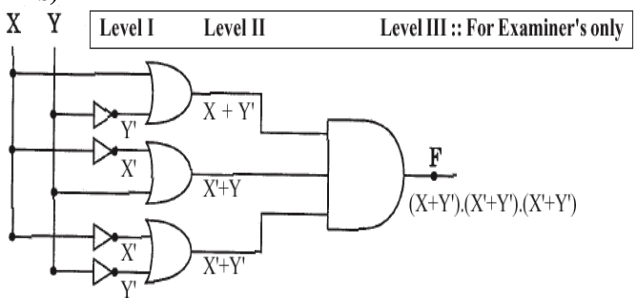


Ans) U.V'+U'.V+U'.V

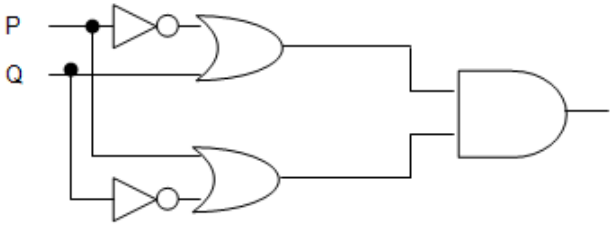
8) Write the equivalent Boolean expression for the following Logic Circuit: (D2005) 2



Ans)

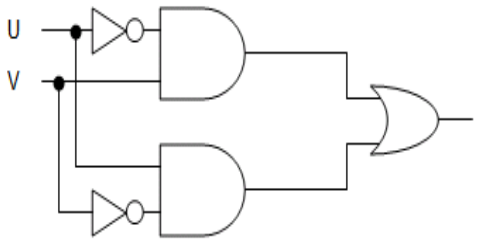


9)Write the equivalent Boolean Expression for the following Logic Circuit (MP108-09) 2



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

10)Write the equivalent Boolean Expression for the following Logic Circuit (MP208-09) 2



Ans) F(U,V)=U'.V+U.V'

11)Write the equivalent Boolean Expression for the following Logic Circuit .(MP209-10) 2

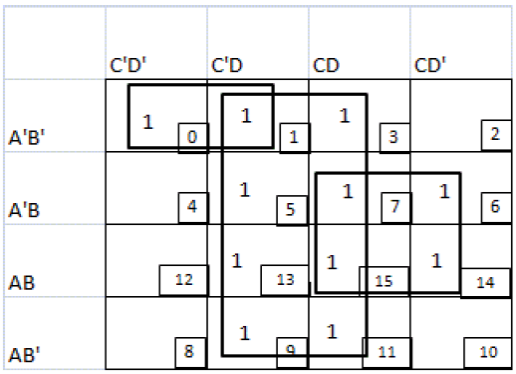
Ans) F(U,V)=U'.V+U.V'

Model 4A: Reduce the Boolean Expression using K-Map Σ (3 Marks)

Reduce the following Boolean Expression using K Map:

F(A,B,C,D)= **Σ(0,1,3,5,6,7,9,11,13,14,15)**

(2017)

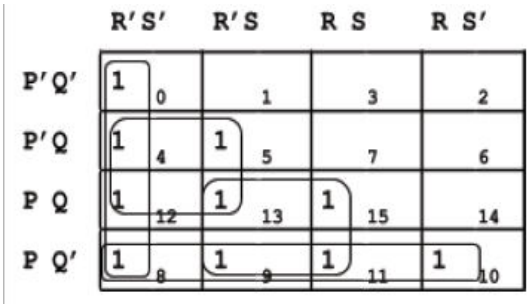


A'B'C' + D + BC

Reduce the following Boolean Expression to its simplest form using K-Map:

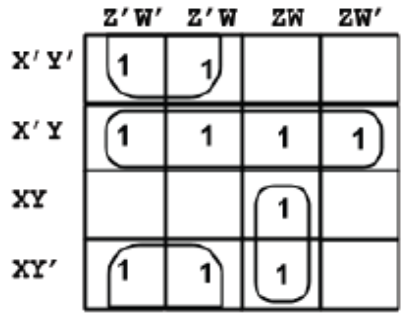
F(P,Q,R,S)= Σ(0,4,5,8,9,10,11,12,13,15)

(2016)



F(P,Q,R,S) = R'S'+ PQ' + QR'+ PS

3.Reduce the following Boolean Expression to its simplest form using K-Map : (2015)
F(X,Y,Z,W) = Σ(0,1,4,5,6,7,8,9,11,15)

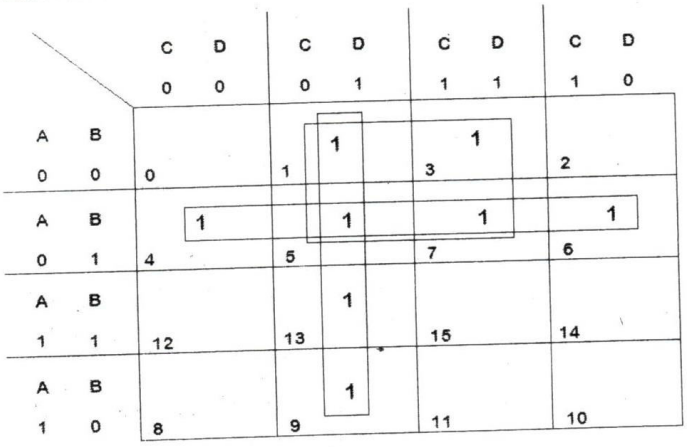


Simplified Expression: Y'Z' + X'Y + XZW

4) Obtain the minimal form for the following Boolean expression using Karnaugh's Map. (2014) 3

F(X,Y,Z)= Σ (1,3,4,5,6,7,12,13)

Answer :



Quad 1: $\overline{A}D$

Quad 2: $\overline{C}D$

Quad 3: $\overline{A}B$

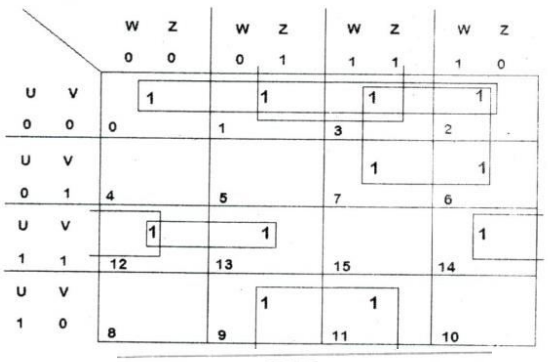
∴ **Answer is $\overline{A}D+\overline{C}D+\overline{A}B$**

5)2013

(d) Obtain the minimal form for the following Boolean expression using Karnaugh map.

F(U, V, W, Z) = Σ(0, 1, 2, 3, 6, 7, 8, 9, 10, 13, 15) 3

Answer :



Quadrant 1 : $\overline{U}\overline{V}$

Quadrant 2 : $\overline{U}W$

Quadrant 3 : $\overline{V}Z$

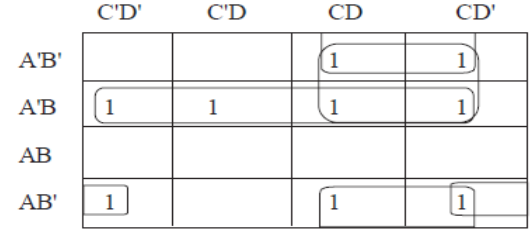
Pair 1 : $UV\overline{W}$

Pair 2 : $UV\overline{Z}$

SOP = $\overline{U}\overline{V} + \overline{U}W + \overline{V}Z + UV\overline{Z}$

6) Reduce the following Boolean Expression using K-Map: (2012) 3

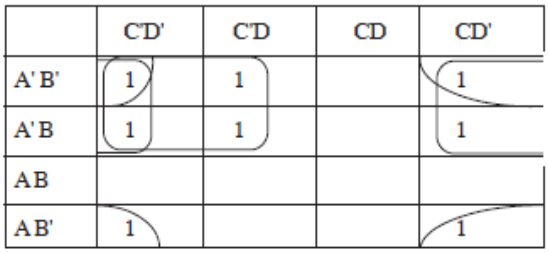
F(A, B, C, D) = Σ (2, 3, 4, 5, 6, 7, 8, 10, 11) (D2010)



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

7.Reduce the following Boolean Expression using K-Map: (2011) 3

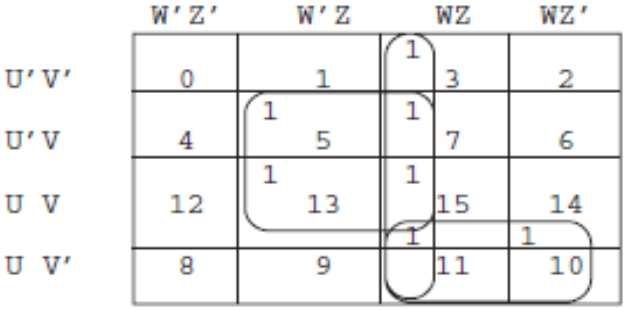
F(A, B,C, D) =∑ (0,1, 2, 4, 5, 6, 7, 8, 10)



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

8) Reduce the following Boolean Expression using K-Map : (D2010) 3

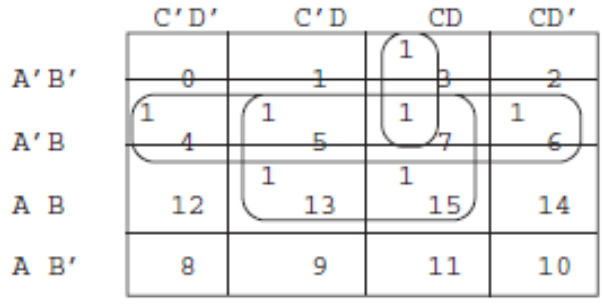
Ans. F(U, V, W, Z) = Σ (3, 5, 7, 10, 11, 13, 15)



F(U,V,W,Z) = WZ + VZ + UV'W

9) Reduce the following Boolean Expression using K-Map : (OD2010) 3

F (A,B,C,D) = Σ (3,4,5,6, 7,13,15)



Ans) F(A,B,C,D) = A'B + BD + A'CD

10) Reduce the following Boolean Expression using K-Map : (D2009) 3

$$F(P, Q, R, S) = \Sigma(1, 2, 3, 5, 6, 7, 9, 11, 12, 13, 15)$$

Ans) F (P,Q,R,S = PQR'+R+ P'R

(This is only answer. Please draw the table and complete)

11)OD2009

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

$$H(U,V,W,Z) = \Sigma(0, 1, 4, 5, 6, 7, 11, 12, 13, 14, 15)$$

Ans)

$H(U,V,W,Z) = V + U'W' + UWZ$

(This is only answer. Please draw the table and complete)

12) Reduce the following Boolean expression using K-map: (OD2008) 3

F(A,B,C,D) = ∑(0,1,2,,4,5,8,9,10,11)

Ans)

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

(This is only answer. Please draw the table and complete)

13) Reduce the following Boolean Expression using K-map. (D2008) 3

F(A,B,C,D) = ∑(0,2,3,4,6,7,8,10,12)

Ans)

F= C'.D' + A'.C + B'.D'

(This is only answer. Please draw the table and complete)

14) Reduce the following Boolean expression using K – Map : (D2007) 2

F(U, V, W, Z) = ∑(0,1,2,3,4,10,11)

F = U'.V'+W.V'+U'.W'.Z'

(This is only answer. Please draw the table and complete)

15) Reduce the following Boolean expression using K – Map : (D2006) 3

F(P, Q, R, S,) = ∑(0,3,5,6,7,11,12,15)

	R'S'	R'S	RS	RS'
P'O'	1		1	
P'O		1	1	1
PO	1		1	
PO'			1	

F= RS + P'QS + P'QR + P'Q'R'S' + PQR'S'

16) Reduce the following Boolean expression using K – Map : (OD2005) 3

F(A, B, C, D,) = ∑(0,1,2,3,4,5,10,11,15)

	C'D'	C'D	C.D	C.D'
A'B'	1 0	1 1	1 3	1 2
A'B	1 4	1 5	7	6
A.B	12	13	1 15	14
A.B'	8	9	1 11	1 10

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

18) Obtain a simplified form for the following Boolean Expression using Karnaugh Map: (2004)

F(a,b,c,d) = ∑(0,1,2,4,5,7,8,9,10,11,14)

19) Obtain a simplified form for a Boolean Expression:

F(U,V,W,Z,)=∑(0,2,3,4,7,9,10,13,14,15) (2003)

20) Obtain the simplified form, of a Boolean expression using Karnaugh map. 2

F(w,x,y,z)=∑(2,3,6,10,11,14) (2002)

21) Obtain simplified form for a boolean expression F(x,y,z,w)= ∑ (1,3,4,5,7,9,11,12,13,15) using Karnaugh Map. (2000)

22) Minimise F(w,x,y,z) using Karnaugh map.

