### II Semester M.Sc. Examination, June/July 2018 (CBCS Scheme) COMPUTER SCIENCE

MSC 202 T: Advanced Java Programming

Time: 3 Hours

Max. Marks: 70

P.T.O.

Instructions: Answer any five from Section - A and any four from Section - B.

#### SECTION - A

l.	1	Ansv	ver any five of the following questions. Each carries 6 marks. (5×6=30)	
		) W	hat is exception handling? Explain Uncaught Exception with an xample.	
	2	) W	hat is the different between Byte and character streams in Java?	
	3	) H	ow does Servlet differ from an Applet.	
	4	) E	xplain in detail Abstract Factory Pattern in Java.	
	5	) Ex	xplain the different types of parser in XML.	
	6	) W	rite a brief note on JVM.	
	7)	De	efine inheritance. Write a Java program to illustrate inheritance.	
	8)	Ex	plain hibernate framework in java.	
			SECTION - B	
II.	Ar	ารพ	er any four questions. Each carries 10 marks. (4×10=40	))
			Explain different types of operators with example.	5
		b)	Write a java program to illustrate the use of multiple threads.	5
1	0)	a)	Explain Java Networking. How socket, port and protocol are required in networking.	5
		b)	What is Java console class? Discuss the different methods of Java console class.	5
1	1)	a)	Explain SOAP web services.	5
		<b>b</b> )	Explain Serialization in java with example.	5

#### PG - 476

- 12) a) Explain the MVC architecture in java.
  - b) Explain Template Method pattern with example.
- 13) a) Explain Servlet life cycle.
  - b) Explain in detail spring framework.
- 14) Write short notes on :
  - a) Datagrams
  - b) Type conversion
  - c) Garbage Collection.

P.T.O.

# Il Semester M.Sc. Degree Examination, June/July 2018 (CBCS) COMPUTER SCIENCE

MSC 203 T : Artificial Intelligence

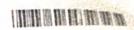
Time: 3 Hours

Max. Marks: 70

Instructions: Part – A: Answer any five questions out of eight  $(5\times6=30)$ . Part – B: Answer any four questions out of six  $(4\times10=40)$ .

#### PART - A

F	Ansı	wer any five questions out of eight:	(5×6=30)	,
•	l. D	Define AI. Explain how AI problems differ from normal problems.	6	5
2	2. E	Explain AO* algorithm in detail.	6	6
3	3. V	Vrite the syntax and semantics of FOPL.	•	6
4	1. 11	lustrate learning by induction with suitable example.		6
5	5. V	What is neural network? Discuss the role of neural networks in Al.		6
6	. W	What is perception? Discuss any two types of perception.		6
7		efine expert systems. List out important characteristic features of eystems.	expert	6
8	. w	hat is parsing? Construct a parse tree by considering suitable examp	ole.	6
		PART – B		
Α	nsw	ver any four questions out of six :	(4×10=4	10)
9.	a)	What is heuristic search? Discuss the "Means Ends Analysis" p with an example.	roblem	6
	b)	Explain the functioning of TMS.		4
10.	a)	Explain the blocks world problem with an example.		6
	b)	What is Goal stack planning ? Explain.		4



### PG - 477

5
5
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4

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# II Semester M.Sc. Examination, June/July 2018 (CBCS Scheme)

# COMPUTER SCIENCE MSC 204 T : Quantitative Techniques

Time: 3 Hours

Max. Marks: 70

Instruction: Answer any five from Part – A and any four from Part – B.

Answer any five of the following. Each question carry six marks :

 $(5 \times 6 = 30)$ 

- 1. Define operation research. What are the characteristics of an O.R. problem?
- 2. Apply graphical method to solve the LPP:

Maximize 
$$Z = x_1 - 2x_2$$

Subject to 
$$-x_1 + x_2 < = 1$$
  
 $6x_1 + 4x_2 > = 24$   
 $0 < = x_1 < = 5$ 

$$0 = \langle x_2 \rangle = 5$$

3. Solve the following travelling salesman problem :

То	Α	В	С	D
From	10/20	71.72. <sup>4</sup>	13 ET	
Α		46	16	40
В	41	_	50	40
С	82	32	-	60
D	40	40	36	r—

4. The following refers to the project network:

Draw the network diagram and identify the critical path. Also find the project completion time.

