
CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

General Instructions:

- The answers given in the marking scheme are SUGGESTIVE, Examiners are requested to award marks for all alternative correct Solutions/Answers conveying the similar meaning
- All programming questions have to be answered with respect to C++ Language / Python only
- In C++ / Python, ignore case sensitivity for identifiers (Variable / Functions / Structures / Class Names)
- In Python indentation is mandatory, however, number of spaces used for indenting may vary
- In SQL related questions - both ways of text/character entries should be acceptable for Example: "AMAR" and 'amar' both are acceptable.
- In SQL related questions - all date entries should be acceptable for Example: 'YYYY-MM-DD', 'YY-MM-DD', 'DD-Mon-YY', "DD/MM/YY", 'DD/MM/YY', "MM/DD/YY", 'MM/DD/YY' and {MM/DD/YY} are correct.
- In SQL related questions - semicolon should be ignored for terminating the SQL statements
- In SQL related questions, ignore case sensitivity.

SECTION A - (Only for candidates, who opted for C++)			
1	(a)	Out of the following, find those identifiers, which cannot be used for naming Variable, Constants or Functions in a C++ program: <code>_Cost, Price*Qty, float, Switch, Address One, Delete, Number12, do</code>	2
	Ans	Price*Qty float Address One do <i>(½ Mark for each correct name)</i> Note: Deduct ½ Mark for each wrong name written	
	(b)	Jayapriya 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

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	<pre>void main() { float A,Number,Outcome; cin>>A>>Number; Outcome=pow(A,Number); cout<<Outcome<<endl; }</pre>	
Ans	<ul style="list-style-type: none">• iostream.h OR iomanip.h• math.h <p><i>(½ Mark for writing each correct header file)</i> Note:</p> <ul style="list-style-type: none">• <i>Ignore any other header files, if mentioned.</i>• <i>complex.h is acceptable in place of math.h</i>	
(c)	<p>Rewrite the following C++ code after removing any/all syntactical errors with each correction underlined.</p> <p>Note: Assume all required header files are already being included in the program.</p> <pre>#define Equation(p,q) = p+2*q void main() { float A=3.2;B=4.1; C=Equation(A,B); cout<<'Output=' <<C<<endl; }</pre>	2
Ans	<pre><u>#define Equation(p,q) p+2*q</u> void main() { float A=3.2<u>,</u> B=4.1; <u>float</u> C=Equation(A,B); cout<<"<u>Output=</u>"<<C<<endl; }</pre> <p><i>(½ Mark for each correction)</i> OR <i>(1 mark for identifying the errors, without suggesting corrections)</i></p>	

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

<p>(d)</p>	<p>Find and write the output of the following C++ program code: Note: Assume all required header files are already included in the program.</p> <pre>typedef char STRING[80]; void MIXITNOW(STRING S) { int Size=strlen(S); for (int I=0;I<Size-1;I+=2) { char WS=S[I]; S[I]=S[I+1]; S[I+1]=WS; } for (I=1;I<Size;I+=2) if (S[I]>='M' && S[I]<='U') S[I]='@'; } void main() { STRING Word="CRACKAJACK"; MIXITNOW(Word); cout<<Word<<endl; }</pre>	<p>2</p>
<p>Ans</p>	<p>RCCAAKAJKC</p> <p><i>(2 Marks for correct output)</i> OR <i>(½ Mark for each of two correct consecutive alphabets not exceeding 1½ marks)</i></p>	
<p>(e)</p>	<p>Find and write the output of the following C++ program code: Note: Assume all required header files are already being included in the program.</p> <pre>class Stock { long int ID;</pre>	<p>3</p>

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

```
float Rate; int Date;
public:
    Stock() {ID=1001;Rate=200;Date=1;}
    void RegCode(long int I,float R)
    {
        ID=I; Rate=R;
    }
    void Change(int New,int DT)
    {
        Rate+=New; Date=DT;
    }
    void Show()
    {
        cout<<"Date :"<<Date<<endl;
        cout<<ID<<"#"<<Rate<<endl;
    }
};
void main()
{
    Stock A,B,C;
    A.RegCode(1024,150);
    B.RegCode(2015,300);
    B.Change(100,29);
    C.Change(-20,20);
    A.Show();
    B.Show();
    C.Show();
}
```

Ans Date :1
1024#150
Date :29
2015#400
Date :20
1001#180

(½ Mark for each correct line of output)