F (w,x,y,z) = □ (0,4,8,12) (1999)

23) Obtain a simplified form for a Boolean expression: F(U, V, W,Z) = □ 0,1,3,5,7,9,10,11,12,13,14,15) (1998)

24) Reduce the following Boolean Expression using K-Map: (MP108-09) 3

F(A,B,C,D)= Σ (0,1,2,4,5,6,8,10)

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

(This is only answer. Please draw the table and complete)

25) Reduce the following Boolean Expression using K-Map: .(MP109-10) 3

F(A,B,C,D)=Σ(0,1,2,4,5,6,8,10)

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

(This is only answer. Please draw the table and complete)

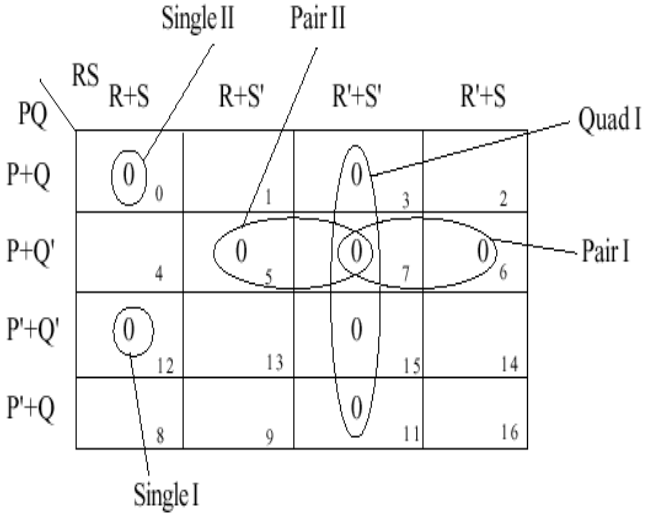
Model 4B: Reduce the Boolean Expression using K-Map Π (3 Marks)

1) Reduce the following Boolean expression using K – Map : (OD2007) 2

F(A, B, C, D,) = Π (5, 6, 7, 8, 9, 12, 13, 14, 15)

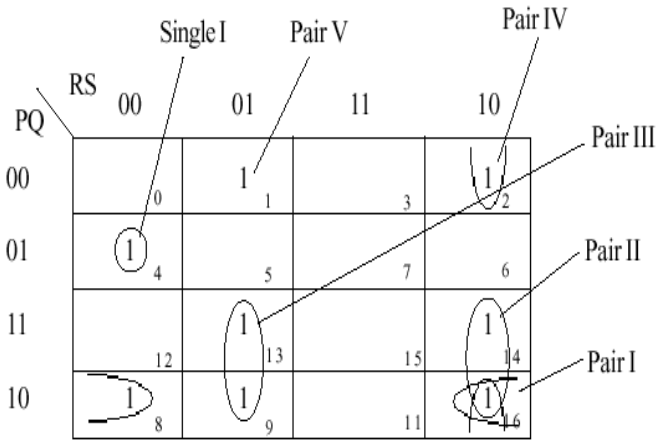
2) Reduce the following Boolean expression using K – Map : (OD2006) 3

F(P, Q, R, S,) = Π (0,3,5,6,7,11,12,15)



F(P,Q,R,S)= (P+Q+R+S).(P'+Q'+R+S).(P+Q'+R').(P+Q'+S').(R'+S')

OR



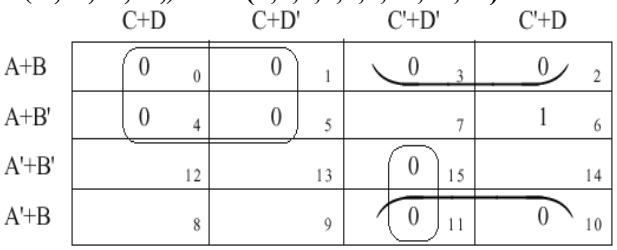
F(P,Q,R,S)=P'QR'S'+PQ'S'+PRS'+PR'S+Q'RS'+Q'R'S

3) Reduce the following Boolean expression using K – Map : (D2005) 3

F(A, B, C, D,) = Π (0,1,2,3,4,5,10,11,15)

Ans)

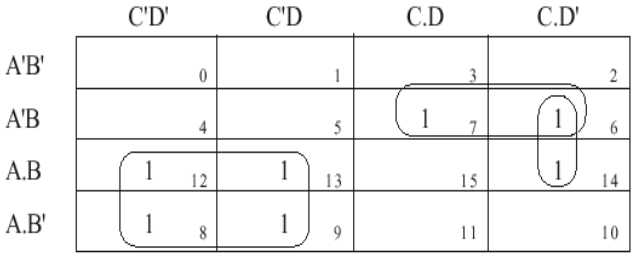
F(A, B, C, D,) = Π (0,1,2,3,4,5,10,11,15)



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

OR

$F\ (A,\ B,\ C,\ D)\ = \sum(6,\ 7,\ 8,\ 9,\ 12,\ 13,\ 14)$



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

4)If F(a,b,c,d) = Π (0,1,3,4,5,7,8,9,11,12,13,15), Obtain the simplified form using K-map. (2001)

5)Reduce the following Boolean Expression using K-Map: (MP208-09)

F(U,V,W,Z)= Π (0,1,2,4,5,6,8,10)

Ans)

F(U,V,W,Z)=UV+WZ+UZ

(This is only answer. Please draw the table and complete)

6) Reduce the following Boolean Expression using K-Map: 3

F(A,B,C,D)= Π (1,3,4,5,7,9,11,12,13,14)

7)Reduce the following Boolean Expression using K-Map: .(MP209-10) 3

F(U,V,W,Z)= Π (0,1,2,4,5,6,8,10)

Ans) F(U,V,W,Z)=UV+WZ+UZ

(This is only answer. Please draw the table and complete)

Model 5A: Convert the expression into SOP (1Mark)

1) Convert the following Boolean expression into its equivalent Canonical Sum of Product Form (SOP): (D2008) 2

(X'+Y+Z').(X'+Y+Z).(X'+Y'+Z).(X'+Y'+Z')

Ans)

$$F(X, Y, Z) = \Pi(4, 5, 6, 7)$$
$$= \Sigma(0, 1, 2, 3)$$
$$= X'.Y'.Z' + X'.Y'.Z + X'.Y.Z' + X'.Y.Z$$

2) Write the equivalent canonical product of sum expression for the following sum of product expression: (D2007) 2

F(X, Y,Z) = Π (1,3,6,7)

Ans)

$$F(X,Y,Z) = \pi(0,2,4,5)$$
$$= X'.Y'.Z' + X'.Y.Z' + X.Y'.Z' + X.Y'.Z$$

3)Convert the following Boolean expression into its equivalent Canonical Sum of Product Form (SOP):2

(U'+V'+W').(U+V'+W').(U+V+W).

Model 5B: Convert the expression into POS1Mark)

1) Convert the following Boolean expression into its equivalent Canonical Product of sum form (POS): A.B'C + A'.B.C + A'.B.C'. (OD200) 2

Ans)

$$= \Pi(0, 1, 4, 6, 7)$$

OR

$$= (A+B+C).(A+B+C').(A'+B+C).(A'+B'+C).(A'+B'+C')$$

2) Write the equivalent canonical product of sum expression for the following sum of product expression: (OD2007) 2

F(X, Y,Z) = ∑ (0, 2,4,5)

Ans)

F(X, Y, Z) = p (1, 3, 6, 7)

OR

F=(X+Y+Z')(X+Y'+Z')(X'+Y'+Z)(X'+Y'+Z')

Model 6A: Express the following in SOP (1 Mark)

1) Express P +Q'R in canonical SOP form. (D2006)1

(P + Q'R)

= P (Q+Q')(R+R') + Q'R(P+P')

= (PQ +PQ') (R + R') + PQ'R + P'Q'R

= PQR + PQ'R + PQR' + PQ'R' + PQ'R + P'Q'R

= PQR + PQ'R + PQR' + PQ'R' + P'Q'R

Model 6B: Express the following in POS (1 Mark)

1) Express P +Q'R in POS form. (OD 2006)1

(P+Q').(P+R)

OR

(P+Q'+R).(P+Q'+R').(P+Q+R)

Model 7: Mislleneous Models
Write the dual for the following(1 Mark) Represent the Boolean expression using NOR/NAND gates, etc

1) Write the **dual** of the Boolean Expression: (B'+C).A (2003)

2) Write the **dual** of the Boolean expression (x+y).(x'+y') (1999)

3) Write the **dual** of the Boolean expression (U+W)(V'U+W) (1998)

4) Represent the Boolean expression X'Y+Y'Z with the help of **NAND** gates only. (2000)

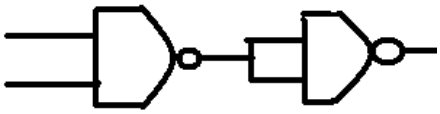
5) Represent the Boolean expression (X+Y)(Y+Z)(X+Z) with help of **NOR** gates only. (2002) 1

6) Represent the Boolean expression (x+y)(y+z)(z+x) with the help of **NOR** gates only. (1999)

7) Represent the Boolean expression X+Y.Z' with the help of **NOR** gates only. (1998)

8) Seven inverters are cascaded one after another. What is the output if the input is 1? (2001)

9) Given the following circuit:

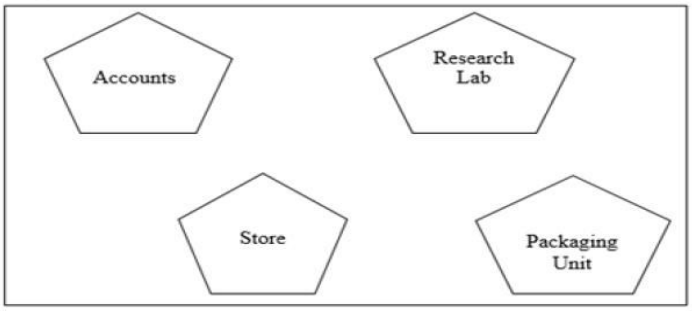


What if the output if (i) both inputs are FALSE(0)
(ii) one is FALSE and the other is TRUE.

14.COMMUNICATION AND NETWORK CONCEPTS

MODEL 1: 4Marks Problem

1) Rehaana Medicos Center has set up its new center in Dubai. It has four buildings as shown in the diagram given below: (2017MP)



Distances between various buildings are as follows:

Accounts to Research Lab	55 m
Accounts to Store	150 m
Store to Packaging Unit	160 m
Packaging Unit to Research Lab	60 m
Accounts to Packaging Unit	125 m
Store to Research Lab	180 m

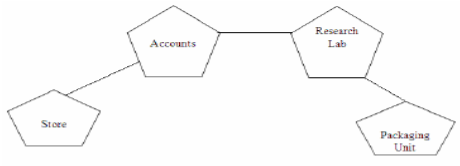
Number of Computers

Accounts	25
Research Lab	100
Store	15
Packaging Unit	60

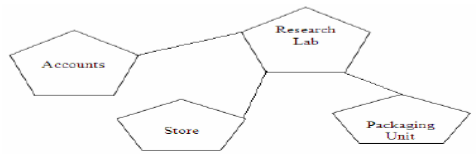
As a network expert, provide the best possible answer for the following queries:

i) Suggest a cable layout of connections between the buildings.

(i) Layout 1



Layout 2



ii) Suggest the most suitable place (i.e. buildings) to house the server of this organization.

Ans) The most suitable place/ building to house the server of this organization would be building Research Lab, as this building contains the maximum number of computers.

iii) Suggest the placement of the following device with justification: a) Repeater b) Hub/Switch

a) For layout1, since the cabling distance between Accounts to Store is quite large, so a repeater would ideally be needed along their path to avoid loss of signals during the course of data flow in this route. For layout2, since the cabling distance between Store to Recresearch Lab is quite large, so a repeater would ideally be placed.

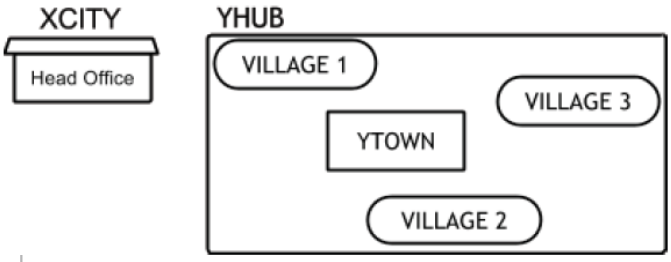
b) In both the layouts, a Hub/Switch each would be needed in all the buildings to interconnect the group of cables from the different computers in each building.

iv) Suggest a system (hardware/software) to prevent unauthorized access to or from the network.

A) Firewall

2)Intelligent Hub India is a knowledge community aimed to uplift the standard of skills and knowledge in the society. It is planning to setup its training centers in multiple towns and villages pan India with its head offices in the nearest cities.They have created a model of their network with a city, a town and 3 villages as follows: (2016) 4

As a network consultant, you have to suggest the best network related solutionsfor their issues/problems raised in (i) to (iv), keeping in mind the distances between various locations and other given parameters.



Shortest distances between various locations:

VILLAGE 1 to YTOWN	2 KM
VILLAGE 2 to YTOWN	1.5 KM
VILLAGE 3 to YTOWN	3 KM
VILLAGE 1 to VILLAGE 2	3.5 KM
VILLAGE 1 to VILLAGE 3	4.5 KM
VILLAGE 2 to VILLAGE 3	3.5 KM
CITY Head Office to YHUB	30 Km

Number of Computers installed at various locations are as follows:

YTOWN	100
VILLAGE 1	10
VILLAGE 2	15
VILLAGE 3	15
CITY OFFICE	5

Note: In Villages, there are community centers, in which one room has been given as training center to this organization to install computers.The organization has got financial support from the government and top IT companies.

