# MARKING SCHEME <br> Subject: Computer Science <br> Class: XII (2017-18) 

| Time: 3 Hrs. |  |  | M.M.:70 |
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| Instructions: <br> (a) All questions are compulsory, <br> (b) Answer either Section A or Section B: <br> (i) Section A <br> Programming Language with C++ <br> (ii) Section B <br> Programming Language with Python <br> (c) Section C is compulsory. |  |  |  |
| SECTION - A (C++) |  |  |  |
| $\begin{aligned} & \hline \text { Q. } \\ & \text { No. } \end{aligned}$ | Part | Question Description | Marks |
| Q1. | (a) | What is the role of a parameter/argument passed in a function? Can a default value be assigned to a parameter(Yes/No)? If yes, justify your answer with the help of a suitable example otherwise give reason. | 2 |
|  | Ans | Parameters/arguments are values passed in the function for the attributes which are required by the function to work and provide desired output. <br> Yes, an argument may be assigned a default value. <br> E.g. <br> int $\operatorname{Sum}($ int $\mathrm{a}, \operatorname{int} \mathrm{b}=10)$ <br> $/ /$ Here $b$ is given a default value of 10 <br> \{ return $(a+b) ;$ \} <br> void main() <br> \{ <br> int $\mathrm{x}=5$; <br> - $\quad$ cout $\ll \operatorname{Sum}(x)$; <br> \} <br> Output: 15 <br> (1 mark for correct role of parameter) <br> ( $1 / 2$ mark for correct answer) <br> (1/2 mark for giving correct example) |  |
|  | (b) | Raman suggests Kishan the following header files which are required to be included in | 1 |


|  | the given C++ program. Identify the header files which are wrongly suggested by Raman. <br> Program: ```void main() { char Grade; cin.get(Grade); if(isalpha(Grade)) cout.put(Grade); }``` <br> Suggested header files:- <br> 1. iostream.h <br> 2. stdio.h <br> 3. conio.h <br> 4. ctype.h |  |
| :---: | :---: | :---: |
| Ans | stdio.h conio.h <br> (1/2 mark for each correct header file) |  |
| (c) | Rewrite the following program after removing the syntactical errors (if any). Underline each correction. <br> \#include<iostream.h> <br> \#include<conio.h> <br> Typdef int Num; <br> Num full=100; <br> Num Calc (int X) <br> \{ <br> full=(X>2)?1:2; <br> return (full\%2) <br> \} <br> void main <br> \{ <br> int full=1000; <br> full=Calc(::full); <br> cout<<::full<<"::">>full>>endl; <br> \} | 2 |
| Ans | \#include<iostream.h>\#include<conio.h>$\underline{\text { typdef int Num; }}$Num full=100;$\quad$ //Typedef should be written as typedef |  |


|  |  | ```Num Calc(int X) { full=(X>2)?1:2; return (full% 2); //; is missing } void main() { int full=1000; full=Calc(::full); cout<<::full<<"::"><full<<endl; } (1/2 mark for every corrected line of code) Or (1 Mark for only identifying any 4 errors without suggesting corrections)``` |  |
| :---: | :---: | :---: | :---: |
|  | (d) | Write the output of the following C++ program code(assume all necessary header files are included in program): ```void Encrypt(char *S, int key) { char *Temp=S; if(key%2==0) { key--; } while(*Temp!='\0') { *Temp+=key; Temp+= key; } } void main() { int Key_Set[]={1,2,3}; khar Pvt_Msg[]="Computer2017"; for(int C=0;C<2;C++) { Encrypt(Pvt_Msg, Key_Set[C]); cout<<"New Encrypted Message after Pass "<<C+1<<" is :"<<Pvt_Msg; cout<<endl; } }``` | 2 |
|  | Ans | Output: <br> New Encrypted Message after Pass 1 is: Dpnqvufs3128 <br> New Encrypted Message after Pass 2 is: Eqorwvgt4239 |  |