Note:

- Deduct only ½ Mark for not writing any or all 'Date' OR ':' OR '#' symbol(s)
- Deduct ½ Mark for not considering any or all endl(s) at proper

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	<i>place(s)</i>									
(f)	<p>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 CHANGER.</p> <p>Note:</p> <ul style="list-style-type: none"> • 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 <pre> void main() { randomize(); int CHANGER; CHANGER=random(3); char CITY[][25]={"DELHI","MUMBAI","KOLKATA","CHENNAI"}; for(int I=0;I<=CHANGER;I++) { for(int J=0;J<=I;J++) cout<<CITY[J]; cout<<endl; } } </pre>	2								
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">(i)</td> <td style="width: 50%; text-align: center;">(ii)</td> </tr> <tr> <td style="text-align: center;">DELHI DELHIMUMABAI DELHIMUMABAIKOLKATA</td> <td style="text-align: center;">DELHI DELHIMUMABAI DELHIMUMABAIKOLKATA DELHIMUMABAIKOLKATACHENNAI</td> </tr> <tr> <td style="text-align: center;">(iii)</td> <td style="text-align: center;">(iv)</td> </tr> <tr> <td style="text-align: center;">MUMABAI MUMABAIKOLKATA MUMABAIKOLKATACHENNAI</td> <td style="text-align: center;">KOLKATA KOLKATACHENNAI</td> </tr> </table>	(i)	(ii)	DELHI DELHIMUMABAI DELHIMUMABAIKOLKATA	DELHI DELHIMUMABAI DELHIMUMABAIKOLKATA DELHIMUMABAIKOLKATACHENNAI	(iii)	(iv)	MUMABAI MUMABAIKOLKATA MUMABAIKOLKATACHENNAI	KOLKATA KOLKATACHENNAI	
(i)	(ii)									
DELHI DELHIMUMABAI DELHIMUMABAIKOLKATA	DELHI DELHIMUMABAI DELHIMUMABAIKOLKATA DELHIMUMABAIKOLKATACHENNAI									
(iii)	(iv)									
MUMABAI MUMABAIKOLKATA MUMABAIKOLKATACHENNAI	KOLKATA KOLKATACHENNAI									
Ans	<p>(i)</p> <p>DELHI DELHIMUMABAI DELHIMUMABAIKOLKATA</p>									

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

		<p>Minimum Value of CHANGER = 0 Maximum Value of CHANGER = 2</p> <p>(1 Mark for mentioning correct option) Note: No Mark to be awarded for writing any one additional option with (i) .</p> <p>(½ Mark each for Minimum and Maximum Value of CHANGER)</p>					
2.	(a)	Differentiate between Constructor and Destructor functions giving suitable example using a class in C++. When does each of them execute?	2				
	Ans	<p>PART 1:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;">Constructor</td> <td style="width: 50%; padding: 5px;">Destructor</td> </tr> <tr> <td style="padding: 5px;">A constructor function has same name as the class</td> <td style="padding: 5px;">A destructor function has same name as the class preceded by ~ symbol</td> </tr> </table> <p>Example:</p> <pre> class Exam { int Eno; float Marks; public: Exam() //Constructor { Eno=1; Marks = 100; cout<<"Constructor executed..."<<endl; } void Show() { cout<<Eno<<"#"<<Marks<<endl; } ~Exam() //Destructor { cout<<"Exam Over"<<endl; } }; void main() { Exam E; //Executes constructor E.Show(); </pre>	Constructor	Destructor	A constructor function has same name as the class	A destructor function has same name as the class preceded by ~ symbol	
Constructor	Destructor						
A constructor function has same name as the class	A destructor function has same name as the class preceded by ~ symbol						

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

```
} //Executes Destructor
```

OR

Any other suitable example demonstrating difference between Constructor and Destructor functions.