(i) Suggest the most appropriate location of the SERVER in the YHUB (out of the 4 locations), to get the best and effective connectivity. Justify your answer.1

Ans YTOWN

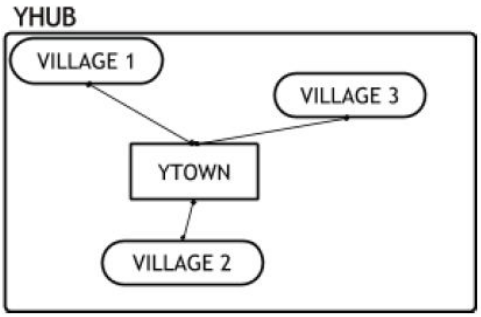
Justification

- Since it has the maximum number of computers.

● It is closest to all other locations.

(ii) Suggest the best wired medium and draw the cable layout (location to location) toefficiently connect various locations within the YHUB. **1**

Ans Optical Fiber



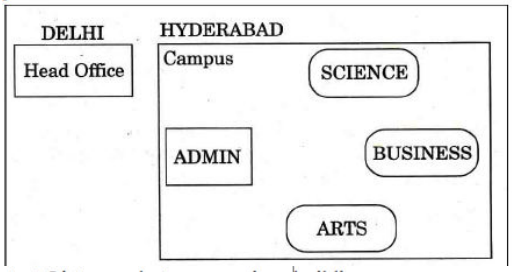
(iii) Which hardware device will you suggest to connect all the computers within each location of YHUB?1

Ans Switch OR Hub

(iv) Which service/protocol will be most helpful to conduct live interactions of Experts from Head Office and people at YHUB locations? **1**

Ans Videoconferencing OR VoIP OR any other correct service/protocol

3) Xcelencia Edu Services Ltd. is an educational organization. It is planning to set up its India campus at Hyderabad with its head office at Delhi. The Hyderabad campus has 4 main buildings - ADMIN, SCIENCE, BUSINESS and MEDIA.
You as a network expert have to suggest the best network related solutions for their problems raised in (i) to (iv), keeping in mind the distances between the buildings and other given parameters. (2015)



Shortest Distances between various buildings:

ADMIN to SCIENCE	65M
ADMIN to BUSINESS	100m
ADMIN to ARTS	60M
SCIENCE to BUSINESS	75M
SCIENCE to ARTS	60M
BUSINESS to ARTS	50M
DELHI Head Office to HYDERABAD Campus	1600KM

Number of Computers installed at various building are as follows:

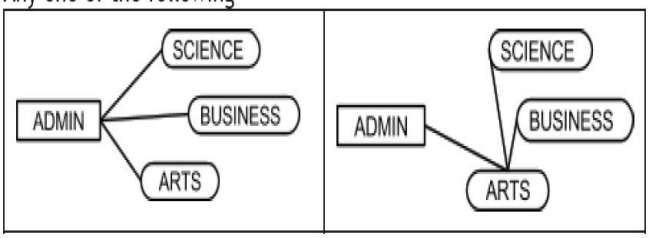
ADMIN	100
SCIENCE	85
BUSINESS	40
ARTS	12
DELHI Head Office	20

(i) Suggest the most appropriate location of the server inside the HYDERABAD campus (out of the 4 buildings), to get the best connectivity for maximum no. of computers. Justify your answer. 1

Ans ADMIN (due to maximum number of computers)

(ii) Suggest and draw the cable layout to efficiently connect various buildings 'within the HYDERABAD campus for connecting the computers.

Any one of the following



(iii) Which hardware device will you suggest to be procured by the company to be installed to protect and control the intemet uses within the campus?1

Ans Firewall OR Router

(iv) Which of the following will you suggest to establish the online face-to-face communication between the people in the Admin Office of HYDERABAD campus and DELHI Head Office?

(a) E-mail (b) Text Chat (c) Video Conferencing

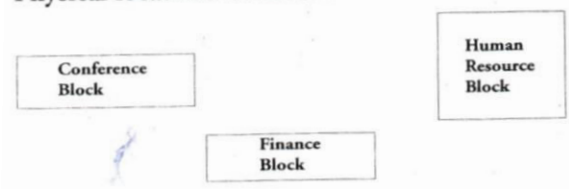
(d) Cable TV 1

Ans Video Conferencing

4) 2014

Tech Up Corporation (TUC) is a professional consultancy company. The company is planning to set up their new offices in India with its hub at Hyderabad. As a network adviser, you have to understand their requirement and suggest them the best available solutions. Their queries are mentioned as (i) to (iv) below.

Physical locations of the blocks of TUC



Block to Block distances (in Mtrs.)

Block (From)	Block (To)	Distance
Human Resource	Conference	60
Human Resource	Finance	120
Conference	Finance	80

Expected Number of Computer to be installed in each bloc

Block	Computers
Human Resource	125
Finance	25
Conference	60

(i) What will be the most appropriate block, where TU should plan to install their services?

(ii) Draw a block to block cable layout to connect all tl buildings in the most appropriate manner for efficie communication.

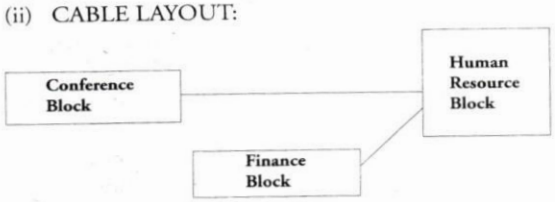
(iii) What will be the possible connectivity out of the followin you will suggest to connect the new setup of offices Hyderabad with its London based office.

- **Infrared**
- **Satellite Link**
- **Ethernet Cable**

Answer:

(i) Human Resource Block is appropriate to install t server.

(ii) CABLE LAYOUT:



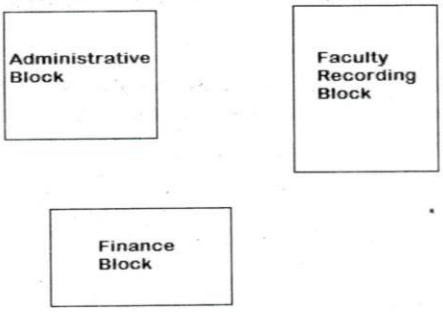
(iii) Satellite Link

(iv) Switch

5)2013

(c) Rovenza Communication International (RCI) is an online corporate training provider company for IT related courses. The company is setting up their new campus in Kolkata. You as a network expert have to study the physical locations of various blocks and the number of computers to be installed. In the planning phase, provider the best possible answer for the queries (i) to (iv) raised by them. 4

Physical Locations of the blocks RCI



Block to Block distance (in Mtrs.)

From	To	Distance
Administrative Block	Finance Block	60
Administrative Block	Faculty Recording Block	120
Finance Block	Faculty Recording Block	70

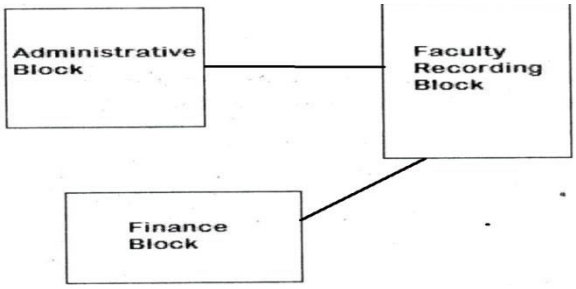
Expected computers to be installed in each block

Block	Computers
Administrative Block	**30**
Finance Block	**20**
Faculty Recording Block	**100**

(i) Suggest the most appropriate block, where RCI should plan to install the server.

A) Faculty Recording Block is most appropriate block to install the server.

(ii) Suggest the most appropriate layout to connect all three blocks for efficient communication.



(iii) Which type of network out of the following is formed by connecting the computers of these three blocks?

LAN MAN WAN

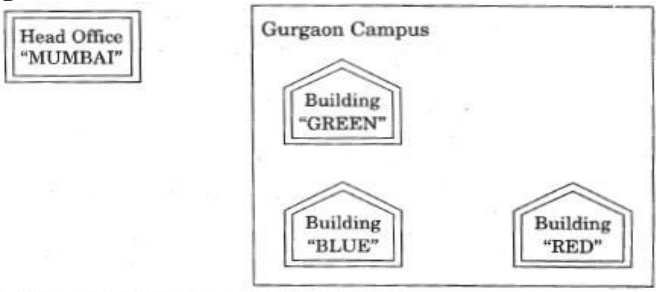
A)LAN

(iv) Which wireless channel out of the following should be opted by RCI to connect to students from all over the world?

Infrared Microwave Satellite

A) Satellite.

6)Workalot Consultants are setting up a secured network for their office campus at Gurgaon for their day-to-day office and web-based activities. They are planning to have connectivity between 3 buildings and the head office situated in Mumbai Answer the questions (i) to (iv) after going through the building positions in the campus and other details, which are given below: (2012) 3



Distances between various buildings

Building "GREEN" to Building "RED"	110 m
Building "GREEN" to Building "BLUE"	45 m
Building "BLUE" to Building "RED"	65 m
Gurgaon Campus to Head Office	1760 KM

Number of Computers

Building "GREEN"	32
Building "RED"	150
Building "BLUE"	45
Head Office	10

(i) Suggest the most suitable place (Le. building) to house the server of this organization. Also give a reason to justify your location.

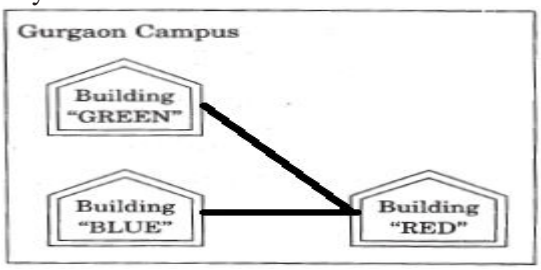
Ans Building "RED", since it contains maximum number of computers

OR

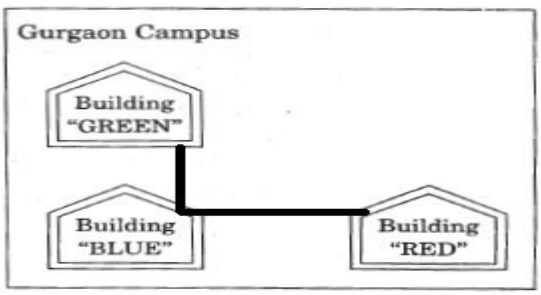
Building "BLUE", since it is closest to "GREEN" and "RED"

(ii) Suggest a cable layout of connections between the buildings inside the campus.

Ans Layout 1:



Layout 2



(iii) Suggest the placement of the following devices with justification:
(1) Switch (2) Repeater

Ans (1) Switch:
In each of the buildings, since a network switch is a networking device that joins multiple computers together within one local area network (LAN).

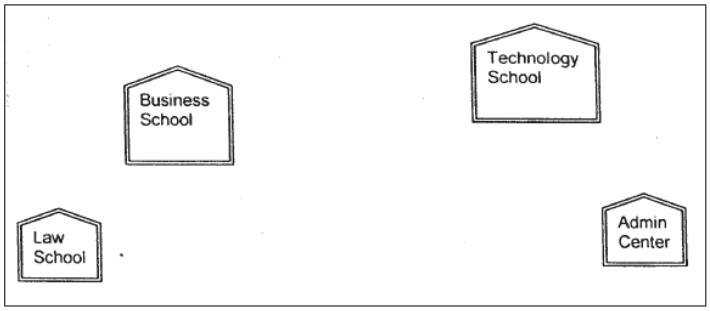
(2) Repeater:
For the Layout 1 drawn in (e2)- Between buildings "GREEN" and "RED", since distance between these two buildings is greater than 70 m which will otherwise lead to loss of signal intensity for data to be transferred.
For the Layout 2 drawn in (e2): Repeater is not needed, since distance between both the buildings connected to "Ganga" is less than 70 m, not leading to any signal loss

OR

Any other placement of Repeater with proper justification

(iv) The organization is planning to provide a high speed link with its head office situated in the MUMBAI using a wired connection. Which of the following cable will be most suitable for this job?
(i) Optical Fibre (ii) Co-axial Cable (iii) Ethernet Cable
Ans (i) Optical Fibre

7.Great Studies University is setting up its Academic schools at Sunder Nagar and planning to set up a network. The university has 3 academic schools and one administration center as shown in the diagram below: (2011) 4



Center to center distances between various buildings is as follows :

Law School to Business School	60m
Law School to Technology School	90m
Law School to Admin Center	115m
Business School to Technology School	40m
Business School to. Admin Center	45m
Technology School to Admin Center	25m

Number of Computers in each of the Schools/Center is follows:

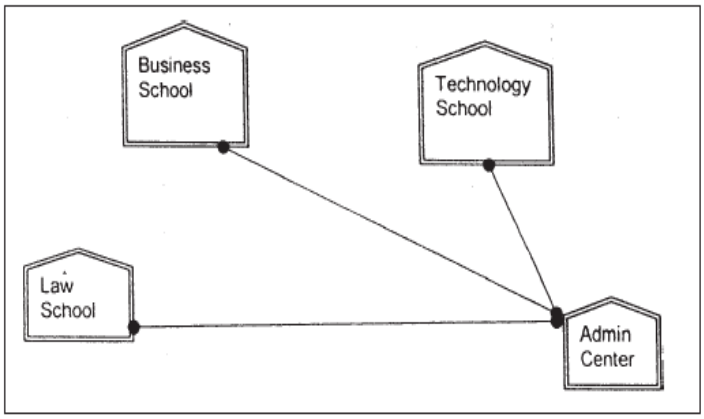
Law School	25
Technology School	50
Admin Center	125
Business School	35