|  |  | ```const int NUM=5; void main() { randomize(); int V1=1, V2=5, Pick; while(V1<V2) { Pick = random(NUM) + (V2-V1); cout<<Pick<<":"; V1++; } } \\ (a) 5:6:6:6: \\ (b) 4:7:5:3: \\ (c) \(8: 6: 1: 2\) : \\ (d) 7:5:3:1``` |  |
| :---: | :---: | :---: | :---: |
|  | Ans | Output: <br> Option (a) \& (c) <br> Maximum value of Pick will be 8 <br> Minimum value of Pick will be 1 <br> (1/2 mark for each correct option) <br> (1 mark each giving correct values of both max \& min) |  |
| Q2. | (a) | What do you mean by Data Abstraction in OOPs? Explain its significance with a suitable example. | 2 |
|  | Ans | Data abstraction in OOPs is the process of showing only the essential details of a class without going into background details. E.g. |  |


|  | ```#include<iostream.h> class PRODUCT { int a,b; public: void Mult() { int c; cout<<"Enter 2 nos"; cin>>a>>b; c= a*b; cout<<"Product is:"<<c; } }; void main() { PRODUCT p; p.Mult(); }``` <br> In the above example, public member Mult( ) is invoked using the object p of class PRODUCT. Thus, demonstrating Data abstraction. <br> (1 mark for correct definition of data abstraction) <br> (1 mark for giving a valid example) |  |
| :---: | :---: | :---: |
| (b) | Answer the question (i) \& (ii) after going through the following code. (assume all necessary header files are included in program):- | 2 |



|  |  | 3. No_of_calls - type integer(number of mobile calls) <br> 4. Payment_mode - type string("online" or "offline") <br> 5. Amount - type float(amount of bill) <br> 6. Calculate_Bill() function to calculate the amount of bill given as per the following conditions: <br> Also, the value of Amount should be reduced by 5\% if Payment_mode is "online". <br> Public members: <br> 1. A member function New_Bill() that will accept the values for Bill_no, Bill_period, No_of_calls, Payment_mode from the user and invoke Caluclate_Bill() to assign the value of Amount. <br> 2. A member function Print_Bill() that will display all details of a Bill. |
| :---: | :---: | :---: |


| Ans | ```class Bill { long Bill_no; int Bill_period; int No_of_calls; char Payment_mode[8]; float Amount; void Calculate__ill() { if( No_of_calls<=500) Amount=(No_of_calls)*1.0; else if( No_of_calls<=1200) Amount=(No_of_calls)*2.0; else Amount=(No_of_calls)*4.0; if(strcmpi(Payment_mode, "online")==0) Amount=Amount - (.05)*Amount; } public: void New_Bill() { cout<<"Enter values for Bill No, Bill Period, No. of calls & Payment mode(online or offline)"; cin>>8ill_no>>8ill_period>>Vlo_of_calls; gets(Payment_mode); Calculate__ill(); } void Print_Bill() { cout<<"Bill No.:"<<<ill_no<<endl; cout<<"Bill period(in months):"<<Bill_period<<endl; cout<<"No. of Calls.:"<<Nloof_calls<<endl; cout<<"Payment mode:"<<Payment_mode<<endl; cout<"Amount of Bill:"<<Amount<<endl; } };``` <br> ( $1 / 2$ Mark for correct syntax of class header) <br> ( $1 / 2$ Mark for correct declarations of data members) <br> (1 Mark for correct definition of Caluclate_Bill() function) <br> (1 Mark for correct definition of New_Bill() function) <br> (1 Mark for correct definition of print_Bill() function) <br> Note: |
| :---: | :---: |


|  | Deduct $1 / 2$ Mark if Caluclate_Bill() is not invoked properly inside New_Bill() function. |  |
| :---: | :---: | :---: |
| (d) | Answer the question from (i) to (iv) based on the given below code(assume all necessary header files are included in program):- ```class City { int City_Id; char City_Name[30]; protected: int City_Population; public: City(); void Get_Population(); void New_City(); void Show_City(); }; class State : public City { int State_Id; char State_Name[25]; protected: int State_Population; public: State(); void New_State(); void Print_State(); }; class Country : private State { int Country_Id; char Country_Name[25]; public: Country(); void New_Country(); void Display_Country(); };``` <br> (i) Write name of the class whose constructor is invoked first on the creation of a new object of class Country. <br> (ii) Write name of the data members which are accessible through the object of class Country. <br> (iii) List name of the members which are accessible through the member function "void New_Country()". <br> (iv) What will be the size(in bytes) of an object of class Country \& State respectively. | 4 |