PART 2:

Execution of Constructor and Destructor:

Constructor	Destructor
A constructor executes by itself at the time of object creation	A destructor executes by itself when the scope of an object ends

PART 1:

(1 Mark for correct example of constructor and destructor function)

OR

(½ Mark each for correct definition of constructor and destructor function)

PART 2:

(1 Mark for constructor and Destructor execution with/without example)

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

```
class FICTION
{
    long FCode;
    char FTitle[20];
    float FPrice;
public:
    FICTION() //Member Function 1
    {
        cout<<"Bought"<<endl;
        FCode=100;strcpy(FTitle,"Noname");FPrice=50;
    }

    FICTION(int C,char T[],float P) //Member Function 2
    {
        FCode=C;
        strcpy(FTitle,T);
    }
};
```

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	<pre> FPrice=P; } void Increase(float P) //Member Function 3 { FPrice+=P; } void Show() //Member Function 4 { cout<<FCode<<":"<<FTitle<<":"<<FPrice<<endl; } ~FICTION() //Member Function 5 { cout<<"Fiction removed!"<<endl; } }; void main() //Line 1 { //Line 2 FICTION F1,F2(101,"Dare",75); //Line 3 for (int I=0;I<4;I++) //Line 4 { //Line 5 F1.Increase(20);F2.Increase(15); //Line 6 F1.Show();F2.Show(); //Line 7 } //Line 8 } //Line 9 </pre>	
(i)	<p>Which specific concept of object oriented programming out of the following is illustrated by Member Function 1 and Member Function 2 combined together?</p> <ul style="list-style-type: none"> ● Data Encapsulation ● Data Hiding ● Polymorphism ● Inheritance 	1
Ans	<p>Polymorphism</p> <p><i>(1Mark for mentioning the correct concept name)</i></p>	
(ii)	<p>How many times the message "Fiction removed!" will be displayed after executing the above C++ code? Out of Line 1 to Line 9, which line is responsible to display the message "Fiction removed!"?</p>	1

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

Ans	<p>2 times Line 9</p> <p><i>(½ Mark for writing correct number of times)</i> <i>(½ Mark for writing correct line number)</i></p>	
(c)	<p>Write the definition of a class METROPOLIS in C++ with following description:</p> <p>Private Members</p> <ul style="list-style-type: none">- Mcode //Data member for Code (an integer)- MName //Data member for Name (a string)- MPop //Data member for Population (a long int)- Area //Data member for Area Coverage (a float)- PopDens //Data member for Population Density (a float)- CalDen() //A member function to calculate ----- //Density as PopDens/Area <p>Public Members</p> <ul style="list-style-type: none">- Enter() //A function to allow user to enter values of //Mcode,MName,MPop,Area and call CalDen() //function- ViewALL()//A function to display all the data members //also display a message "Highly Populated Area" //if the Density is more than 12000	4
Ans	<pre>class METROPOLIS { int Mcode; char MName[20]; long int MPop; float Area; float PopDens; void CalDen(); public: void Enter(); void ViewALL(); }; void METROPOLIS::Enter() { cin>>Mcode; gets(MName); //OR cin>>MName; cin>>MPop; cin>>Area; CalDen();</pre>	

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

```
}  
  
void METROPOLIS::ViewALL()  
{  
    cout<<Mcode<<MName<<MPop<<Area<<PopDens; //Ignore endl  
    if (PopDens>12000)  
        cout<<"Highly Populated Area";           //Ignore endl  
}  
void METROPOLIS::CalDen()  
{  
    PopDens= PopDens/Area; //OR PopDens = MPop/Area  
}
```

(½ Mark for correct syntax for class header)

(½ Mark for correctly ending the class declaration with a semicolon)

(½ Mark for correct declaration of data members)

(½ Mark for correct definition of CalDen() function)

(1 Mark for correct definition of Enter() with proper invocation of CalDen() function)

(1 Mark for correct definition of ViewALL())

NOTE:

- Deduct ½ Mark if CalDen() is not invoked properly inside Enter() function
- Marks not to be deducted if any or all the member functions are defined inside the class
- Marks not to be deducted if Density is declared as an extra data member and calculated as Density=PopDens/Area inside CalDen() function
- Marks not to be deducted if Density is declared as an extra data member and checked as if (Density>12000) in lieu of if (PopDens>12000) inside ViewALL() function

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

```
class PRODUCT  
{  
    int Code;  
    char Item[20];  
protected:  
    float Qty;  
public:  
    PRODUCT();
```

4

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	<pre>void GetIn(); void Show(); }; class WHOLESALER { int WCode; protected: char Manager[20]; public: WHOLESALER(); void Enter(); void Display(); }; class SHOWROOM : public PRODUCT, private WHOLESALER { char Name[20], City[20]; public: SHOWROOM(); void Input(); void View(); };</pre>	
	(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 <i>(1 Mark for writing correct option)</i>	
	(ii) Write the names of all the data members, which are directly accessible from the member functions of class SHOWROOM.	
Ans	Name, City, Manager, Qty <i>(1 Mark for correct answer)</i> Note: <i>No marks to be awarded for any partial answer</i>	
	(iii) Write the names of all the member functions, which are directly accessible by an object of class SHOWROOM.	
Ans	Input(), View(), GetIn(), Show()	