(i) Suggest the most suitable place (i.e. School/ Center) to install the server of this university with a suitable reason. 1

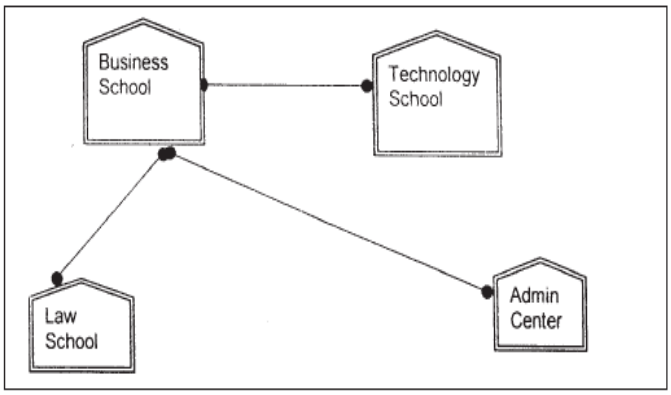
Ans Option 1 : Admin center as it has the most number of computers
Option 2.Business School as it will require minimum cable length to connect other blocks

(ii) Suggest an ideal layout for connecting these schools/ center for a wired connectivity. 1

Ans Option 1:



Option 2:



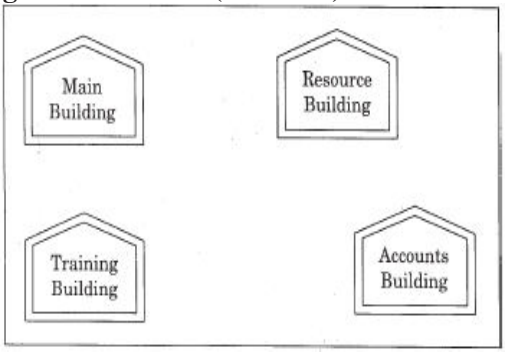
(iii) Which device will you suggest to be placed/installed in each of these schools /
center to efficiently connect all the computers within these schools / center? 1

Ans Switch

(iv) The university is planning to connect its admission office in the closest big city, which is more than 350 km from the university. Which type of network out of LAN, MAN or WAN will be formed? Justify your answer.1

Ans WAN as the distance is more than the range of LAN or MAN. 1

8) "Vidya for All" is an educational NGO. It is setting up its new campus at Jaipur for its web-based activities. The campus has four buildings as shown in the diagram below: (2010 OD) 4



Center to center distances between various buildings as per architectural drawings (in meters) is as follows:

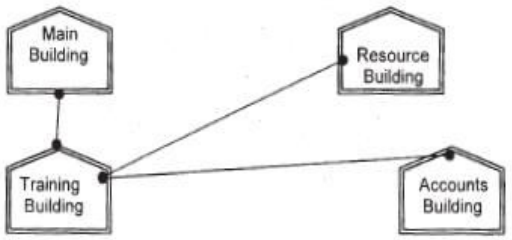
Main Building to Resource Building	120 m
Main Building to Training Building	40 m
Main Building to Accounts Building	135 m
Resource Building to Training Building	125 m
Resource Building to Accounts Building	45 m
Training Building to Accounts Building	110 m

Expected Number of Computers in each Building is as follows:

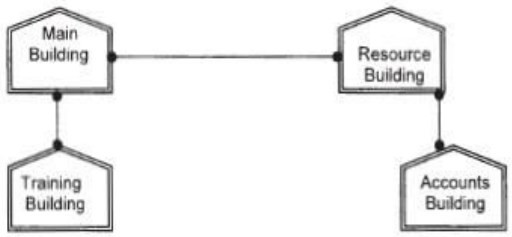
Main Building	15
Resource Building	25
Training Building	250
Accounts Building	10

(e1) Suggest a cable layout of connections between the buildings.

Ans.



OR



(e2) Suggest the most suitable place (i.e. building) to house the server for this NGO. Also, provide a suitable reason for your suggestion.

Ans. Training Building as it contains maximum number of computers.

(e3) Suggest the placement of the following devices with justification:

(i) Repeater(ii) Hub/Switch

Ans. (i) A Repeater should be placed when the distance between any two connecting buildings exceeds 70 m.

(ii) Every building will need one Hub / Switch, to send signals to all of the workstations connected to it

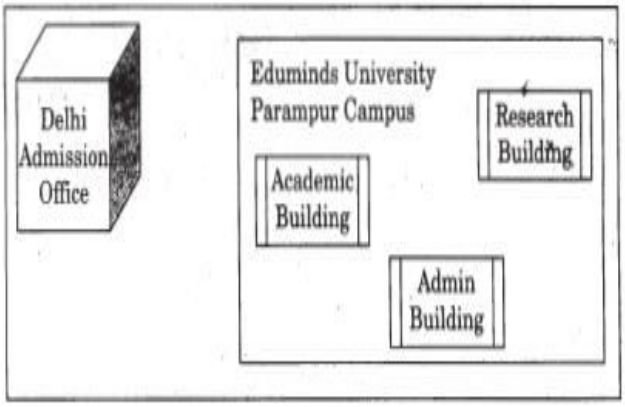
(e4) The NGO is planning to connect its International office situated in Delhi. Which out of the following wired communication links, will you suggest for a very high speed connectivity ?

(i) Telephone Analog Line(ii) Optical Fiber

(iii) Ethernet Cable

Ans. (ii) Optical Fibre

9) Eduminds University of India is starting its first campus in a small town Parampur of Central India with its center admission office in Delhi. The university has 3 major buildings comprising of Admin Building, Academic Building and Research Building in the 5 KM area Campus. As a network expert, you need to suggest the network plan as per (E1) to (E4) to the authorities keeping in mind the distances and other given parameters. (2009 OD)



Expected Wire distances between various locations:

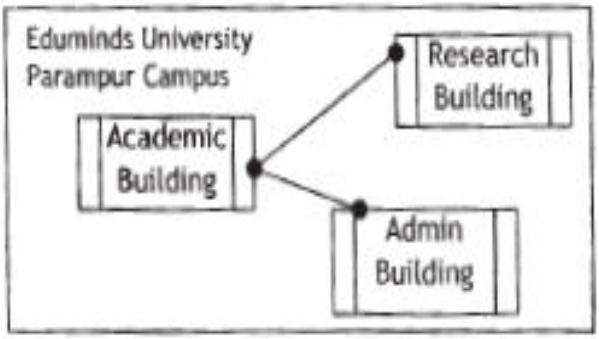
Research Building to Admin Building	90m
Research Building to Academic Building	80m
Academic Building to Admin Building	15m
Delhi Admission Office to Parampur Campus	1450 km

Expected number of computers to be installed at various locations in the university are as follows:

Research Building	20
Academic Building	150
Admin Building	35
Delhi Admission Office	5

(E1) Suggest to the authorities, the cable layout amongst various buildings inside the university campus for connecting the buildings. 1

Ans)



(E2) Suggest the most suitable place (i.e. building) to house the server of this organisation, with a suitable reason. 1

Ans Academic Building as it contains maximum number of computers.

(E3) Suggest an efficient device from the following to be installed in each of the buildings to connect all the computers : 1

(i) GATEWAY (ii) MODEM (iii) SWITCH

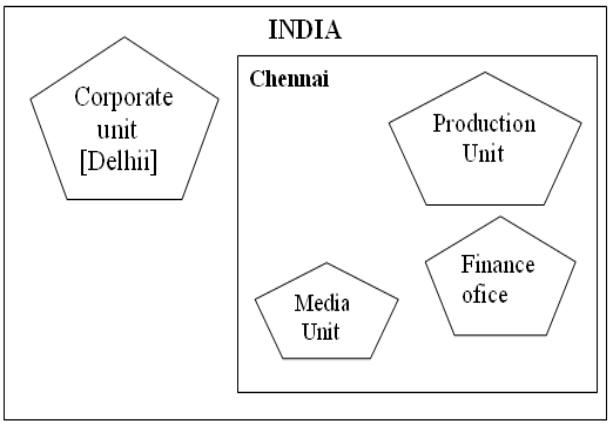
Ans SWITCH

(E4) Suggest the most suitable (very high speed) service to provide data connectivity between Admission Building located in Delhi and the campus located in Par am pur from the following options: 1

_ Telephone line
_ Fixed-Line Dial-up connection
_ Co-axial Cable Network
_ GSM
_ Leased line
_ Satellite Connection

Ans Satellite Connection **OR** Leased line

10)"China Middleton Fashion" is planning to expand their network in India, starting with two cities in India to provide infrastructure for distribution of their product. The company has planned to setup their main office in Chennai at three different locations and have named their offices as "Production Unit", "Finance Unit" and "Media Unit ".The Company has its corporate unit in Delhi. A rough layout of the same is as follows: (2008 OD)



Approximate distance between these Units is as follows:

From	To	Distance
Production Unit	Finance Unit	70 Mtr
Production Unit	Media Unit	15 KM
Production Unit	Corporate Unit	2112 KM
Finance Unit	Media Unit	15 KM

In continuation of the above, the company experts have planned to install the following number of computers in each of their offices:

Production Unit	158
Finance Unit	79
Media Unit	90
Corporate Unit	51

1) Suggest the kind of network required (out of LAN, MAN, WAN) for connecting each of the following office units:

i) Production Unit and Media Unit

ii) Production Unit and Finance Unit

Ans) Production Unit and Media Unit : **MAN**

Production Unit and Finance Unit : **LAN**

2) Which one of the following devices will you suggest for connecting all the computers with in each of their office units?

i) Switch/Hub ii) Modem ii) Telephone

Ans) Switch / Hub

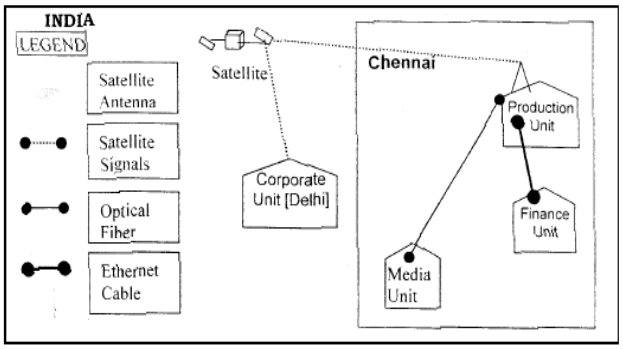
3) Which of the following communication media, you will suggest to be procured by the company for connecting their local office units in Chennai for very effective (High Speed) communication?

i) Telephone cable ii) Optical Fibre
iii) Ethernet Cable

Ans) Optical Fibre

4) Suggest a cable/wiring layout for connecting the company's local office units located in Chennai. Also, suggest an effective method/technology for connecting the company's office unit located in Delhi.

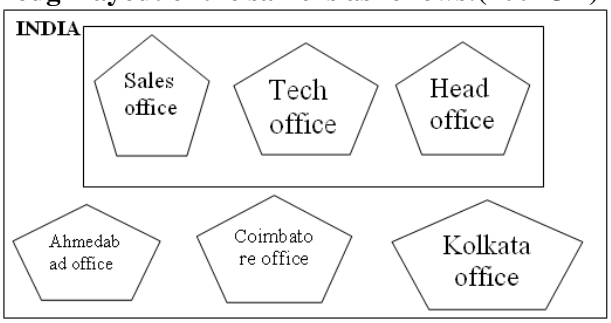
Ans)



Optical Fiber/Star Topology

Wireless/Satellite Link/leased Line

11) "Hindustan Connecting World Association "is planning to start their offices in four major cities in India to provide regional IT infrastructure support in the field of Education & Culture. The company has planned to set up their head office in New Delhi in three locations and have named their New Delhi offices as "Sales Office ","Head Office "and "Tech Office ".The company's regional offices are located at "Coimbatore","Kolkata"and "Ahmadabad". A rough layout of the same is as follows:(2007OD)4



Approximate distance between these offices as per network survey team is as follows

Place From	Place To	Distance
Head Office	Sales Office	10 KM
Head Office	Tech Office	70 KM
Head Office	Kolkata Office	1291KM
Head Office	Ahmadabad Office	790 KM
Head Office	Coimbatore Office	1952KM

In continuation of the above, the company experts have planned to install the following number of computers in each of their offices:

Head Office	100
Sales Office	20
Tech Office	50
Kolkata Office	50
Ahmadabad Office	50
Coimbatore Office	50

1) Suggest network type(out of LAN,MAN,WAN) for connecting each of the following set of their offices:
Head Office and Tech Office
Head Office and Coimbatore Office

Ans) Head Office and Tech Office: **LAN**
Head Office and Coimbatore Office: **WAN**

2) Which device you will suggest to be produced by the company for connecting all the computers with in each of their offices out of the following devices?
Modem Telephone Switch/Hub

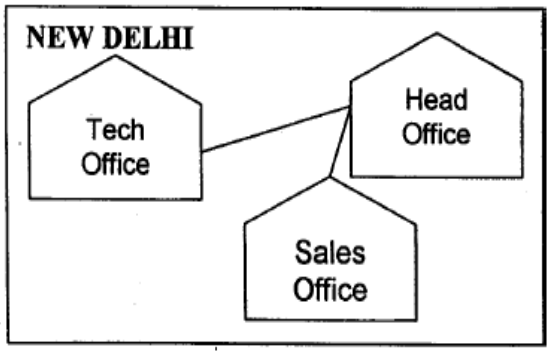
Ans) Switch / Hub

3) Which of the following communication media, will suggest to be procured by the company for connecting their local offices in New Delhi for very effective and fast communication?
Ethernet Cable, Optical Fibre,Telephone Cable

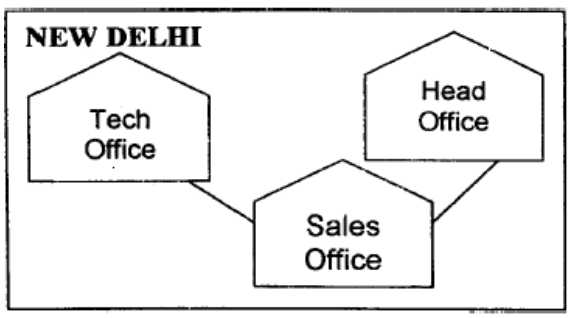
Ans) Optical Fibre

4) Suggest a cable/writing layout for connecting the company's local offices located in New Delhi. Also, suggest an effective method /technology for connecting the company's regional offices at "Kolkata","Coimbatore"and "Ahmadabad".