|  | Ans |  |  |
| :---: | :---: | :---: | :---: |
| Q3 | (a) | Write the definition of function named Array_Swap() that will accept an integer array \& its size as arguments and the function will interchange/swap elements in such a way that the first element is swapped with the last element, second element is swapped with the second last element and so on, only if anyone or both the elements are odd. <br> E.g. if initially array of seven elements is: $5,16,4,7,19,8,2$ <br> After execution of the above function, the contents of the array will be: $2,16,19,7,4,8,5$ | 3 |
|  | Ans | ```void Array_Swap(int A[],int size) { int Temp, I; for(I=0;I<size/2;I++) { if((A[I]%2!=0) \|| (A[size-1-I]%2!=0)) { Temp=A[I]; A[I]=A[size-1-I]; A[size-1-I]=Temp; } } } (1/2 Mark for correct function header) (1/2 Mark for correct loop) (1 Mark for correct checking of odd elements in each pair) (1 Mark for swapping the elements)``` |  |
|  | (b) | An array $\mathrm{A}[50][30]$ is stored along the row in the memory with each element requiring 4 bytes of storage. If the element $\mathrm{A}[10][15]$ is stored at 21500 , then find out the base | 3 |


|  | address of the array and the memory address of element stored at location $\mathrm{A}[30][25]$ ? |  |
| :---: | :---: | :---: |
| Ans | (1 Mark for using correct formula for row major) <br> (1/2 Mark each for substituting formula with correct values for calculation of Base address \& address of A [30][25] element) <br> (1/2 Mark for each correct final answer of Base address \& address of A[30][25]) |  |
| (c) | ```Write the definition of a member function Q_Insert() for a class Exam_Queue in C++ to insert a new Application information in a dynamically allocated queue whose code is already given below as a part of the program(assume all necessary header files are included in program): struct Application { int App_Id; char App_Name[21]; Application *Link; }; class Exam_Queue { Application *Front, *Rear; public: Exam_Queue() //Constructor { Front=Rear=NULL; } void Q_Insert (); void Q_Delete(); };``` | 4 |


| Ans | ```void Exam_Queue::Q_Insert() { Application *Temp; Temp=new Application; cout<<"Enter the values of App. Id & App. Name \n"; cin>>Temp->App_Id; gets(Temp->App_Name); Temp->Link = NULL; if(Front==NULL) Front=Temp; else Rear->Link=Temp; Rear=Temp; } (1 Mark for creating new node) (1/2 Mark for entering values for the new node) (1/2 Mark for assigning NULL value to the new node) (1/2 Mark for assigning Front to the first node) (1/2 Mark for linking the last node to the new node) (1 Mark for assigning Rear to the new node)``` |  |
| :---: | :---: | :---: |
| (d) | Write the definition of a user-defined function REPEAT_ROW(int A[][3],int R, int C) in $\mathrm{C}++$ that will store the elements in the following manner <br> 1. All row elements except the $1^{\text {st }}$ element replaced by the $1^{\text {st }}$ element, <br> 2. All row elements except the $1^{\text {st }} \& 2^{\text {nd }}$ element replaced by the $2^{\text {nd }}$ element, <br> 3. All row elements except the $1^{\text {st }}, 2^{\text {nd }} \& 3^{\text {rd }}$ element replaced by the $3^{\text {rd }}$ element and so on. <br> For example: if initially the array was:- <br> Then, the contents of the array after execution of the above function will be:- | 2 |



|  |  | The result is False <br> ( $1 / 2$ Mark for evaluating till OR operator) <br> ( $1 / 2$ Mark for evaluating till NOT operator) <br> ( $1 / 2$ Mark for evaluating till AND operator) <br> ( $1 / 2$ Mark for evaluating till OR operator) <br> Note: (1 Mark to be given for writing correct answer as FALSE without showing the Stack Status) |  |
| :---: | :---: | :---: | :---: |
| Q4. | (a) | Answer the questions (i) \& (ii) in the program segment given below for the required task. ```class Route { int Route_No; //Route Number char Route_Name[21]; //Name of Route int No_Kms; //Distance in kms on Route public: void New_Route(); //Accepts details of new Route void Show_Route(); //Display details of a Route int Get_RouteNo() //Return the Route Number { return Route_No; } void Update_Kms(int K) { No_Kms=K; } }; void Update_Route(int No, int New_Kms) //Update No_Kms of a Route { Route R; fstream File("ROUTE.DAT",ios::in \| ios::out | ios::binary); while(!File.eof()) { File.read((char*)&R, sizeof(R)); if((R.Get_RouteNo()==No)) { R.Update_Kms(New_Kms); cout<<"Route Details updated\n"; } } File.close();``` <br> (i) $\}$ <br> Write Statement 1 to position the file pointer to the appropriate place so that the data updation is done for the correct Route. <br> (ii) Write Statement 2 to perform the write operation so that the updation is done in the binary file "ROUTE.DAT". | 1 |