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

		<p><i>(1 Mark for correct answer)</i></p> <p>Note:</p> <ul style="list-style-type: none">• <i>No marks to be awarded for any partial answer</i>• <i>Ignore constructor functions</i>									
	(iv)	What will be the order of execution of the constructors, when an object of class SHOWROOM is declared?									
	Ans	<p>(i) PRODUCT() (ii) WHOLESALER() (iii) SHOWROOM()</p> <p><i>(1 Mark for writing correct order)</i></p> <p>Note:</p> <ul style="list-style-type: none">• <i>No Marks to be awarded for any other combination/order.</i>• <i>Names of the constructor/class without parenthesis is acceptable.</i>									
3	(a)	Write the definition of a function FixPay(float Pay[], int N) in C++, which should modify each element of the array Pay having N elements, as per the following rules: <table border="1" data-bbox="331 982 1398 1176"><thead><tr><th>Existing Value of Pay</th><th>Pay to be changed to</th></tr></thead><tbody><tr><td>If less than 100000</td><td>Add 25% in the existing value</td></tr><tr><td>If >=100000 and <20000</td><td>Add 20% in the existing value</td></tr><tr><td>If >=200000</td><td>Add 15% in the existing value</td></tr></tbody></table>	Existing Value of Pay	Pay to be changed to	If less than 100000	Add 25% in the existing value	If >=100000 and <20000	Add 20% in the existing value	If >=200000	Add 15% in the existing value	2
Existing Value of Pay	Pay to be changed to										
If less than 100000	Add 25% in the existing value										
If >=100000 and <20000	Add 20% in the existing value										
If >=200000	Add 15% in the existing value										
	Ans	<pre>void FixPay(float Pay[], int N) { for (int i=0;i<N;i++) if(Pay[i]<100000) Pay[i]+= 0.25 * Pay[i]; else if (Pay[i]>=100000 && Pay[i]<20000) Pay[i]+= 0.2 * Pay[i]; else if(Pay[i]>=200000) Pay[i]+= 0.15 * Pay[i]; } </pre> <p>OR</p> <p>Any other correct equivalent function definition</p> <p><i>(½ Mark for correctly writing the loop)</i></p>									

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	<p>(1/2 Mark for checking at least one or all of the conditions correctly) (1 Mark for correct increment of Pays for all conditions) OR (1/2 Mark for incrementing only one of the pays correctly)</p> <p>Note:</p> <ul style="list-style-type: none"> • Marks not to be deducted for writing second condition check for the range as $\geq 100000 \ \&\& \ < 200000$ instead of $\geq 100000 \ \&\& \ < 20000$ • Marks not to be deducted for incrementing Salary as $\text{Pay}[i] += \text{Pay}[i] * 20 / 100$; OR $\text{Pay}[i] += 20 / 100 * \text{Pay}[i]$; and likewise for all increments 	
(b)	<p>T[20][50] is a two dimensional array, which is stored in the memory along the row with each of its element occupying 4 bytes, find the address of the element T[15][5], if the element T[10][8] is stored at the memory location 52000.</p>	3
Ans	<p>$\text{Loc}(T[I][J])$ $= \text{BaseAddress} + W [(I - \text{LBR}) * C + (J - \text{LBC})]$ (where W=size of each element = 4 bytes, R=Number of Rows=20, C=Number of Columns=50) Assuming LBR = LBC = 0</p> <p>$\text{LOC}(T[10][8])$ $52000 = \text{BaseAddress} + W[I * C + J]$ $52000 = \text{BaseAddress} + 4[10 * 50 + 8]$ $52000 = \text{BaseAddress} + 4[500 + 8]$ $52000 = \text{BaseAddress} + 4 \times 508$ $\text{BaseAddress} = 52000 - 2032$ $= 49968$</p> <p>$\text{LOC}(T[15][5]) = \text{BaseAddress} + W[I * C + J]$ $= 49968 + 4[15 * 50 + 5]$ $= 49968 + 4[750 + 5]$ $= 49968 + 4 \times 755$ $= 49968 + 3020$ $= 52988$</p> <p>OR $\text{Loc}(T[I][J])$ $= \text{ReferenceAddress} + W [(I - \text{LR}) * C + (J - \text{LC})]$ (where</p>	