Ans) Optical Fiber/Star Topology
Wireless



OR



Optical Fiber/Bus Topology
Wireless

12) INDIAN PUBLIC SCHOOL in Darjeeling is setting up the network between its different wings. There are 4 wings named as SENIOR(S), JUNIORS (J), ADMIN (A) and HOSTEL (H). (2006OD)

Distance between various wings is given below:

Number of Computers

Wing A	10
Wing S	200
Wing J	100
Wing H	50

i) Suggest a suitable Topology for networking the computer of all wings.1

Ans) Star Topology **OR** Bus Topology

ii) Name the wing where the server to be installed. Justify your answer. 1m

Ans) Wing S
as it has the maximum number of computers

OR

WingA as it is placed in the Admin Wing (for security reasons)

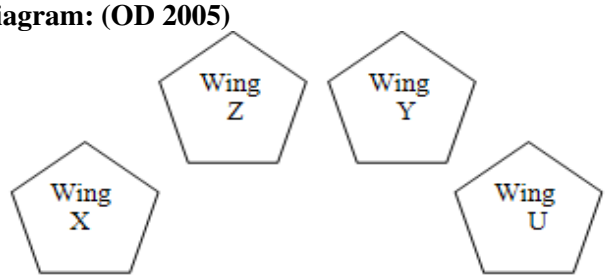
iii) Suggest the placement of Hub/Switch in the network.

Ans) Inside all the four wings

iv) Mention in economic technology to provide internet accessibility to all wings. 1m

Ans: Any one of the following:
Dialup, TCP/IP, DSL, Modem, Broadband, Cable, ISDN, Telephone Line, Co-axial, Ethernet Cable, Radiowave O

13) The Cyber Mind Organization has set up its new Branch at Mizoram for its office and web based activities. It has 4 Wings of buildings as shown in the diagram: (OD 2005)



Center to center distances between various blocks

Wing X to Wing Z	40 m
Wing Z to Wing Y	60 m
Wing Y to Wing X	135 m
Wing Y to Wing U	70 m
Wing X to Wing U	165 m
Wing Z to Wing U	80 m

Number of computers

Wing X	50
Wing Z	130
Wing Y	40
Wing U	15

1) Suggest a most suitable cable layout of connections between the Wings, and topology. 1m

2) Suggest the most suitable place (i.e., Wing) to house the server of this organization with a suitable reason, with justification. 1m

Ans) Wing Z as it has largest number of computers

3) Suggest the placement of the following devices with justification:1m

(i)Repeater (ii) Hub/Switch

4) The organization is planning to link its head office situated in Delhi with the offices at Srinagar.1m Suggest an economic way to connect it; the company is ready to compromise on the speed of connectivity. Justify your answer. 2m

Ans)TCP/IP Dial Up (Most Suitable answer 1)

OR

Telephone Link (Most Suitable answer 2)

OR

Microwave

OR

Radio Link/Radio Wave

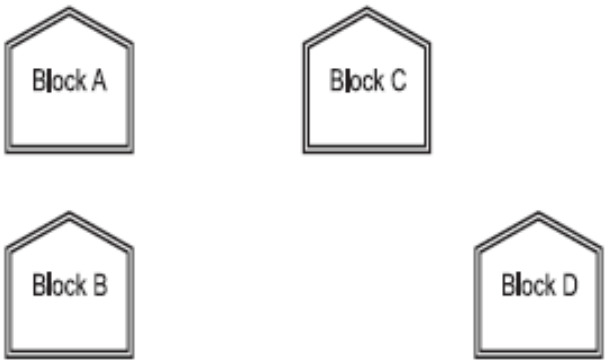
OR

Satellite Link

OR

WAN

16)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: (MP109-10)4



Center to center distances between various blocks

Black 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

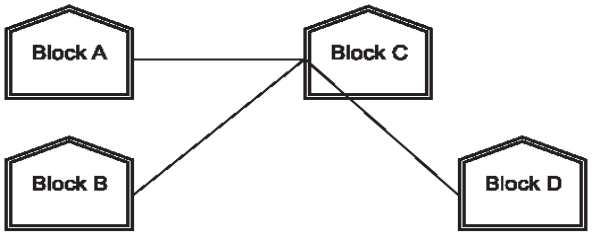
Number of Computers

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

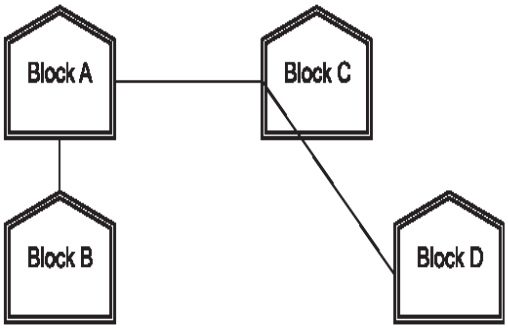
e1) Suggest a cable layout of connections between the blocks.

Ans)

Layout Option 1:



Layout Option 2: Since the distance between Block A and Block B is quite short



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

Ans)

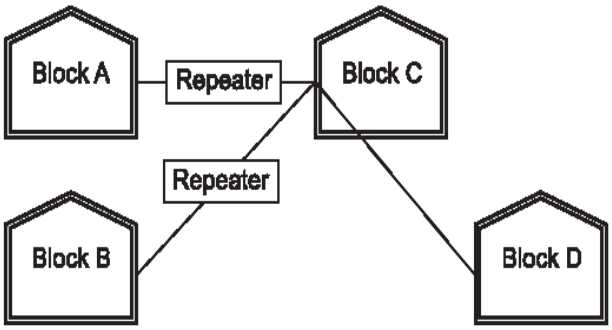
The most suitable place / block to house the server of this organisation would be Block C, as this block contains the maximum number of computers, thus decreasing the cabling cost for most of the computers as well as increasing the efficiency of the maximum computers in the network.

e3) Suggest the placement of the following devices with justification

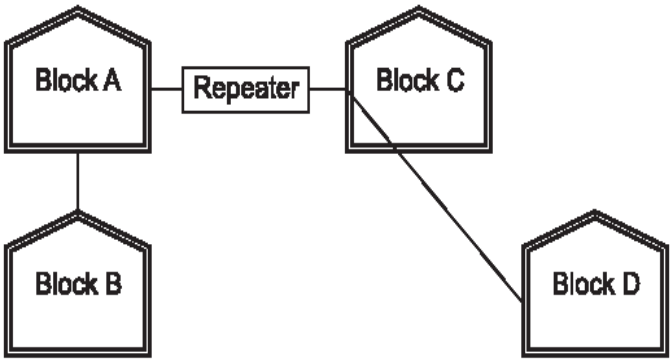
(i) Repeater (ii) Hub/Switch

Ans)

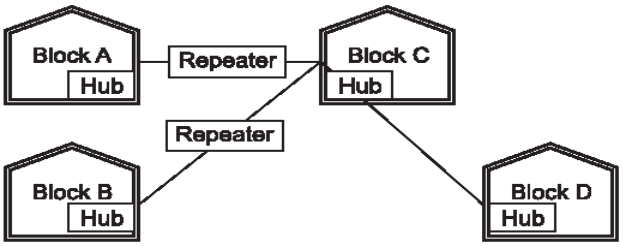
(i) For Layout 1, since the cabling distance between Blocks A and C, and that between B and C are quite large, so a repeater each, would ideally be needed along their path to avoid loss of signals during the course of data flow in these routes.

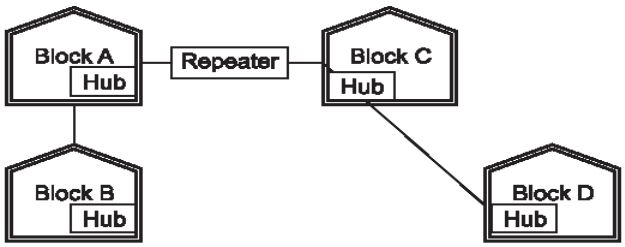


For layout 2, since the distance between Blocks A and C is large so a repeater would ideally be placed in between this path.



(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.

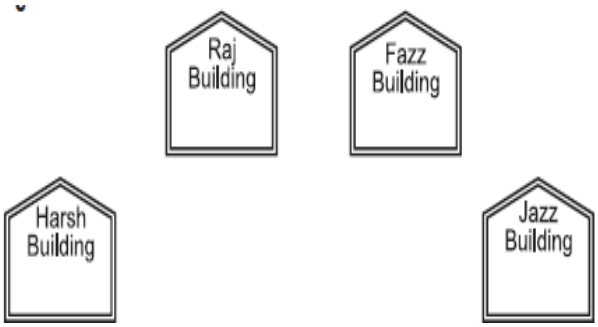




e4) The organization is planning to link its front office situated in the city in a hilly region where cable connection is not feasible, suggest an economic way to connect it with reasonably high speed?

Ans) 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.

17) Ravya Industries has set up its new center at Kaka Nagar for its office and web based activities. The company compound has 4 buildings as shown in the diagram below: (MP209-10) 4

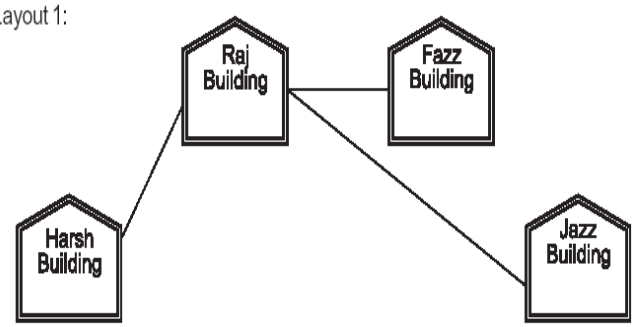


Center to center distances between various buildings is as follows:	
Harsh Building to Raj Building	50 m
Raz Building to Fazz Building	60 m
Fazz Building to Jazz Building	25 m
Jazz Building to Harsh Building	170 m
Harsh Building to Fazz Building	125 m
Raj Building to Jazz Building	90 m
Number of Computers in each of the buildings is follows:	
Harsh Building	15
Raj Building	150
Fazz Building	15
Jazz Bulding	25

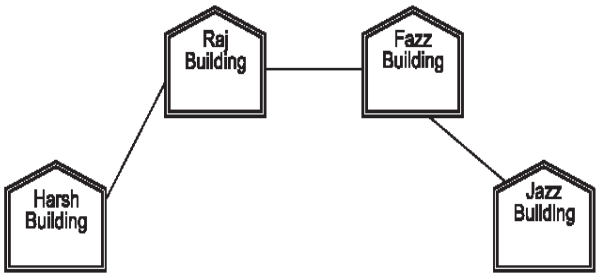
e1) Suggest a cable layout of connections between the buildings.

Ans)

Layout 1:



Layout 2: Since the distance between Fazz Building and Jazz Building is quite short



e2) Suggest the most suitable place (i.e. building) to house the server of this organization with a suitable reason.

Ans) The most suitable place / block to house the server of this organisation would be Raj Building, 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.

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

(i) Internet Connecting Device/Modem

(ii) Switch

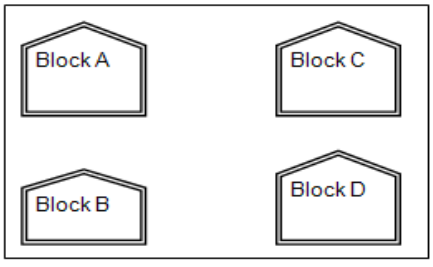
Ans)(i)Raj Building

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

e4) The organisation is planning to link its sale counter situated in various parts of the same city, which type of network out of LAN, MAN or WAN will be formed? Justify your answer.

Ans) The type of network that shall be formed to link the sale counters situated in various parts of the same city would be a MAN, because MAN (Metropolitan Area Networks) are the networks that link computer facilities within a city.