|  |  | ```class Item { int ItemId; int Quantity; float Price; public: void NewItem() { cin>>ItemId>>Quantity>>Price; } void ShowItem() { cout<<ItemId<<":"<<Quantity<<":"<<Price<<endl; } void Set_Price(float P) { Price=P; } int Ret_Id() { return ItemId; } };``` <br> Write a function named Change_Item(int Id, float Pr) to modify the price of the item whose Itemid \& new price are passed as an argument. |  |
| :---: | :---: | :---: | :---: |
|  | Ans | ```void Change_Item(int Id, float Pr) { fstream File("ITEM.DAT",ios::in\|ios::out|ios::binary); Item I; while(!File.eof()) { File.read((char*)&I, sizeof(I)); if(I.Ret_Id()==Id) { I.Set_Price(Pr); File.seekg(-sizeof(I), ios::cur); File.write((char*)&I,sizeof(I)); } } File.close(); } (1/2 Mark for opening ITEM.DAT correctly) (1 Mark for reading all records from the file) (1 Mark for comparing value of Id from file & calling Set_Price() function) (1/2 Mark for writing new value of price in file)``` |  |
| SECTION - B (Python) |  |  |  |
| Q1 | (a) | Differentiate between break and continue statement with the help of an example. | 2 |
|  | Ans | break statement is used to terminate the execution of the loop. <br> For example: |  |


|  | ```for i in range(6): if i==3: break print i``` <br> The output of the above code will be: <br> The loop terminates when i becomes 3 due to break statement <br> Whereas, continue statement is used to force the next iteration while skipping the statements in the present iteration. ```for i in range (6): if i==3: continue print i``` <br> The output of the above code will be: <br> 1 <br> 2 4 <br> 5 <br> continue statement forces next iteration when i becomes 3 , bypassing the print statement .Thus ,in the output 3 is missing. <br> (1 mark for explaining break statement with example) <br> (1 mark for explaining continue statement with example) |  |
| :---: | :---: | :---: |
| (b) | Identify and write the name of the module to which the following functions belong: <br> i. ceil( ) <br> ii. findall() | 1 |
| Ans | i. ceil( ) - math module ii. findall( ) - re module <br> ( $1 / 2$ mark for each module) |  |
| (c) | ```Observe the following Python code very carefully and rewrite it after removing all syntactical errors with each correction underlined. DEF execmain(): x= input("Enter a number:") if(abs(x)= x): print "You entered a positive number:" else: x=*-1 print "Number made positive:"x execmain()``` | 2 |


|  | Ans | ```def execmain(): x= input("Enter a number:") if(abs(x)=Ex): print "You entered a positive number:" else: x*=-1 print "Number made positive:",\mathbf{x} execmain() (1/2 mark for each correction)``` |  |
| :---: | :---: | :---: | :---: |
|  | (d) | Write the output of the following Python code: $\begin{aligned} & i=5 \\ & j=7 \\ & x=0 \\ & i=i+(j-i) \\ & x=j+i \\ & \text { print } x, ": ", i \\ & j=j * * 2 \\ & x=j+i \\ & i=i+1 \\ & \text { print } i, ": ", j \end{aligned}$ | 2 |
|  | Ans | $14: 7$ $8: 49$ (1 mark for each line of correct output) |  |
|  | (e) | Write the output of the following Python program code: ```Data =['D','0',' ','I','t',' ','@',' ','1','2','3',' ','!'] for i in range(len(Data)-1): if (Data[i].isupper()): Data[i]=Data[i].lower() elif (Data[i].isspace()): Data[i]=Data[i+1] print Data``` | 3 |
|  | Ans | $\begin{array}{\|l} \text { ['d', 'o', 'T, 'i', 't', '@', '@', '1', '1', '2', '3', '!', '!'] } \\ \text { (1/2 mark for converting 'd' to 'd’) } \\ \text { (1/2 mark for converting 'I' to 'i') } \\ \text { (1/2 mark for substituting each ' ‘ with the consecutive character) } \end{array}$ |  |
|  | (f) | Study the following program and select the possible output(s) from the options (i) to (iv) | 2 |