Activity	Α	В	С	D	Ε	F	G	Η	1	J
Predecessor	_	Α	Α	Α	Α	Ε	D	G,F	C,H	В
Duration in days	1	4	2	3	2	3	2	1	3	2

- 5. Briefly explain the difference between CPM and PERT method.
- 6. For the game with the following payoff matrix, determine the optimum strategies and the value of the game :

	F	2
P1	5	6
	3	5

7. Solve the following  $2 \times 2$  game without saddle point.

- 8. In a railway marshalling yard, goods trains arrive at a rate of 30 trains per day. Assume that the inter arrival time follows an exponential distribution and the service time distribution is also exponential with an average of 36 min., calculate:
  - a) The probability that the yard is empty
  - b) Average queue length assuming that the line capacity of the yard is 9 trains.

Answer any four of the following. Each question carry ten marks:

 $(4 \times 10 = 40)$ 

9. Use Big - M method to solve:

Maximize 
$$Z = 2x_1 + x_2 + x_3$$
  
Subject to  $4x_1 + 6x_2 + 3x_3 < = 8$   
 $3x_1 - 6x_2 - 3x_3 < = 1$   
 $2x_1 + 3x_2 - 5x_3 > = 4$   
 $x_1, x_2, x_3 > = 0$ .



- What do you mean by Assignment Problem (AP) ? Describe the Hungarian method of solving Assignment Problem.
- 11. Solve the following transportation problem to minimize the total cost of transportation:

Origin/ Destination	1	2	3	4	5	Supply
1	4	1	2	6	9	100
2	6	4	3	5	7	120
3	5	2	6	4	8	120
Demand	40	50	70	90	90	

12. The three estimates for the activities (in weeks) of a project are given below:

Activity	t <sub>o</sub>	t <sub>m</sub>	t <sub>p</sub>						
1-2	3	4	5						
2-3	1	2	3						
2-4	2	3	4						
3-5	. 3	4	5						
4-5	1	3	5						
4-6	3	5	7						
5-7	4	5	6						
6-7	6	7	8						
7-8	2	4	6						
7-9	1	2	3						
8 – 10	4	6	8						
9 – 10	3	5	7						

Construct the network and compute:

- a) Expected duration of each activity
- b) Expected variance of each activity
- c) Expected variance of the project length.



13. Using the dominance property solve the following game :

Player B	1	11	111	IV
Player A I	3	2	4	0
31 2 . 1	3	4	2	4
111	4	2	4	0
IV	0	4	0	8

- 14. a) Arrival at a telephone booth are considered to be Poisson with an average time of 10 min between one arrival and next. The duration of the phone call is assumed to be exponentially distributed with mean 3 minutes :
  - i) What is the probability that a person arriving at the booth have to wait?
  - ii) Find the average number of units in the system.
  - iii) Estimate the fraction of the day that the phone will be in use.
  - b) Write a short note on the following:

i) (M/M/1): (N/FCFS)

ii) (M/M/S): (N/FCFS).

### II Semester M.Sc. Examination, June/July 2018 (CBCS)

#### COMPUTER SCIENCE

MSC 201 T: Object Oriented Analysis and Design using UML

Max. Marks: 70 Time: 3 Hours

Instructions: 1) Answer all the Sections.

2) Answer any five questions from Section - A and any four questions from Section – B.