18)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: (MP108-09)



Center to center distances between various blocks

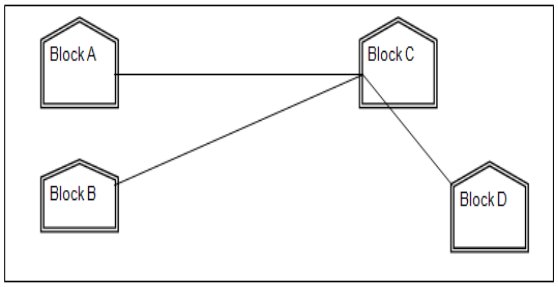
Black A to Block B	50 m
Block B to Block C	150 m
Block C to Block D	25 m
Block A to Block D	170 m
Block B to Block D	125 m
Block A to Block C	90 m

Number of Computers

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

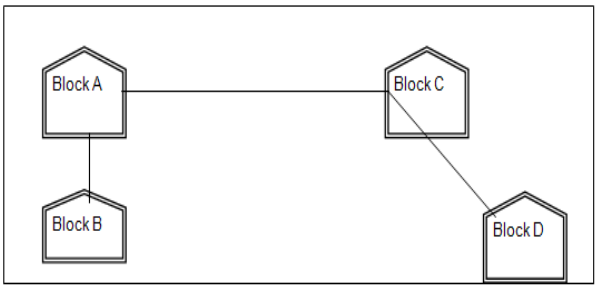
e1) Suggest a cable layout of connections between the blocks.1

Ans)Layout 1:



Layout Option 2:

Since the distance between Block A and Block B is quite short



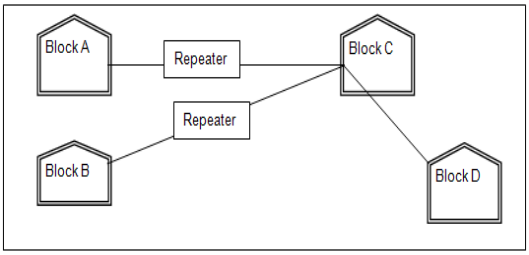
e2) Suggest the most suitable place (i.e. block) to house the server of this organisation with a suitable reason. 1

Ans) 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.

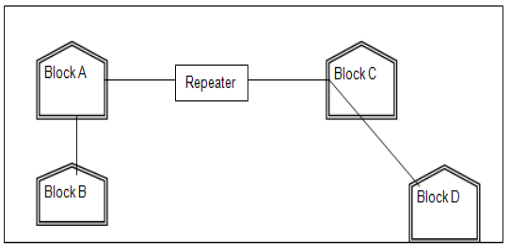
e3) Suggest the placement of the following devices with justification 1

i)Repeater ii)Hub/Switch

Ans) 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

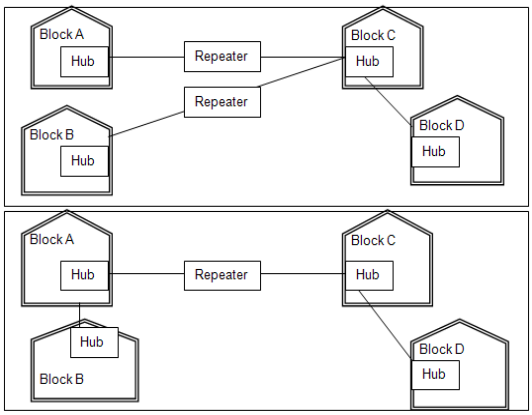


For layout 2, since the distance between Blocks A and C is large so a repeater would ideally be placed in between this path



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

Layout 1



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

Ans) 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.

Theory Question: Fundamental Concepts

1) What was the role of ARPANET in the Computer Network? (D2010) **1**

Ans. The first computer network was jointly designed by The Advanced-Research Projects Agency (ARPA) and Department of Defence (DoD) of United States in 1969 and was called ARPANET. It was an experimental project, which connected a few computers from some of the reputed universities of USA and DoD. ARPANET allowed access to computer resource sharing projects. This ARPANET was handed over to Defence Communication Agency (DCA) for further development.

2)What is the significance of ARPANET in the network? (MP108-10) 1

Ans) 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.

LAN,MAN,WAN,PAN:

1) Daniel has to share the data among various computers of his two offices branches situated in the same city. Name the network (out of LAN, WAN, PAN and MAN) which is being formed in this process. (2017MP) 1

Ans MAN

2.Differentiate between PAN and LAN types of networks. (2016) 1

PAN - Personal Area Network	LAN - Local Area Network
A personal area network - PAN - is a computer network organized around an individual person.	LAN interconnects a high number of access or node points or stations within a confined physical area upto a kilometer.

3.2013

(d) Which type of network (out of LAN, PAN and MAN) is formed, when you connect two mobiles using Bluetooth to transfer a video. 1

Answer : PAN (Personal Area Network)

4 In networking, what-is WAN? How is it different from LAN? (2011) 1

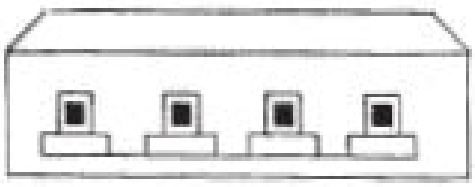
Ans A WAN (wide area network), is not restricted to a geographical location, although it might be confined within the bounds of a state or country. A WAN connects several LANs, and may be limited to an enterprise (a corporation or an organization) or accessible to the public. The technology is high speed and relatively expensive. The Internet is an example of a worldwide public WAN.

A LAN (local area network) is a group of computers and network devices connected together, usually within the same building or campus.

5) What is the difference between LAN and WAN? (OD2009) 1

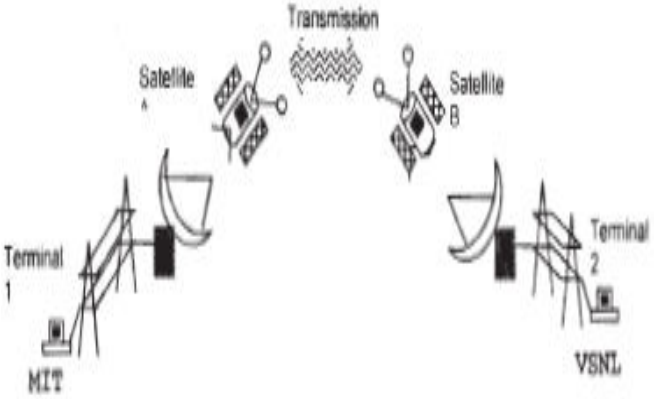
Ans LAN (Local Area Network):

Interconnects a high number of access or node points or stations within a confined physical area. An example is the territory covered in a single office building that houses various departments/offices. All these areas are interconnected using a LAN.



WAN (Wide Area Network)

It is used to connect systems with no limitation of geographical area. It is used to serve many locations distributed over a large geographical area. A system of overnight teller machines used by a banking organisation covering the North of India is an example of a WAN. Internet is also an example of the same.



6) What is the difference between MAN and WAN? (2003) 1m

7) What is the difference between LAN and WAN? (2000) 1m

8) What is the difference between WAN and MAN. (1999) 1m

9) What is the difference between LAN and MAN? (1998) 1m

TOPOLOGIES:

1) Identify the type of topology on the basis of the following: (2017MP)

a. Since every node is directly connected to the server, a large amount of cable is needed which increases the installation cost of the network.

b. It has a single common data path connecting all the nodes. 2

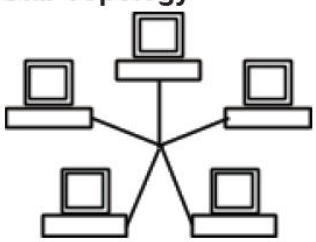
Ans: a. Star Topology b. Bus Topology

2. Illustrate the layout for connecting 5 computers in a Bus and a Star topology of Networks. (2015) 2

Bus topology



Star Topology



OR any valid illustration of Bus and Star Topology.

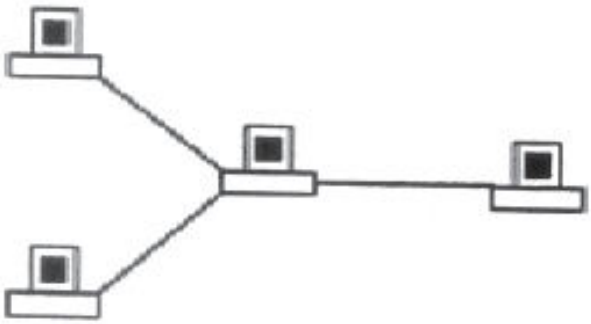
3) Write one advantage of Bus Topology of network. Also, illustrate how 4 computers can be connected with each other using star topology of network. (2012)2

Ans Cable length required for this topology is the least compared to other networks.

OR

Any other correct advantage of Bus Topology of network.

Illustration of 4 computers connected with each other using star topology of network.

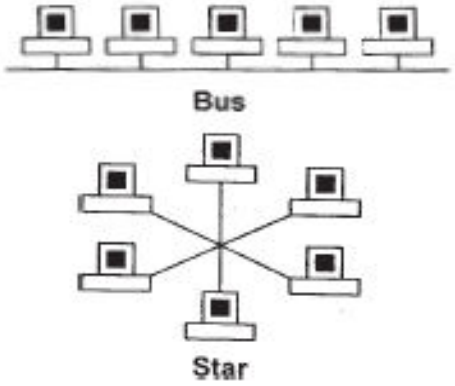


4) What is difference between Star Topology and Bus Topology of network? (D2009) 1

Ans)

Bus Topology: It is characterised by common transmission medium shared by all the connected hosts, managed by dedicated nodes. It offers simultaneous flow of data and control.

Star Topology: It is characterised by central switching node (communication controller) and unique path (point to point link) for each host. It is easy to add and remove additional hosts by upgrading the centralised node.



5) Write one advantage of STAR topology as compared to BUS topology (D2006) 1m

Ans) Fault detection is easy.
Fault isolation is easy.

6) Write two advantages and disadvantages of the following topologies in a Network. (2002) 1m
i) BUS ii)RING

7) Write two advantages and two disadvantages for STAR topology? (2004)1m

8) Write one advantage and one disadvantage of the following topologies in network: (2003) 2m
i)STAR Topology ii)BUS Topology

9) Mention one difference between Linear and Star topologies in networking. (2001) 1m

10) Write the two advantages and two disadvantages of BUS Topology in network? (2000)2

11) Give two advantages and disadvantages of following network topologies: (1999) 2m
i)BUS ii)Tree

MESSAGE SWITCHING:

1) Differentiate between packet switching over message switching? (2015) 1

Ans Packet Switchingfollows store and forward principle for fixed packets.Fixes an upper limit for packet size.

Message Switchingfollows store and forward principle for complete message. No limit on block size.

(d) Name two switching techniques used to transfer data between two terminals(computers). (D2009) 1

Ans Message Switching and Packet Switching

OR

Circuit Switching and Message Switching

OR

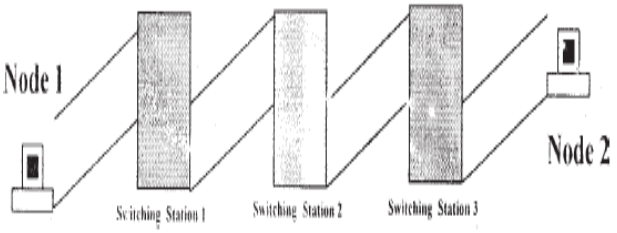
Circuit Switching and Packet Switching

2) Mention one difference between circuit switching and pocket switching. (2002) 2m

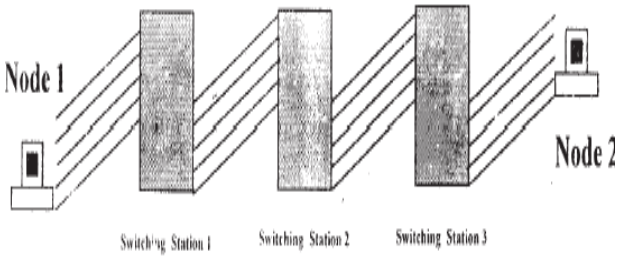
3) What is the difference between Message Switching technique and Packet Switching technique? (D2005) 1m

Ans)

Message switching: The saurce computer sends data (message) to theswitching office, which stores data in a buffer. It then looks for a free link to another switching office and sends data to that office. This process continues until data is delivered to the destination computer. This type of switching technique is also known as 'store and forward' switching.



Packat switching: A fixed size of packet that can be transmitted across the network is specified. All the packets are stored in the main memory instead of disk. As a result accessing time of packets is reduced.



4) Define Packet switching? (2004) 1m

5) Compare any two Switching techniques. (MP109-10)1

Ans) Appropriate comparison between any two out of Circuit Switching, Message Switching, Packet Switching

GUIDED & UNGUIDED MEDIA:

1) Out of the following, which is the fastest (i) wired and (ii) wireless medium of communication? **(2015)**1
Infrared, Coaxial Cable, Ethernet Cable, Microwave, Optical Fiber

Ans *(i) Wired – Optical Fiber*
(ii) Wireless - Infrared OR Microwave

2.2014

7. (a) **Write two advantages of using an optical fibre cable over an Ethernet cable to connect two service stations, which are 200 m away from each other.** 1

Answer :

Two using an optical fibre cable over an Ethernet cable are:
- Provides high speed.
- Electrical and Magnetic interference does not affect the transmission.