|  |  | following it. Also, write the maximum and the minimum values that can be assigned to the variable Y. <br> import random <br> $\mathrm{X}=$ random.random() <br> $\mathrm{Y}=$ random.randint $(0,4)$ <br> print int(X),":",Y+int(X) <br> i) $0: 0$ <br> ii) $1: 6$ <br> iii) $2: 4$ <br> iv) $0: 3$ |  |
| :---: | :---: | :---: | :---: |
|  | Ans | i) and iv) are the possible output(s) <br> Minimum value that can be assigned to $\mathrm{Y}=0$ <br> Maximum value assigned to $\mathrm{Y}=3$ <br> ( $1 / 2$ mark for each correct possible output) <br> ( $1 / 2$ mark for each correct possible minimum and maximum value) |  |
| Q2 | (a) | Explain operator overloading with the help of an example. | 2 |
|  | Ans | The feature where an operator can be used in different forms is known as Operator Overloading. It is one of the methods to implement polymorphism. <br> ' + ' operator behaves differently with different data types. With integers it adds the two numbers and with strings it concatenates or joins two strings. <br> For example: Print $8+9$ will give 17 and Print "Python" + "programming" will give the output as Python programming. <br> ( 2 marks for correct explanation using an example) <br> ( 1 mark for only writing a definition) |  |
|  | (b) | ```Observe the following Python code and answer the questions (i) and (ii): class BOOK : count=0 def __init__(self): # Function 1 self.Author="Not assigned" self.Publisher = "Not assigned" self.ISBN = "Not assigned" def display(self): print self.Author,self.Publisher,self.ISBN @staticmethod def bookcount(): # Function 2 BOOK. count=BOOK.count+1 return BOOK.count``` |  |
|  | (i) | How is data member 'count' different from data member 'Author'? | 1 |
|  | Ans | Data member 'count' is a Class attribute whereas the data member 'Author' is an |  |


|  | Instance attribute. <br> Class Attributes belong to the class itself. These attributes will be shared by all the instances. Such attributes are defined in the class body part, usually at the top, for legibility. <br> Attributes defined for each class instance are known as Instance Attributes. These are called instance attributes and they belong to each instance/object of a class. <br> (1 mark for correct point of difference) |  |
| :---: | :---: | :---: |
| (ii) | Fill in the blanks: $\mathrm{B}=\mathrm{BOOK}()$ $\qquad$ \#Write statement to invoke Function 2 $\qquad$ \#Write statement to invoke Function 3 | 1 |
| Ans | $\begin{aligned} & \hline \text { B.display () } \\ & \text { BOOK.bookcount () } \\ & \text { (1/2 mark for each correct statement) } \end{aligned}$ |  |
| (c) | Define a class COURSE in Python with the following description : <br> Instance Attributes: <br> REGNO Integer <br> CNAME String <br> Score Float <br> Fees Float <br> Methods: <br> - A constructor to assign REGNO as 0 , Score and Fees as 0.0 <br> - SetCourse() to assign Course and Fees on the basis of the Score input as per the following criteria: <br> - GETDATA() to input REGNO and Score and invoke SetCourse() <br> - DISPLAY() to display all the details. | 4 |


| Ans | ```class COURSE: def __init__(self): self.REGNO = 0 self.CNAME = " " self.Score=0.0 self.Fees=0.0 def SetCourse(self): if (self.Score>=9.0 and self.Score<=10.0): self.CNAME = "Clinical Psychology" self.Fees = 10000.0 elif (self.Score>=8.0 and self.Score<9.0): self.CNAME = "Corporate Counselling" self.Fees = 8000.0 elif (self.Score>=5.0 and self.Score<8.0): self.CNAME = "Guidance and Counselling" self.Fees = 6000.0 elif (self.Score < 5.0): self.CNAME = "Not Eligible" self.Fees = 0.0 def GETDATA(self): self.REGNO = input("Enter Registration number") self.Score = input("Enter your Score") self.SetCourse() def DISPLAY(self): print self.REGNO print self.CNAME print self.Score print self.Fees (1/2 mark for correct definition of __init__()) (2 marks for correct definition of SetCourse() : 1 \text { mark for applying conditions using if..elif..else} 1 mark for assigning correct values to CNAME and Fees ) (1 mark for correct definition of GETDATA()) (1/2 mark for correct definition of DISPLAY() )``` |  |
| :---: | :---: | :---: |
| (d) | Answer the questions (i) and (ii) based on the following: | 4 |