#### SECTION - A

Answer any five questions. Each carries 6 marks :

 $(5 \times 6 = 30)$ 

- 1) Define Unified Modelling Language? Explain the different views and diagrams of UML.
- 2) Describe uses and extend relationship in use case diagram with an example.
- 3) Explain the significance of visibility of attributes and operations in static structural view model.
- 4) What is package? Explain importing and exporting in packages.
- 5) What are the different approaches to identify classes? Discuss advantages and disadvantages.
- 6) Explain the terms Events, states and transitions.
- 7) Draw sequence diagram for library management system.
- 8) Explain reuse of framework with respect to white box in object oriented development using UML.



#### SECTION - B

II. Answer any four questions. Each carries 10 marks:

 $(4 \times 10 = 40)$ 

- 9) Explain elements of activity diagram and draw an activity diagram for ATM.
- 10) Discuss different types of relationship between classes with a class diagram.
- 11) What are the additional features of sequence diagram and how are they represented explain with suitable example.
- 12) Discuss in detail cohesion and coupling with a suitable example.
- 13) What are interaction diagrams? Discuss the two forms of interaction diagram.
- 14) Write short notes on:

(5+5)

- a) Deployment diagram
- b) Component diagram.

# Il Semester M.Sc. Examination, June/July 2018 (CBCS)

#### **COMPUTER SCIENCE**

MSC 207T: Soft Core - Soft Skills and Personality Development

Time: 3 Hours Max. Marks: 70

Instructions: 1) Part – A: Answer any five questions. Each question carries 6 marks.

2) Part – B: Answer any four questions. Each question carries 10 marks.

#### PART - A

Answer any five questions. Each question carries 6 marks.

 $(5 \times 6 = 30)$ 

- 1. What does "break the ice-berg" mean? Why use an ice breaker?
- 2. What is the difference between creative visualization and day-dreaming? Can day-dreaming help you achieve your real life dreams?
- 3. Explain manners and etiquettes in detail.
- 4. What do you mean by time management? Explain the importance and tips for time management.
- 5. What is communication? What is the purpose of communication?
- 6. What is body language? What is the impact on the audience?
- 7. Compare and contrast leader and boss. What are the qualities that set the leaders apart ?
- 8. "When people look at decisions, the view is often black and white" ? Comment.

#### PART - B

Answer any four questions. Each question carries 10 marks.

 $(4 \times 10 = 40)$ 

- 9. What is attitude? How to build a positive attitude?
- 10. What is personal planning? What are the important factors in personal planning?
- 11. What is goal setting? Why is it important to have a goal in life?
- 12. A C.V. is a candidate's first interaction with his high potential employer. Write a note discussing the contents of C.V.
- 13. "Good listening and observational skills build better managers and leaders". Elaborate on this statement.
- Write a note on your role model. Justify your stand while describing their profile.



# II Semester M.Sc. Degree Examination, November 2023

# (CBCS Scheme) (Fresh + Repeater) COMPUTER SCIENCE

## MSC203T: ARTIFICIAL INTELLIGENCE

Max. Marks: 70

Time: 3 Hours

Instruction: Answer all the Sections.

#### SECTION - A

- Answer any five questions. Each question carries 6 marks. (5×6=30)
   Explain AO\* algorithm with an example.
   Write a note on heuristic search techniques.
  - Discus the syntax and semantics of a first order logic in detail with an example.
  - 4. Briefly explain the conceptual dependency in Al.
  - 5. Explain block world problem with an example.
  - 6. Write a note on Robot Architecture.
  - 7. Discuss in detail general learning model.
  - 8. Explain in detail architecture of expert system.

#### SECTION - B

1.	Answer any four questions. Each question carries 10 marks.	(4×10=40
	<ol> <li>a) Explain Means-ends analysis and write the algorithm for the sa</li> <li>b) Explain any three applications of Al in detail.</li> </ol>	me. 5 5
	<ul><li>10. a) Briefly explain the Truth Maintenance System.</li><li>b) Discuss the structured knowledge representation.</li></ul>	5 5
	Write a note on:     i) Hierarchical Planning     ii) Texture and Images	5 5

- 12. Discuss the neural net architecture and applications in detail.
- 13. Discuss in detail types of transition networks in Al.
- 14. a) Discuss various approaches and issues in knowledge representation.b) Discuss the steps involved in NLP.