3) How is Coaxial cable different from Optical Fibre?(D2008) 1m

Ans)

Coaxial Cable: Comparatively Slow, Economic, convenient to lay down, used in Bus topology of networks

Optical Fibre: Very fast, expensive, reliable, no interference

4) Compare Optical Fiber and Coaxial transmission media. (OD2005) 1m

Ans)

Coaxial Cable: Comparatively Slow, Economic, convenient to lay down, used in Bus topology of networks;

Optical Fibre: Very fast, expensive, reliable, no interference

5) Write one difference between Coaxial and optical cable? (2004) 1m

6) Write an advantage and a disadvantage of using optical fibre cables? (2003) 1m

7) Name two transmission media for networking. 1m (OD2006)

Ans)

Optical Fiber

Ethernet Cable or twisted pair cable or UTP or STP

Co-axial Cable

Infrared

Radio Link OR Radiowave

Microwave link OR Microwave

Satellite Link

8) Name two communication channels used in networking and explain any one.(2001) 2m

OTHERS:

1) Which of the following is not an unit for data transfer rate? (D2010) 1

(i) bps (ii) abps (iii) gbps (iv) kbps

Ans. (ii)abps

2) Which of the following is not a unit for data transfer rate? (OD2010) 1

(i) mbps (ii) kbps (iii) sbps (iv) gbps

Ans. (iii) sbps

3) Which of the following unit measures the speed with which data can be transmitted from one node to another node of a network? Also, give the expansion of the suggested unit.(D2007)1

i) Mbps ii) KMps iii) MGps

Ans) Mbps (Mega Bits Per Second)

4) Which of the following unit measures the speed with which data can be transmitted from one node to another node of a network? Also, give the expansion of the suggested unit(OD2007) 1m

i) KMps ii) Mbps iii) MGps

Ans) (ii) Mbps Mega bits per second

5) Differentiate between Internet and Intranet (D2006) 1

Ans)Internet is a network of computer networks which operates world-wide using a common set of communications protocols.

Intranet is an inter-connected network within one organization that uses Web technologies for the sharing of information internally.

6) What is NFS? (2001) 1m

7) Mention one advantage of networking(2001). 1m

8) What do you understand by a backbone network? (1998) 1m

9) Define the term Bandwidth. Give any one unit of Bandwidth. (MP209-10) 1

Ans)

Bandwidth is referred to the volume of information per unit of time that a transmission medium (like an Internet connection) can handle.

OR

The amount of data that can be transmitted in a fixed amount of time is known as bandwidth.

For digital devices, the bandwidth is usually expressed in bits per second(bps) or bytes per second. For analog devices, the bandwidth is expressed in cycles per second, or Hertz (Hz)

10) Define the term Bandwidth. Give unit of Bandwidth. (MP208-10) 1

Ans)

Bandwidth is the capability of a medium to transmit an amount of information over a distance. Bandwidth of a medium is generally measured in bits per second (bps) or more commonly in kilobits per second (kbps)

Theory Question : Communication Devices

1)What is the purpose of using a repeater in the context of networking? (2003) 1

2) What is a Hub? (D2008) 1

Ans)A Hub is used for a central connection between two or more computers on a network. **OR**

A Hub is a network device used to connect two or more computers. **OR**

A Hub is an unintelligent network device to connect computers.

3) What is a Modem? (OD2008) 1m

Ans)

Modem is a Modulation Demodulation device that converts analog signal to digital signal and vice versa.

1) What is a Modem? (2002) 1m

1) What are Routers? (2000) 1m

2) What is the purpose of using a MODEM? (2000)1m

1) What is a bridge? (1999) 1m

1) What are repeaters? (1998) 1m

Theory Question : Internet Related

Theory Question : Protocols

1.Which protocol helps us to transfer files to and from a remote computer? **(2016)** 1

Ans FTP OR Telnet OR TCP

2.2013

(b) What is the different between HTTP and FTP? 1

Answer :

HTTP	FTP
1. HTTP, is a protocol used to transfer files from a web server onto a browser in order to view a Web page that is on the Internet.	1. FTP, is a protocol used to upload files from a work-station to a FTP server or download files frofn a FTP server to a workstation.
2. It is used to define the format and Transfer the web page.	2. It is used to transfer the file from one system to another.

3) What is protocol? Which protocol is used to search information from internet using an internet browser? (D2009) 1

Ans A protocol is the set of rules for governing communication between two communication devices. It also infers documentation, negotiations and establishment of rules. Protocol used to search information from internet using an internet browser is :

TCP/IP OR HTTP

4) What is protocol? Which protocol is used to copy a file from/to a remotely located server? (OD2009)1

Ans A protocol is the set of rules for governing communication between two communication devices. It also infers documentation, negotiations and establishment of rules. Protocol used to copy a file fromlto a remotely located server is FTP (File Transfer Protocol)

5) What is the purpose of using FTP? (1999) 1

Theory Question : Internet Related Others

1) Who is a hacker? (2017MP) 1

Ans: A computer enthusiast, who uses his computer programming skills to intentionally access a computer without authorization is known as
hacker. A hacker accesses the computer without the intention of destroying data or maliciously harming the computer.

2)How is a Hacker different from a Cracker?(OD2008)1

Ans) Hackers are the ones who get into someone's code or computer without any malicious intentions, where as Crackers are the one's who get into someone's code or computer with malicious intentions.

3) Difference between Hackers and Crackers? (OD2006)1

Ans)Hackers: Computer enthusiasts who enjoy learning about computer systems and get into other system/network for gaining more knowledge or may find flaws in the system for rectification purposes.

Crackers: Malicious programmers who break into secure systems for stealing and corrupting/spoiling data.

4) Write two advantages of 3G over 2G Mobile Telecommunication Technologies in terms of speed and services? **(2016) 1**

Ans Speed -

- Faster web browsing
- Faster file transfer

Service -

- Better video clarity
- Better security

4) Write two characteristics of Web 2.0. **(2016) 1**

Ans ● Makes web more interactive through online social medias

- Supports easy online information exchange
- Interoperability on the internet
- Video sharing possible in the websites

5)What is the basic difference between Computer Worm and Trojan Horse? **(2016)** 1

Trojan Horse	Computer Worm
It is a "Malware" computer program presented as useful or harmless in order to induce the user to install and run them.	It is a self-replicating computer program which uses a network to send copies of itself to other computers on the network and it may do so without any user intervention.

6) What is Trojan Horse? (2015) 1

Ans *A Trojan Horse is a code hidden in a program, that looks safe but has hidden side effects typically causing loss or theft of data, and possible system harm.*

7) What is the difference between Trojan Horse and Virus in terms of computers? (D2010) 1

Ans. TROJAN HORSE: "Malware" computer programs presented as useful or harmless in order to induce the user to install and run them.

VIRUS: Virus is a malicious program that damages data and files and causes harm to computer system.

8) What is the difference between Virus and Worms in the computers?(OD2010) 1

Ans.Virus: Virus is a malicious program that damages data and files and causes harm to computer system.

Worms: Worms disrupt services and create system management problems. In some cases worms can install viruses that cause damage to system.

9) How Trojan Horses are different from Worms? Mention any one difference. (MP209-10) 1

Ans)A Trojan horse is a term used to describe malware that appears, to the user, to per form a desirable function but, in fact, facilitates unauthorized access to the user's computer system.

A computer worm is a self-replicating computer program. It uses a network to send copies of itself to other nodes (computers on the network) and it may do so without any user intervention.

1)Categories the following under **Client side and Server Side script category? (2016)**

(i) Java Script (ii) ASP

(iii) VB Sript (iv) JSP

Client Side Scripts	Server Side Scripts
VB Script	ASP
Java Script	JSP

2) Name one server side scripting language and one client side scripting language. (2012)1

Ans Client side scripts: Java script / VB script / Peril Tcl/Tk / REXX.

Server side scripts: JSP / ASP / PHP / CGI / Perl

3. Out of the following, identify client side script (s) and server side script (s). (2011)1
(i) Javascript (ii) ASP
(iii) vbscript (iv) JSP
Ans) Javascript & vbscript are client side scripts
JSP & ASP are server side scripts
4) Which of the following is not a Client Side script: (MP109-10) 1
(i) VB Script (ii) Java Script
(iii) ASP (iv) PHP
Ans) (iii) ASP and (iv) PHP are not client side scripts

(1) What kind of data gets stored in **cookies** and how is it useful? **(2015)** 1
Ans When a Website with cookie capabilities is visited , its server sends certain information about the browser, which is stored in the hard drive as a text file. It's a way for the server to remember things about the visited sites.
2.What are cookies? (2011) 1
Ans A small piece of information that a server sends to a client. When a person visits a Web site with cookie capabilities, its server sends certain information about him/her to the browser, which is stored on his/her hard drive as a text file. At some later time (such as returning to the site the next day), the server retrieves the cookie.
3) What do you understand by the terms Cookies and Firewall? (OD2005) 1m
Ans)Cookies: A small piece of information that a server sends to a client When you visit a Web site with cookie capabilities, its server sends certain information about you to your browser, which is stored on your hard drive as a text file. At some later time (such as returning to the site the next day),the server retrieves the cookie. It's a way toi the server to remember things about you.

(1) Out of the following, which all comes under **cyber crime? (2015)** 1
(i) Stealing away a brand new hard disk from a showroom.
(ii) Getting in someone's social networking account without his consent and posting on his behalf.
(iii) Secretly copying data from server of a organization and selling it to the other organization.
(iv) Looking at online activities of a friends blog.
Ans *(ii) & (iii)*
2) Which out of the following comes under Cyber Crime?(2012) 1
(i) Operating someone's Internet banking account, without his knowledge.
(ii) Stealing a keyboard from someone's computer.
(iii) Working on someone's computer with his/her permission.
Ans (i) Operating someone's Internet banking account, without his knowledge.
3) What is the significance of Cyber law? (D2007)1m
Ans) Cyber law encompasses a wide variety of political and legal issues related to the Internet and other communications technology, including intellectual property, privacy, freedom of expression, and jurisdiction. **OR**
Cyber law helps prevent Cyber Crime, Hacking, Data theft, Software Piracy and protects rights of Cyber Users.
4) What is the significance of Cyber law? 1m**(OD2007)**
Ans)Cyber law encompasses a wide variety of political and legal issues related to the Internet and other communications technology, including intellectual property, privacy, freedom of expression, and jurisdiction. **OR**
Restricting unauthorized access to user accounts. Promoting, coordinating and controlling e-business.

5) Write two application of Cyber Law. (D2005) 1m
Ans)Cyber law encompasses a wide variety of political and legal issues related to the Internet and other communications technology, including intellectual property, privacy, freedom of expression, and jurisdiction.
6) If someone has hacked your Website, to whom you lodge the Complain? (MP1 09-10) 1
Ans) The complaint has to be lodged with the Police under IT Act.

2014

7 **(a) Write two characteristics Wi-Fi.** **1**
Answer :
The characteristics of Wi-Fi are as follows:-
1. It allows the devices to connect with the network without any wire.
2. Group of devices can be connected with single internet connection.

2014

(b) What is the difference between E-Mail and Chat? **1**
Answer : In Email, it is not necessary that receiver should be present online when the receiver is sending the E-mail, whereas, in Chat, it is must that the communicators should be online at the time of communication.

2. Differentiate between XML and HTML.(2011) 1
Ans The Extensible Markup Language (XML) was initially visualized as a language for defining new document formats for the World Wide Web. XML is textbased formats that provide mechanisms for describing document structures with the help of user defined Tags.
HTML - short for Hypertext Markup Language is the predominant markup language for the creation of web pages. It provides a means to describe the
structure of text-based information in a document by denoting certain text as headings, paragraphs, lists, and to supplement that text with interactive forms, embedded images, and other objects using predefined Tags.

3) What is the difference between XML and HTML? Write two differences.(OD2005)1m
Ans)eXtensible Markup Language:
It contains user defined tags
Hyper Text Markup Language:
It contains predefined tags

4) When do you prefer XML over HTML and why? (MP209-10) 1
Ans)
The first benefit of XML is that because you are writing your own markup language, you are not restricted to a limited set of tags defined by proprietary vendors.
Rather than waiting for standards bodies to adopt tag set enhancements (a process which can take quite some time), or for browser companies to adopt each other's standards (yeah right!), with XML, you can create your own set of tags at your own
pace.
1) What term we use for a software/hardware device, which is used to block, unauthorized access while permitting authorized communications. This term is also used for a device or set of devices configured to permit, deny, encrypt, decrypt, or proxy all (in and out) computer traffic between

different security domains based upon a set of rules and other criteria. (D2010)1

Ans. Firewall

Firewall: Any of a number of security schemes (hardware/software) that prevent unauthorized users from gaining access to **a** computer network or that monitor transfers of information to and from the network.

c) How firewall protect our Network? (MP209-10) 1

Ans)A **firewall** is a part of a computer system or network that is designed to block unauthorized access while permitting authorized communications. It is a device or set of devices configured to permit, deny, encrypt, decrypt, or proxy all (in and out) computer traffic between different security domains based upon a set of rules and other criteria.

c)Define the term firewall. (MP208-10) 1

Ans) Firewall is a feature used for Network Security. In a Network there is always danger of information leaking out or leaking in. Firewall is a feature which forces all information entering or leaving the network to pass through a check to make sure that there is no unauthorized usage of the network.

1) Name any two common Web browsers. (OD2010)1

Ans. Internet explorer,Firefox,Netscape Navigator, Google Chrome, Opera, Safari

2)What is the purpose of using a Web Browser? Name any one commonly used Web Browser. (MP108-10)1

Ans) 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

1) Describe the following in brief:2m (1998)

i)MOSAIC ii)Usenet

1) What do you mean by IP Address? How is it useful in Computer Security? 1

Ans) An Internet Protocol (IP) address is a numerical identification and logical address that is assigned to devices connected in a computer network.An IP Address is used to uniquely identify devices on the Internet and so one can quickly know the location of the system in the network.