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	<p>W=size of each element = 4 bytes, R=Number of Rows=20, C=Number of Columns=50) ReferenceAddress= Address of given cell T[10][8]=52000 LR = Row value of given cell = 10 LC = Column value of given cell = 8 LOC(T[15][5])= LOC(T[10][8]) + 4[(15 - 10)*50 + (5 - 8)]</p> <p>LOC(T[15][5]) = 52000 + 4[5*50 + (-3)] = 52000 + 4[250 -3] = 52000 + 4 x 247 = 52000 + 988 = 52988</p> <p><i>(1 Mark for writing correct formula (for Row major) OR substituting formula with correct values)</i> <i>(1Mark for correct calculation)</i> <i>(1 Mark for final correct address)</i></p>	
(c)	<p>Write the definition of a member function INSERT() for a class QUEUE in C++, to insert an ITEM in a dynamically allocated Queue of items considering the following code is already written as a part of the program.</p> <pre>struct ITEM { int INO; char INAME[20]; ITEM *Link; }; class QUEUE { ITEM *R,*F; public: QUEUE() {R=NULL;F=NULL;} void INSERT(); void DELETE(); ~QUEUE(); };</pre>	4
Ans	<pre>void QUEUE::INSERT() {</pre>	

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

```
ITEM *T = new ITEM;
cin>>T->INO;
gets(T->INAME); //OR cin>> T->INAME;
T->Link = NULL;
if(R==NULL)
{
    F=T;    R=T;
}
else
{
    R->Link=T;    R=T;
}
}
```

(1 Mark for creating a new node)

(½ Mark for entering data for the new node)

(½ Mark for assigning NULL to link of the new node)

(½ Mark for assigning Front to the first node as F = T)

(½ Mark for linking the last node to the new node as R->Link =T)

(1 Mark for assigning Rear to the new node as R = T)

(d) Write definition for a function SHOWMID(int P[][5],int R,int C) in C++ to display the elements of middle row and middle column from a two dimensional array P having R number of rows and C number of columns.

For example, if the content of array is as follows:

115	112	116	101	125
103	101	121	102	101
185	109	109	160	172

The function should display the following as output :

103 101 121 102 101

116 121 109

3

ANS

```
void SHOWMID(int P[][5],int R,int C)
{
    for (int J=0;J<C;J++)
        cout<<P[R/2][J]<< " ";
    cout<<endl;
    for (int I=0;I<R;I++)
```

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	<pre style="font-family: monospace;"> cout<<P[I][C/2]<< " "; } OR void SHOWMID(int P[][5],int R,int C) { if(R%2!=0) { for (int J=0;J<C;J++) cout<<P[R/2][J]<< " "; } else cout<<"No Middle Row"; cout<<endl; if(C%2!=0) { for (int I=0;I<R;I++) cout<<P[I][C/2]<< " "; } else cout<<"No Middle Column"; } OR Any other correct equivalent function definition (<i>1/2 Mark for correct loop for displaying middle row elements</i>) (<i>1 Mark for correct statement to display middle row elements</i>) (<i>1/2 Mark for correct loop for displaying middle column elements</i>) (<i>1 Mark for correct statement to display middle column elements</i>) </pre>							
(e)	Convert the following Infix expression to its equivalent Postfix expression, showing the stack contents for each step of conversion. $A / (B + C) * D - E$	2						
Ans	$A / (B + C) * D - E$ $= ((A / (B + C)) * D) - E$ <table border="1" style="width: 100%; margin-top: 10px; border-collapse: collapse;"> <thead> <tr> <th style="width: 33%;">Element</th> <th style="width: 33%;">Stack of Operators</th> <th style="width: 33%;">Postfix Expression</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">(</td> <td></td> <td></td> </tr> </tbody> </table>	Element	Stack of Operators	Postfix Expression	(
Element	Stack of Operators	Postfix Expression						
(

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

(
(
A		A
/	/	A
(/	A
B	/	AB
+	/+	AB
C	/+	ABC
)	/	ABC+
)		ABC+ /
*	*	ABC+ /
D	*	ABC+ / D
)		ABC+ / D *
-	-	ABC+ / D *
E	-	ABC+ / D * E
)		ABC+ / D * E -