## II Semester M.Sc. Degree Examination, November 2023

(CBCS Scheme) (Fresher + Repeaters)

#### COMPUTER SCIENCE

MSC 204 T: Quantitative Techniques

Time: 3 Hours

Max. Marks: 70

Instructions: 1) Answer all the Sections.

2) Answer any five questions from Section – A and any four from Section – B.

#### SECTION - A

Answer any five questions. Each question carries 6 marks.

 $(5 \times 6 = 30)$ 

- 1) Define operation research. Explain the scope and limitations of operation research.
- 2) Apply graphical method to solve the following LP problem.

$$\begin{array}{ll} \text{Maximize Z} = 2x_1 + x_2, \\ \text{subject to} & x_1 + 2x_2 \leq 10, \\ & x_1 + x_2 \leq 6, \\ & x_1 - x_2 \leq 2, \\ & x_1 - 2x_2 \leq 1, \\ & x_1, x_2 \geq 0 \end{array}$$

3) Find the initial basic feasible solution using VAM method for the given transportation problem.

	D1	D2	D3	<b>D</b> 4	Supply
01	11	13	17	14	250
02	16	18	14	10	300
03	21	24	13	10	400
Demand	200	225	275	250	

4) Solve the following LP problem.

Maximize 
$$Z = 3x_1 + 2x_2 + 5x_3$$
,  
subject to  $x_1 + x_2 + x_3 \le 9$ ,  
 $2x_1 + 3x_2 + 5x_3 \le 30$ ,  
 $2x_1 - x_2 - x_3 \le 8$ ,  
 $x_1, x_2, x_3 \ge 0$ .



- 5) Explain in brief, travelling salesman problem.
- 6) In a game of matching coins player A wins Rs. 2, if there are two heads, wins nothing if there are two tails and loses Rs. 1 when there are one head and one tail. Determine the payoff matrix, best strategies for each player and the value of game.
- 7) In a railway marshalling yard, goods trains arrive at a rate of 30 trains per day. Assuming that the interarrival time follows an exponential distribution and the service time distribution is also exponential with an average of 36 minutes, calculate:
  - i) Expected queue size (line length).
  - ii) Probability that the queue size exceeds 10.
  - iii) If the input of the train increases to an average of 33 per day, what will be the changes in i) and ii)?
- 8) A project schedule has the following characteristics:

( project content of											3	
Activity	1-2	1-3	2-4	3-4	3-5	4-9	5-6	5-7	6-8	7-8	8-10	9-10
Time (in days)	4	1	1	1	6	.5	4	8	1	2	5	7

- i) Construct a network diagram.
- ii) Compute the earliest event time and latest event time.
- iii) Determine the critical path and total project duration.

#### SECTION - B

II. Answer any four questions. Each question carries 10 marks.

 $(4 \times 10 = 40)$ 

- 9) With reference to the game theory, define the following with an example.
  - i) Pure strategy
  - ii) Mixed strategy
  - iii) Saddle point
  - iv) Payoff matrix
  - v) Two person zero sum game.

10) The time estimates (in weeks) for the activities of a PERT network are given below:

Activity	t <sub>o</sub>	t <sub>m</sub>	t <sub>p</sub>
1-2	1	1	7
1 – 3	1	4	7
1-4	2	2	8
2-5	1	1	1
3 – 5	2	5	14
4 – 6	2	5	8
5 – 6	3	6	15

- a) Draw the project network and identify all the paths through it.
- b) Determine the expected project length.
- c) Calculate the standard deviation and variance of the project length.
- d) Find the probability that the project will be completed on schedule if the scheduled completion time is 20 weeks.
- 11) Use the two phase simplex method to

$$\begin{aligned} \text{Maximize } Z &= 2x_1 + x_2 + \frac{1}{4}x_3, \\ \text{subject to} & 4x_1 + 6x_2 + 3x_3 \leq 8, \\ 3x_1 - 6x_2 - 4x_3 \leq 1, \\ 2x_1 + 3x_2 - 5x_3 \geq 4, \\ x_1, x_2, x_3 \geq 0. \end{aligned}$$

12) Obtain an optimum solution for the given transportation problem.