2) What do you mean by Spam Mails? How can you protect your mailbox from Spams? (2000)

Ans) Spam mails, also known as junk e-mail, is a subset of spam that involves nearly identical messages sent to numerous recipients by e-mail.

We can protect our mailbox from spams by creating appropriate filters.

1) Give one suitable example of each URL and Domain Name (2012)1

Ans URL Example: http://www.w3schools.com/htmlldefault.asp **OR** www.youtube.com

Domain Name Example: w3schools.com

OR

Any other correct URL and Domain Name Examples

Note: Domain names in both the examples may/may not be same

2) What is the importance of URL in networking? (MP209-10) 1

Ans)A Uniform Resource Locator (URL) is used to specify, where an identified resource is available in the network and the mechanism for retrieving it. A URL is also referred to as a Web address.

3)What is the importance of URL in networking? (MP208-10)1

Ans) URL stands for Uniform Resource Locator. Each page that is created for Web browsing is assigned a URL that effectively serves as the page's worldwide name or address. URL's have three parts: the protocol , the DNS name of the machine on which the page is located and a local name uniquely indicating the specific page(generally the filename).

4)Give two major reasons to have network security. (MP108-10) 1

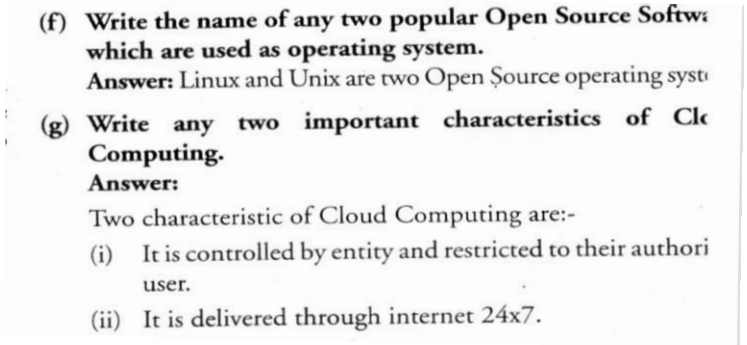
Ans) Two major reasons to have Network Security are

(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.

MODEL 4: 4Marks Problem

2014



(f) **Write the name of any two popular Open Source Softw which are used as operating system.**

Answer: Linux and Unix are two Open Source operating syst

(g) **Write any two important characteristics of Cl Computing.**

Answer:

Two characteristic of Cloud Computing are:-

(i) It is controlled by entity and restricted to their authori user.

(ii) It is delivered through internet 24x7.

(3) Write two advantages of using open source software over proprietary software. 2013

A) Two advantages of using open source software over proprietary software are:

Open Source Software is software whose source code is available to customer and it can be modified and redistributed without any limitations whereas source code of proprietary software is not available.

Open Source software may come free of cost or with payment of normal charges whereas proprietary software is neither open nor freely available.

(4) Name two Proprietary softwares along with their application. (2012)1

Ans Microsoft Office - For office applications

Adobe Photoshop - For design related works

Autocad - For professional Design

MAYA - For professional animations & Movie making

3D Studio - For 3 dimensional objects

Tally - For accounting

Oracle Database - For database management

5. What is WEB2.0? (2011)1

Ans The term Web 2.0 is associated with **web applications that facilitate participatory information sharing,** interoperability, **user-centered design, and collaboration on the World Wide Web.** Web 2.0 is also used for social networking. Example: **Social Networking Sites, Blogs, Facebook,** Video Sharing Sites, Video Conferencing Applications etc.

(6) Compare Open Source Software and Proprietary Software. (2011) 1

Ans Open source software refers to a program or software in which the source code (the form of the program when a programmer writes a program in a

particular programming language) is available to the general public for use and/or modification from its original design free of charge.
Proprietary software is software that is owned by an individual or a company (usually the one that developed it). There are almost always major restrictions on its use, and its source code is almost always kept secret.

7) Write one advantage of each for Open Source Software and Proprietary Software. 1

Ans. An Open Source Software is freely and liberally licensed because of which users have right to study, change. and improve its design and source code. A Proprietary Software has a copyright owner, who can restrict the user's control over the software, its modification, or restrictions in publishing of modified or unmodified versions.

8) Mention any two advantages of Open Source Software over Proprietary Software. (2000)

Ans) Open Source's proponents often claim that it offers significant benefits when compared to typical Proprietary Software. Proprietary Software typically favour visible
features (giving marketing advantage) over harder-to measure qualities such as stability,security and similar less glamorous attributes.
Open Source Software developers are evidently motivated by many factors but favouring features over quality is not noticeable amongst them. For many developers, peer review and acclaim is important, so it's likely that they will prefer to build software that is admired by their peers. Highly prized factors are clean design, reliability and maintainability, with adherence to standards and shared community values preeminent.

9)Compare freeware and Shareware. (MP209-10) 1

Ans)Freeware, the name derived from words "free" and"software". It is a computer software that is available for use at no cost or for an optional fee. Freeware is generally proprietary software available at zero price, and is not free software. The author usually
restricts one or more rights to copy, distribute, and make derivative works of the software.
Shareware is usually offered as a trial version with certain features only available after the license is purchased, or as a full version, but for a trial period. Once the trial period
has passed the program may stop running until a license is purchased. Shareware is often offered without support, updates, or help menus, which only become available with the purchase of a license. The words "free trial" or "trial version" are indicative of shareware.

MODEL 5: Full Forms

1) Expand the following: (2017MP)
a. VOIP b. SMTP 1
Ans: a. Voice Over Internet Protocol
b. Simple Mail Transfer Protocol
2014

(c) Expand the following :
- **GSM**
- **GPRS**

Answer:
GSM— Global System for Mobile Communication
GPRS— General Packet Radio Service

(f) Write the full forms of the following: (D2010)1
(f1) GNU (f2) XML
Ans (f1) GNU's not Unix
(f2) eXtensible Markup Language
(f) Writethe full forms of the following☹OD2010)1
(f1) FTP (f2) FSF
Ans. (f1) FILE TRANSFER PROTOCOL
(f2) FREE SOFTWARE FOUNDATION
(b) Expand the following abbreviations(D2009) 1
(i) GSM (ii) CDMA
Ans (i) Global System for Mobile Communication
(ii) Code Division Multiple Access
b)Expand the following abbreviations:1
(i) HTTP (OD2009) (ii) ARPANET
Ans (i) Hyper Text Transfer Protocol
(ii) Advanced Research Projects Agency Network
2) Expand the following terms with respect to Networking: 2m (D2008)
i) MODEM ii) WLL iii) FTP iv) TCP/IP
Ans) (i) Modulator - Demodulator
(ii) Wireless Local Loop **OR**
Wireless in Local Loop
(iii) File Transfer Protocol
(iv) Transfer Control Protocol/Internet Protocol
2) Expand the following terms with respect to Networking: (OD2008) 2m
i) PPP ii) GSM iii) XML iv) HTTP
Ans)(i) Point To Point Protocol
(ii) Global System for Mobile Communication
(iii) eXtensible MarkUp Language
(iv) Hyper Text Transfer Protocol
2) Expand the following terms with respect to networking: 2m (D2007)
i) CDMA ii) WLL iii) FTP iv) HTML
Ans)(i) Code Division Multiple Access
(ii) Wireless Local Loop
(iii) File Transfer Protocol
(iv) Hyper Text Markup Language
2) Expand the following terms with respect to networking: 2m (OD2007)
i) XML ii) WWW
iii) WLL iv) TCP/IP
Ans)(i) XML eXtensible MarkUp Language
(ii) WWW World Wide Web
(iii) WLL Wireless in Local Loop
(iv) TCP/IP Transmission Control
Protocol/Internet Protocol
2) Expand the following terms: 2m
i) CDMA ii) URL (D2006)
iii) HTTP iv) WAN
Ans)(i) Code Divison Multiple Access
(ii) Uniform Resource Locator (Location) /
Universal Resource Locator (Location)
(iii) Hype Text Transfer (Transmission)
Protocol
(iv) Wide Area Network
2) Expand the following terms: 2m (OD2006)
i) XML ii) GSM
iii) SMS iv) MAN

Ans)(i) XML Extensible Markup Language
(ii) GSM Global System for Mobile
(iii) SMS Short Messaging Service
{Message/Messaging both acceptable}
(iv) MAN Metropolitan Area Network

2) Expand the following terminologies: (D2005) 2m
i) TCP/IP ii) XML
iii) CDMA iv) WLL

Ans)(i) Tranmission Control Protocol/Internet Protocol
(ii) eXtensible Markup Language **OR**
extendable Markup Language
(iii) Code Division Multiple Access
(iv) Wireless in a Local Loop

2) Expand the following terminologies:
i) HTML ii) GSM (OD2005)

Ans) Hyper Text Markup Language
Global System for Mobile communication

3) Explain the following terms in short. (2004)2m i) FTP
ii) URL

2) Write the following abbreviations in their full form. (2002)
i) FTP ii) WAN iii) WWW

b)Expand the following terminologies: (MP108-10)1
(i) CDMA (ii) GSM

Ans) Code Division Multiple Access
Global System for Mobile Communication

b)Expand the following terminologies: (MP208-10)1
(i) HTML (ii) XML

Ans) Hypertext Markup Language
Extended Markup Language

MODEL 6:Mislleneous

1) The following is a 32 bit binary number usually represented as 4 decimal values, each representing 8 bits, in the range 0 to 255 (known as octets) separated by decimal points. 140.179.220.200
What is it? What is its importance? (2017MP) 1
Ans: It is an IP Address.It is used to identify the computers on a network.

1) What out of the following, will you use to have an audio-visual chat with an expert sitting in a far-away place to fix-up a technical issue? 2012
(i) VolP(ii) Email(iii) FTP**Ans** (ii) VolP OR
None of the Options

NETWORKS FULL FORMS

TCP/IP – Transmission Control Protocol / Internet Protocol
LAN – Local Area Network
MAN – Metropolitan Area Network
WAN – Wide Area Network
Modem – Modulation(tor)/Demodulation(tor)
URL – Uniform Resource Location
FTP – File Transfer Protocol
HTTP – Hyper Text Transfer Protocol
PPP – Point to Point Protocol
GSM – Global System for Mobile
CDMA – Code Division Multiple Access
WLL(WiLL)–Wireless in Local Loop
SMS – Short Message Service
WWW – World Wide Web
HTML – Hyper Text Markup Language
XML – eXtensible Markup Language
NFS – Network File System
ARPANET – Advanced Research Projects Agency
NSFnet – National Science Foundation
NIU – Network Interface Unit
NIC - Network Interface Card
TAP – Terminal Access Point (NIU = NIC = TAP)
VGM – Voice Grade Medium
DGM – Data Grade Medium
STP – Shielded Twisted Pair
UTP – Unshielded Twisted Pair
LED – Light Emitting Diode
LD – Laser Diode
Kbps – Kilo bits Per Second
KBps – Kilo Bytes Per Second
Mbps - Mega Bits Per Second
MBps – Mega Bytes Per Second
Gbps - Giga Bits Per Second
GBps – Giga Bytes Per Second
OFC – Optic Fiber Cable, Fiber Optic Cable
KHz – Kilo Hertz
MHz – Mega Hertz
GHz – Giga Hertz
THz – Tera Hertz
Bps – Bytes Per Second
bps - Bits Per Second
PDA – Personal Digital Assistants
P-P - Point to Point
AM – Amplitude Modulation
FM - Frequency Modulation
PM – Phase Modulation
A/F – Audio Frequency
(Txd – Transmit,Rxd – Receive, RTS – Request to Send
CD –Carrier Detect, DSR – Data Set Ready, CTS – Clear to Send
DTR – Data Terminal Ready)
RJ45 – Registered Jack – 45
BNC – Bayone – Neill – Concelman
AUI – Attachment Unit Interface
SNA – Systems Network Architecture
VFIR – Very Fast Infrared
URI – Uniform Resource Identifier
URN – Uniform Resource Name
MIME – Mail and Multipurpose Internet Mail Extensions
POP – Post Office Protocol
SMTP – Simple Mail Transfer Protocol
NNTP – Network News Transfer Protocol
HTTP – Hyper Text Transfer Protocol
NTP – Network Time Protocol
IMAP – Internet Mail Transfer Protocol
SLIP – Serial Line Internet Protocol
IPCP – IP Control Protocol
NCP – Network Control Protocol
LCP – Link Control Protocol
PC – Personal Computer
ISP – Internet Service Provider
SIM – Subscriber Identity Module
TDMA – Time Division Multiple Access
TDM – Time Division Multiplexing
IDEN – Integrated Digital Enhanced Network
WCDMA –Wideband CDMA
PSTN – Public Switched Telephone Network
3G – Third Generation
UMTS – Universal Mobile Telecommunications System / Universal Mobile Telephone System
EDGE – Enhanced Data rates for Global Evolution
SMSC – Short Message Service Center
HLR – Home Location Register
Email – Electronic Mail
Fax – Fascimile
VSNL – Videsh Sanchar Nigam Limited
DNS – Domain Name Server
DHTML– Dynamic Hyper Text Markup Language
DECnet– Digital's family of communication protocols
IE – Internet Explorer