= ABC+ / D * E -

OR

$A / (B+C) * D - E$

= (A / (B+C) * D - E)

Element	Stack of Operators	Postfix Expression
((
A	(A
/	(/	A
((/(A
B	(/(AB
+	(/(+	AB
C	(/(+	ABC
)	(/	ABC+
*	(*	ABC+ /
D	(*	ABC+ / D
-	(-	ABC+ / D *
E	(-	ABC+ / D * E
)		ABC+ / D * E -

= ABC+ / D * E -

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

		<p>OR</p> <p>Any other method for converting the given infix expression to its equivalent postfix expression showing stack contents.</p> <p><i>(½ Mark for correctly converting till each operator)</i></p> <p>OR</p> <p><i>(1 Mark to be given for writing correct answer without showing the stack content on each step)</i></p>	
4.	(a)	<p>Write function definition for WORD4CHAR() in C++ to read the content of a text file FUN.TXT, and display all those words, which has four characters in it.</p> <p>Example:</p> <p>If the content of the file fun.TXT is as follows:</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"><p>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</p></div> <p>The function WORD4CHAR() should display the following:</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"><p>When used play with days were that time</p></div>	2
	Ans	<pre>void WORD4CHAR() { ifstream Fil; Fil.open("FUN.TXT"); char W[20]; Fil>>W; while(!Fil.eof()) //OR while(Fil) { if (strlen(W) == 4) //Ignore words ending with \. cout<<W<< " "; Fil>>W; } Fil.close(); //Ignore } OR Any other correct function definition</pre> <p><i>(½ Mark for opening FUN.TXT correctly)</i> <i>(½ Mark for reading each word (using any method) from the file)</i></p>	

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	<p><i>(½ Mark for checking length of the extracted word to be of 4 letters)</i> <i>(½ Mark for displaying the 4 letter extracted word correctly)</i></p>	
(b)	<p>Write a definition for function BUMPER() in C++ to read each object of a binary file GIFTS.DAT, find and display details of those gifts, which has remarks as “ON DISCOUNT”. Assume that the file GIFTS.DAT is created with the help of objects of class GIFTS, which is defined below:</p> <pre>class GIFTS { int ID;char Gift[20],Remarks[20]; float Price; public: void Takeonstock () { cin>>ID;gets (Gift) ;gets (Remarks) ;cin>>Price; } void See () { cout<<ID<<" : "<<Gift<<" : "<<Price<<" : "<<Remarks<<endl; } char *GetRemarks () {return Remarks;} };</pre>	3
Ans	<pre>void BUMPER() { GIFTS G; ifstream fin; fin.open("GIFTS.DAT", ios::binary); while(fin.read((char*) &G, sizeof(G))) { if(strcmp(G.GetRemarks(),"ON DISCOUNT")==0) G.See(); } fin.close(); //Ignore } OR Any other correct function definition</pre> <p><i>(1Mark for opening GIFTS .DAT correctly)</i> <i>(½ Mark for reading records from GIFTS.DAT)</i> <i>(½ Mark for comparing Remarks with ON DISCOUNT (ignore case sensitive checking))</i> <i>(1 Mark for displaying record)</i></p>	

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

(c)		<p>Find the output of the following C++ code considering that the binary file MEM.DAT exists on the hard disk with a data of 1000 members.</p> <pre> class MEMBER { int Mcode;char MName[20]; public: void Register();void Display(); }; void main() { fstream MFile; MFile.open("MEM.DAT",ios::binary ios::in); MEMBER M; MFile.read((char*)&M, sizeof(M)); cout<<"Rec:"<<MFile.tellg()/sizeof(M)<<endl; MFile.read((char*)&M, sizeof(M)); MFile.read((char*)&M, sizeof(M)); cout<<"Rec:"<<MFile.tellg()/sizeof(M)<<endl; MFile.close(); } </pre>	1
Ans		<p>Rec:1 Rec:3 <i>(½ Mark for each correct value of MFile.tellg()/sizeof(M) as 1 and 3 respectively)</i></p>	
SECTION B - (Only for candidates, who opted for Python)			
1	(a)	<p>Out of the following, find those identifiers, which can not be used for naming Variable or Functions in a Python program:</p> <p><u>Cost</u>, Price*Qty, float, Switch, Address One, Delete, Number12, do</p>	2
Ans		<p>Price*Qty, float, Address One, do <i>(½ Mark for each correct name)</i> Note: <i>Deduct ½ Mark for each wrong name written</i></p>	
	(b)	<p>Name the Python Library modules which need to be imported to invoke the following functions</p> <p>(i) load() (ii) pow()</p>	1