	Λ	В	•	-	_	
			C	U	E	Supply
	3	4	6	8	8	20
11	2	10	1	5	30	30
III	7	11	20	40	15	15
IV [	2	1	9	14	18	13
Demand	40	6	8	18	6	] ,0

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13) Solve the following assignment problem so as to minimize the total man hours.

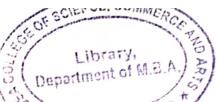
		Employees				
		1	11	111	IV	V
	A	10	5	13	15	16
	В	3	9	18	13	6
Jobs	C	10	7	2	2	2
0003	D	7	11	9	7	12
	E	7	9	10	4	12

14) Write a short note on the following:

a) (M/M/1) : (∞/FCFS).

b) (M/M/1) : (N/FCFS).





12011

### Il Semester M.Sc. Degree Examination, December 2022

### (CBCS Scheme)

#### COMPUTER SCIENCE

MSC 201T: Object Oriented Analysis and Design Using UML

Time: 3 Hours

Max. Marks: 70

Instructions: 1) Answer any 5 questions from Part – A.

2) Answer any 4 questions from Part – B.

#### SECTION - A

Answer any five questions. Each question carries 6 marks.

 $(5 \times 6 = 30)$ 

- 1. What do you mean by abstraction? Discuss different types of modeling techniques used for OOAD.
- Briefly explain Rumbaugh methodology.
- 3. Explain forward engineering and its scope in detail.
- 4. Describe relationships among classes with suitable illustrations.
- 5. Discuss aggregation and generalization with suitable example.
- 6. Explain object creation and destruction.
- a) What are USE cases? Explain.
  - b) Explain how to measure user satisfaction.
- 8. Explain component diagram notations with example.

#### SECTION - B

Answer any four questions. Each question carries 10 marks.

 $(4 \times 10 = 40)$ 

- 9. What is OO development? List and explain various themes that are supported by OO technology.
- Explain sequence diagram using an example. Explain the notation to be used to represent iterations, conditional messaging.

P.T.O.

### 12011

- Explain: 11.
  - a) Cohesion and coupling
  - b) Architectural pattern and Design pattern.
- Explain class generalization, class specialization versus aggregation.
- Discuss the guidelines for allocating and designing behaviors that lead to more 12. 13.

HINTEN NO.

- Discuss in detail about the Logical Architectural View and Hardware Architectural
- 15. a) What are interaction diagrams? Explain with suitable illustration.
  - b) Write a short note on the following:
    - i) Object
    - ii) Class
    - iii) Values and attributes
    - iv) Operations and methods
    - v) Generalization.



# II Semester M.Sc. (CS) Degree Examination, December 2022 (CBCS Scheme)

#### **COMPUTER SCIENCE**

MSC202T: Advanced Java Programming

Time: 3 Hours Max. Marks: 70

Instructions: 1) Answer any 5 questions from Part - A.

2) Answer any 4 questions from Part - B.

	PART – A	
No.	Answer any five of the following questions. Each carries 6 marks.	(5×6=30)
	<ol> <li>Discuss the different methods of java console class with example.</li> </ol>	
	Briefly explain the stream classes in java with an example.	
	3) What is a package ? With an example, explain usage of sub package	ges.
	4) Define interface. Write a java program for the implementation of interface.	erface.
	5) Explain the role of super and final keywords with respect to inherita	ince.
	What is an Applet ? Explain the life cycle of an applet.	
	7) What is a multicast socket ? Explain with an example.	
	8) List and explain any six methods of HttpServlet Request class.	