|  | ```class Vehicle(object): def __init__(self,l=0,w=0): self.length=1 self.width=w def define(self): print "Vehicle with length", self.length,"in & width",self.width,"in" class Car(Vehicle): def __init__(self,clr,seats,l,w): Vehicle.__init__(self,l,w) #Line 3 self.colour=clr self.seatingCapacity=seats def changeGears(self,gr): print "changed to gear",gr def turn(self,direction): print "turned to",direction,"direction" class RacingCar(Car): def __init__(self,clr,seats,l,w,tr,spd): # Line 1 Car.__init__(self,clr,seats,l,w) #Line 2 self.turnRadius=tr self.speed=spd def start(self): self.define() self.changeGears(2) print"Racing car starts-ready to vroom!"``` |
| :---: | :---: |
| (i) | Explain the relationship between Line 1, Line 2 and Line 3. |
| Ans | Line 1 is a parameterized constructor of derived class RacingCar that accepts values for its instance variables turnRadius, speed. It accepts clr,seats,l,w to initialize the instance variables colour with clr, seatingCapacity with seats of base class Car through its constructor function/_init_()(Line 2) and invokes constructor function/__init__() of base class Vehicle to initialize its instance variables length with 1 and width with $w($ Line 3). <br> ( 2 marks for appropriate answer justifying the passing of parameters to initialize members of base class via $\qquad$ init ()) $\qquad$ |
| (ii) | Predict the output that will be produced on the execution of the following statements : ```rcar=RacingCar('Blue',2,206,78.5,6,200) rcar.start() rcar.turn("left")``` |
| Ans | Vehicle with length 1 in \& width 78.5 in changed to gear 2 <br> Racing car starts-ready to vroom! <br> turned to left direction <br> ( $1 / 2$ mark for each line of output) |




|  |  | ( $1 / 2$ mark for correct stack status till '-') <br> ( $1 / 2$ mark for correct stack status till ${ }^{(* ’)}$ ) <br> ( $1 / 22$ mark for correct stack status till ${ }^{(* ’)}$ ) <br> ( $1 / 2$ mark for correct stack status till ' ${ }^{\prime}$ ') <br> or <br> ( $1 / 2$ mark for writing the correct result without showing the working of Stack) |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Q4. | (a) | Nancy intends to position the file pointer to the beginning of a text file. Write Python statement for the same assuming F is the Fileobject. |  |  |  |  |
|  | Ans | F.seek(0) <br> (1 mark for the correct answer) |  |  |  |  |
|  | (b) | Write a function countmy( )in Python to read the text file "DATA.TXT" and count the number of times "my" occurs in the file. <br> For example if the file "DATA.TXT" contains: <br> "This is my website. I have displayed my preferences in the CHOICE section." <br> The countmy ( ) function should display the output as: <br> "my occurs 2 times". |  |  |  |  |
|  | Ans | ```def countmy(): f= open("DATA.TXT","r") count =0 x=f.read() word= x.split() for i in word: if (i=="my"): count=count+1 print "my occurs",count,"times" (1/2 mark for reading the file using read) (1/2 mark for correctly using split()) (1/2 mark for the correct loop) (1/2 mark for displaying the correct value of count)``` |  |  |  |  |
|  | (c) | Write a function in Python to search and display details of all those students, whose stream is "HUMANITIES" from pickled file "Student.dat". Assuming the pickled file is containing the objects of the following class: |  |  |  | 3 |