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

Ans	(i) pickle (ii) math				
	<p><i>(½ Mark for writing each correct Library modules)</i></p> <p>Note: Ignore any other Library modules, if mentioned.</p>				
(c)	Rewrite the following code in python after removing all syntax error(s). Underline each correction done in the code. <pre> for Name in [Amar, Shveta, Parag] IF Name[0]='S': print(Name) </pre>	2			
Ans	<pre> for Name in ["Amar", "Shveta", "Parag"] : // \ ' \ can be used <u>if</u> Name[0] == 'S': print(Name) </pre>				
	<p><i>(½ Mark for each correction)</i></p> <p>OR</p> <p><i>(1 mark for identifying the errors, without suggesting corrections)</i></p>				
(d)	Find and write the output of the following python code:	2			
	<pre> Numbers=[9,18,27,36] for Num in Numbers: for N in range(1, Num%8): print(N,"#",end=" ") print() </pre>				
Ans	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; padding: 5px;"> 1# 1# 2# 1# 2# 3# </td> <td style="width: 33%; padding: 5px;"> () (1 #) (1 #) (2 #) (1 #) (2 #) (3 #) </td> <td style="width: 33%; padding: 5px;"> () (1 #) (1 # 2 #) (1 # 2 # 3 #) 1# 1#2# 1#2#3# </td> </tr> </table>	1# 1# 2# 1# 2# 3#	() (1 #) (1 #) (2 #) (1 #) (2 #) (3 #)	() (1 #) (1 # 2 #) (1 # 2 # 3 #) 1# 1#2# 1#2#3#	
1# 1# 2# 1# 2# 3#	() (1 #) (1 #) (2 #) (1 #) (2 #) (3 #)	() (1 #) (1 # 2 #) (1 # 2 # 3 #) 1# 1#2# 1#2#3#			
	<p><i>(2 marks for correct output)</i></p> <p>OR</p> <p><i>(½ mark for each correct value with '#' not exceeding 2 Marks)</i></p> <p>OR</p>				

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

		<p><i>(2 mark for mentioning the syntax error in line</i> <code>print(N, "#", end="")</code>)</p>															
	(e)	Find and write the output of the following python code:	3														
		<pre> class Notes: def __init__(self, N=100, Nt="CBSE"): #constructor self.Nno=N self.NName=Nt def Allocate(self, N, Nt): self.Nno= self.Bno + N self.NName= Nt + self.NName def Show(self): print(self.Nno, "#", self.NName) s=Notes() t=Notes(200) u=Notes(300, "Made Easy") s.Show() t.Show() u.Show() s.Allocate(4, "Made ") t.Allocate(10, "Easy ") u.Allocate(25, "Made Easy") s.Show() t.Show() u.Show() </pre>															
	Ans	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">Python 2.7 output</th> <th style="width: 50%;">Other Versions output</th> </tr> </thead> <tbody> <tr> <td>100 # CBSE</td> <td>(100, '#', 'CBSE')</td> </tr> <tr> <td>200 # CBSE</td> <td>(200, '#', 'CBSE')</td> </tr> <tr> <td>300 # Made Easy</td> <td>(300, '#', 'Made Easy')</td> </tr> <tr> <td>104 # Made CBSE</td> <td>(104, '#', 'Made CBSE')</td> </tr> <tr> <td>210 # Easy CBSE</td> <td>(210, '#', 'Easy CBSE')</td> </tr> <tr> <td>325 # Made EasyMade Easy</td> <td>(325, '#', 'Made EasyMade Easy')</td> </tr> </tbody> </table> <p><i>(½ Mark for each correct line of output)</i> Note: <ul style="list-style-type: none"> ● Deduct ½ Mark for not writing any or all '#' symbol(s) ● Deduct ½ Mark for not considering any or all line breaks at proper place(s) </p>	Python 2.7 output	Other Versions output	100 # CBSE	(100, '#', 'CBSE')	200 # CBSE	(200, '#', 'CBSE')	300 # Made Easy	(300, '#', 'Made Easy')	104 # Made CBSE	(104, '#', 'Made CBSE')	210 # Easy CBSE	(210, '#', 'Easy CBSE')	325 # Made EasyMade Easy	(325, '#', 'Made EasyMade Easy')	
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210 # Easy CBSE	(210, '#', 'Easy CBSE')																
325 # Made EasyMade Easy	(325, '#', 'Made EasyMade Easy')																
	(f)	What are the possible outcome(s) executed from the following code? Also specify the maximum and minimum values that can be assigned to variable PICKER.	2														