#### PART - B

I. A	nswer any four questions. Each question carries 10 marks. (4×10	J=4U)
	a) Discuss the exception handling mechanisms briefly with an example.	6
	b) Discuss the java inner class and its types with example.	4
10)	What is an Enumeration? Write a program to display the enumeration constants using values() and valueOf() method.	n 10
11)	What are java sockets? Discuss the different methods of creating connection and connectionless sockets in java with the help of suitable program.	ns 10
12)	Explain the Architecture of Hibernate.	10
13)	Present the features of SOAP and write how to develop web services w SOAP.	ith 10
14)	Name various design patterns used in JDK Library and explain.	10



# II Semester M.Sc. Degree Examination, December 2022 (CBCS Scheme) COMPUTER SCIENCE MSC 203T : Artificial Intelligence

Time: 3 Hours Max. Marks: 70

Instructions: 1) Answer any 5 questions from Part - A.

2) Answer any 4 questions from Part - B.

#### PART - A

I. Answer any five of the following questions. Each carries 6 marks. (5×6=30)

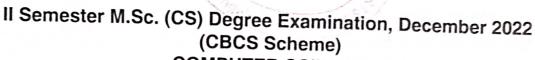
- 1) Explain AO\* algorithm with an example.
- 2) Explain TMS with a neat diagram.
- 3) Distinguish forward and backward reasoning.
- 4) Explain conceptual dependency with a suitable example.
- 5) What is abduction? Illustrate with an example.
- 6) What is artificial neural network?
- 7) What is Fuzzy logic? Explain with an example.
- 8) Explain the expert system architecture.

#### PART - B

II. Answer any four questions. Each question carries 10 marks. (4×10=40)

- 9) Explain resolution in predicate logic with suitable example.
- 10) What is Heuristic search? Discuss any two Heuristic search techniques.
- 11) Explain block world problem with example.
- 12) What is perception? Discuss how vision, texture and images are perceived in representing and recognizing scenes.
- 13) Explain the logic bases truth maintenance system with an example.
- 14) With neat diagram explain the architecture of expert system and explain any one example expert system.





Department of M.E.A.

#### **COMPUTER SCIENCE**

MSC 204 T: Quantitative Techniques

Time: 3 Hours

Max. Marks: 70

Instructions: 1) Answer any 5 questions from Section - A.

2) Answer any 4 questions from Section - B.

SECTION - A

Answer any five questions. Each question carries 6 marks.

 $(5 \times 6 = 30)$ 

- 1. Explain the scope and limitations of operation research.
- 2. Solve the following LPP by Simplex method.

Maximize 
$$Z = 12x_1 + 15x_2$$

Subject to 
$$2x_1 + 5x_2 \le 10$$

$$4x_1 + 3x_2 \le 12$$

$$x_1, x_2 \ge 0.$$

3. Solve the following travelling salesman problem.

From	1	2	3	4	5
1	α	5	8	4	5
2	5	α	7	4	5
3	8	7	α	8	6
4	4	4	8	α	8
5	5	5	6	8	α

4. Solve the following game by using Dominance method.

		В		
			11	III)
Α	1	5	20	-10
	- 11	10	6	2
	111	20	15	18



5. Solve the following LPP by Graphical method.

Maximize 
$$Z = 2x_1 + 5x_2$$
  
Subject to  $x_1 + 4x_2 \le 24$   
 $3x_1 + x_2 \le 21$   
 $x_1 + x_2 \le 9$ 

$$X_1 + X_2 = X_1$$

$$x_1, x_2 \ge 0.$$

6. Solve the following  $2 \times 2$  game.

$$A\begin{bmatrix} 5 & 1 \\ 3 & 4 \end{bmatrix}$$

- 7. Write a short note on mixed strategies in games.
- 8. Find the optimum solution to the transportation problems given below for which the cost, origin-availabilities and destination requirements are given.

	D1	D2	D3	D4	Supply
01	5	3	6	2	19
02	4	7	9	1	37
03	3	4	7	5	34
Demand	16	18	<u>a</u> 31	25	90

SECTION - B

Answer any four questions. Each question carries 10 marks.