|  |  | ```Class STUDENT: def __init__(self): self.RNO = 0 self.NAME = " " self.STREAM = " " self.PERCENT = 0.0 def ACCEPT(self): self.RNO = input("Enter Roll no") self.NAME = raw_input("Enter Name") self.STREAM = raw_input("Enter Stream") self.PERCENT = input("Enter percentage") def DISPLAY(self): print self.RNO,self.NAME,self.STREAM,self.PERCENT def RET_STREAM(self): return(self.STREAM)``` |  |
| :---: | :---: | :---: | :---: |
|  | Ans: | ```def readfile(): f= open("Student.dat","rb") try: while(True): S= pickle.load(f) if(S.RET_STREAM()=="HUMANITIES"): S.DISPLAY() except EOFError: pass f.close() (1/2 mark for opening the file in correct mode) (1/2 mark for try.. except EOFError) (1/2 mark for while loop) (1/2 mark for using pickle.load() correctly) (1/2 mark for comparison using if) (1/2 mark for displaying)``` |  |
| SECTION - C |  |  |  |
| Q5 | (a) | Differentiate between DDL \& DMLcommands. Identify DDL \& DML commands from the following:- <br> (UPDATE, SELECT, ALTER, DROP) | 2 |
|  | Ans | DDL stands for Data Definition language and comprises of commands which will change the structure of database object. <br> DML stands for Data Manipulation Language and comprises of commands which are used to insert, edit, view $\&$ delete the data stored in a database object. <br> DDL Commands: ALTER, DROP <br> DML Commands: UPDATE, SELECT |  |




|  |  | ( $1 / 2$ mark for correct output) <br> (viii) 5450 <br> ( $1 / 2$ mark for correct output) |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Q6. | (a) | State \& prove De-Morgan's law using truth table. |  |  |  |  |  | 2 |
|  | Ans | De-morgan's Law: <br> Proof using Truth T <br> ( $1 / 2$ mark each for st <br> (1 mark for correct | $(\mathbf{A}+\mathrm{B})$ <br> (A.B) <br> able <br> $\mathbf{A + B}$ <br> $\mathbf{0}$ <br> 1 <br> 1 <br> 1 | $\mathbf{A}^{\prime} \cdot \mathbf{B}^{\prime}$ <br> $\mathbf{A}^{\prime}+\mathbf{B}^{\prime}$ <br> $(\mathbf{A + B})^{\prime}$ <br> $\mathbf{1}$ <br> $\mathbf{0}$ <br> $\mathbf{0}$ <br> $\mathbf{0}$ <br> ect De-m | $\mathbf{A}^{\prime}$ <br> $\mathbf{1}$ <br> $\mathbf{1}$ <br> $\mathbf{0}$ <br> $\mathbf{0}$ <br>  <br> orga |  $\mathbf{B}$ <br>  $\mathbf{1}$ <br>  $\mathbf{0}$ <br>  $\mathbf{1}$ <br>  $\mathbf{0}$ <br> law) | $\mathbf{A}^{\prime} \cdot \mathbf{B}^{\prime}$  <br>  $\mathbf{1}$ <br>  $\mathbf{0}$ <br>  $\mathbf{0}$ |  |
|  | (b) | Draw the equivalent logic circuit diagram of the following Boolean expression:-$\left(\mathrm{A}^{\prime}+\mathrm{B}\right) \cdot \mathrm{C}^{\prime}$ |  |  |  |  |  | 2 |
|  | Ans | Logic Circuit Diagram for ( $\mathrm{A}^{\prime}+\mathrm{B}$ ). $\mathrm{C}^{\prime}$ is given as:- <br> ( $1 / 2$ mark each for correct placement of gate) |  |  |  |  |  |  |
|  | (c) | table:- |  |  |  |  |  | 1 |




|  | 4. Login credentials(UserId \& Password) provided by the bank, <br> 5. All of above. |  |
| :---: | :---: | :---: |
| Ans | Option No. 5 <br> (1 mark for correct answer) |  |
| (f) | What do you mean by data encryption? For what purpose it is used for? | 1 |
| Ans | Data encryption is a technique used for data security in which original message is converted or encoded using an algorithm into a form not understood by anyone except the person who has the key to decode it. <br> ( $1 / 2$ mark for correct definition) <br> ( $1 / 2$ mark for its purpose: data security) |  |
| (g) | Sanskar University of Himachal Pradesh is setting up a secured network for its campus at Himachal Pradesh for operating their day-to-day office \& web based activities. They are planning to have network connectivity between four buildings. Answer the question (i) to (iv) after going through the building positions in the campus \& other details which are given below: <br> The distances between various buildings of university are given as:- <br> Number of computers:- |  |



# Aglasem Schools 

|  | $(1 / 2$ mark for each correct placement $)$ |  |  |
| :--- | :--- | :--- | :--- |
|  | $(1 / 2$ mark for each correct justification $)$ |  |  |
|  | (d) Optical Fibre |  |  |

