

Academic Year (2018-19)

Department of Information Technology (Under Graduate Course) B.Sc.IT

Question Bank

Semester – II

Object oriented Programming (USIT201)

Questions: Advanced Learner

1. Differentiate between OOP and POP.
2. Enlist the applications of object oriented programming
3. Design a class student for reading and displaying the student information, where method read () will be private method.
4. Explain the difference between : i- While and do while ii- break and continue.
5. What is a static function? Explain how it is implemented.
6. What is pure virtual function? State the difference between pure and virtual function.
7. Write a C++ program to implement hybrid inheritance.
8. Explain the concept of exception handling with example.
9. Write a program to demonstrate get () and put () functions used in files.
10. Enlist the file error handling functions.

Questions: Slow Learner

1. Explain the structure of C++ program.
2. What are the benefits of OOP?
3. Explain the concept of friend function with suitable examples.
4. What is a constructor? State its characteristics with example.
5. Write a C++ program to overload arithmetic operator +.
6. Write a C++ code to demonstrate abstract class.
7. Write a note on containership.
8. Explain the concept of single inheritance with example.
9. Write a short note on files.
10. Explain the concept of function template using swap function.

Assignments

1. Explain object creation with appropriate examples.
2. Explain the concept of passing objects as arguments.
3. Explain the data conversion mechanism with respect to class type to basic type.
4. When do we use protected visibility specifiers to class members? Illustrate with example.
5. Design a class program, give steps to open the file in read mode.

Microprocessor Architecture (USIT202)

Questions: Advanced Learner

1. List and explain any five applications of 8085.
2. How does 8085 based single board microcomputer work?
3. Explain seven segment LED display as an output device.
4. Explain the concept of memory mapped I/O.

5. Explain looping, counting and indexing techniques.
6. Write and explain any five 16 bit arithmetic instructions.
7. Explain BCD to seven segment-LED code conversion.
8. Write a note on Binary to ASCII.
9. Write a note on Pentium Registers.
10. Write a note on Memory Management.

Questions: Slow Learner

1. Write a note on Microprocessor.
2. Explain 8085 programming model.
3. Explain how IN instruction is used to communicate with peripherals devices.
4. Explain any five logical instruction.
5. Explain RAL and RLC instruction.
6. Explain one register time delay.
7. Explain BCD to Binary conversion.
8. Write a note on BCD addition.
9. Distinguish between Core i3, Core i5 and Core i7.
10. Explain different data types of SUN SPARC.

Assignments

1. Write a note on Tri-State Device.
2. Classify instruction based on type of operations.
3. Explain CPI 8bit instruction.
4. Write a note on HDD and SSD.
5. Explain the instruction format of SPARC.

Web Programming (USIT203)

Questions: Advanced Learner

1. Write a code for the registration form of a student.
2. Write a code to design the output as below:

Weekday	Date	Manager	Qty
Mon	09/11	Kinjal	639
Tue	09/12	Leena	596
Wed	09/13	Ruma	1135
Thu	09/14	Sushant	1002
Fri	09/15	Ram	908
Sat	09/16	Leena	371
Sun	09/17	Sushant	272
Total			4923

3. Write a code to implement a user defined function in PHP.
4. Explain the working of PHP files in detail

5. What is Cookie? Create an application to store the cookie.
6. What are three major components of an HTML Document? Explain with an example.
7. What is an Event? Explain any one form event with example
8. Write a code to implement user defined function in PHP
9. Write a program to insert data values in a MySQL table.
10. Write a program to fetch the data values from MySQL table.

Questions: Slow Learner

1. What is the Internet? What are the advantages and disadvantages of it?
2. What are browsers? Explain anyone in detail.
3. What is a search engine? Explain how search engine works
4. What are HTML tags? Explain different types of it.
5. What are stylesheets? Explain its different types.
6. Explain Arithmetic operators in JavaScript with examples.
7. What is the difference between while and do while loop?
8. What is a switch case in JavaScript? Explain it with an example
9. Explain feature of MySQL in PHP
10. Explain different data types in PHP with example

Assignments

1. What is B2C E-Commerce? Explain with an example.
2. What are the advantages of using a style sheet? Explain difference between inline and internal style sheet.
3. Write and explain PHP code to display “Hello World”.
4. What is an Event? Explain the onBlur() event with an example.
5. Write a HTML code to demonstrate nested frameset with minimum 8 frames in it.

Numerical and Statistical Methods(USIT204)

Please refer Mathematics Q.Bank Folder

Communication Skills (USIT105)

Advanced Learners

- 1.What are the steps taken by Australia in managing their own e-waste
- 2.Explain RoHS of Europe
- 3.Explain monitor settings for power reduction
- 4.Differentiate between chilled water and refrigerant
- 5.Explain outsourcing
- 6.How to explain supplier about green initiatives
- 7.Which requirements are must for energy star certified computers
- 8.Explain the process of degaussing
- 9.Explain the process of BenchMarking
- 10.Enlist the certification programs and their advantages for the organization1.

Slow Learners

- 1.Define green computing and enlist its pathways
- 2.Explain Toxins and its hazards
- 3.Explain air based economizer
- 4.Explain low cost options to monitor power

- 5.Explain process re-engineering with green in mind.
- 6.Explain paperless billing
- 7.Explain the process of computer refurbishment
- 8.Give advantages and disadvantages of buying equipment
- 9.How to measure CPU efficiency and Datacenter density
- 10.Explain SWaP

Assignment

- 1.Enlist the steps of measuring carbon footprint
- 2.Write formula to calculate cooling needs
- 3.Explain the concept on Intranet
- 4.Explain systems life cycle with diagram
- 5.Explain Application Service Provider