(4×10=40)

9. Use Penalty method to solve the following LPP.

Maximize 
$$Z = -2x_1 + x_2$$

Subject to the constraints  $3x_1 + x_2 = 3$ 

$$4x_1 + 3x_2 \ge 6$$

$$x_1 + 3x_2 \le 4$$

 $x_1 + 3x_2 \le 4$  where  $x_1, x_2 \ge 0$ 

- 10. a) Explain minimum spanning tree.
  - b) Write a short note on Big-M method.

5

5



- 11. In a manufacturing unit, the products are distributed in trucks, loaded at the loading dock, both retailers and wholesaler's trucks are loaded. The retailers complained that sometimes they must wait in a line and thus lose money paying for the truck and drivers that only waiting. They asked the manufacturing unit to put in second loading dock or to discount prices equivalent to the waiting time. Extra loading cost Rs. 100/- per day. Whereas the waiting time for the retailers cost Rs. 25/- per hour. The following data have been accumulated. Average arrival rate of all trucks is 2 per hour. 30% of all trucks are retailors. Assuming that the rates are random, according to Poisson distribution, determine
  - a) The probability that a truck has to wait.
  - b) The waiting time of a truck that waits.
  - c) The expected cost of waiting time of retailer trucks per day.
- 12. Find the optimal solution using Stepping stone method.

T and the opin	D1	D2	D3	D4	SUPPLY
S1	19	30	50	10	7
S2	70	30	40	60	9
S3	40	. 8	70	20	18
DEMAND	5	8	7	14	

13. The following tables shows the jobs of a network along with their time estimates in days.

	,		
Job	a	m	b
1-2	3	6	15
1-6	2	5	14
2-3	6	12	30
2-4	2	5	8
3-5	5	11	17
4-5	3	6	15
5-8	1	4	7
6-7	3	9	27
7-8	4	19	28

Draw the project network. Find the critical path, also find the probability that the project is completed in 31 days.

14. Solve the following game by Graphical method.

B1 B2 B3

$$A1 \begin{bmatrix} 4 & -1 & 0 \\ -1 & 4 & 2 \end{bmatrix}$$

MUNICIPALI

Con Department of M.B.A.

12015

Il Semester M.Sc. Degree Examination, December 2022

(CBCS Scheme) - 560

#### COMPUTER SCIENCE

MSC207T: Soft Skills and Personality Development

Time: 3 Hours Max. Marks: 70

Instructions: 1) Answer any 5 questions from Section – A.

2) Answer any 4 questions from Section - B.

#### SECTION - A

Answer any five questions. Each question carries 6 marks.

 $(5 \times 6 = 30)$ 

- 1. What are the features of nonverbal communication?
- 2. What do you understand by the term personality? What are the qualities of a Team Leader?
- 3. Discuss the frame work of Group Discussion.
- What is management of conflict ? Explain.
- Explain the terms self-image and self-esteem.
- 5. What is the role of carrier planning in Personality Development?
- 7. What is a Presentation ? What are the points to be considered while delivering a presentation ?
- . What is a Body Language? Discuss its impact on audience.

#### SECTION - B

swer any four questions. Each question carries 10 marks.

 $(4 \times 10 = 40)$ 

a) What is attitude? Discuss the process of attitude formation.

5

b) List the different factors of goal setting.

5



10. a) What is group discussion? How does group discussion differ from deba	ate? 5
b) What are the major areas of evaluation in group discussion?	5
<ol> <li>Discuss the impact of rapid reading and note falling memory.</li> </ol>	
12. a) Discuss the different ways to improve the soft skills.	5
<ul> <li>b) Explain the importance of having a good resume.</li> </ul>	5
<ol><li>a) Explain various decision making skills.</li></ol>	5
b) Explain how prioritising the work helps in efficient time management	nt. 5
14. Explain the importance of positive attitude. What are the obstacles inv developing positive attitude?	