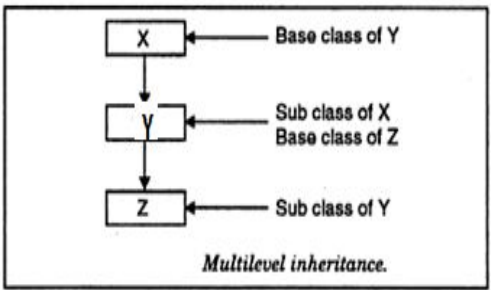
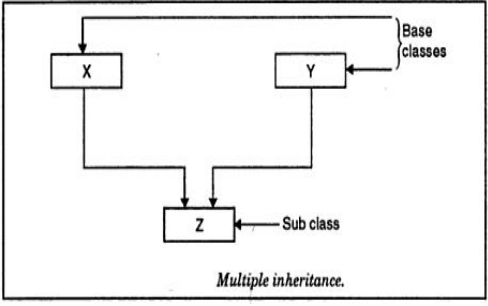
CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

		<pre>import random PICK=random.randint(0,3) CITY=["DELHI","MUMBAI","CHENNAI","KOLKATA"]; for I in CITY: for J in range(1,PICK): print(I,end=" ") print()</pre>									
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;">(i)</td> <td style="width: 50%; padding: 5px;">(ii)</td> </tr> <tr> <td style="padding: 5px;">DELHIDELHI MUMBAIMUMBAI CHENNAICHENNAI KOLKATAKOLKATA</td> <td style="padding: 5px;">DELHI DELHIMUMBAI DELHIMUMBAICHENNAI</td> </tr> <tr> <td style="padding: 5px;">(iii)</td> <td style="padding: 5px;">(iv)</td> </tr> <tr> <td style="padding: 5px;">DELHI MUMBAI CHENNAI KOLKATA</td> <td style="padding: 5px;">DELHI MUMBAIMUMBAI KOLKATAKOLKATAKOLKATA</td> </tr> </table>	(i)	(ii)	DELHIDELHI MUMBAIMUMBAI CHENNAICHENNAI KOLKATAKOLKATA	DELHI DELHIMUMBAI DELHIMUMBAICHENNAI	(iii)	(iv)	DELHI MUMBAI CHENNAI KOLKATA	DELHI MUMBAIMUMBAI KOLKATAKOLKATAKOLKATA	
(i)	(ii)										
DELHIDELHI MUMBAIMUMBAI CHENNAICHENNAI KOLKATAKOLKATA	DELHI DELHIMUMBAI DELHIMUMBAICHENNAI										
(iii)	(iv)										
DELHI MUMBAI CHENNAI KOLKATA	DELHI MUMBAIMUMBAI KOLKATAKOLKATAKOLKATA										
	Ans	Option (i) and (iii) are possible OR Option (i) only PICK maxval=3 minval=0									
		<p>(1 Mark for mentioning correct option(s)) Note: No marks to be awarded for writing any other option.</p> <p>(½ Mark each for Minimum and Maximum Value of PICK)</p>									
2	(a)	What is the difference between Multilevel and Multiple inheritance? Give suitable examples to illustrate both.	2								
	Ans	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;">Multilevel inheritance</td> <td style="width: 50%; padding: 5px;">Multiple inheritance</td> </tr> </table>	Multilevel inheritance	Multiple inheritance							
Multilevel inheritance	Multiple inheritance										

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

		
	<p>X is the parent class of Y and Y is the parent class of Z</p>	<p>The child class Z has parents X and Y</p>
	<p>(1 mark for correct difference) (1 mark for correct example)</p>	
(b)	<p>What will be the output of the following python code considering the following set of inputs?</p> <p>JAYA My 3 books PICK2 2120</p> <p>Also, explain the try and except used in the code.</p>	2
	<pre> Counter=0 while True: try: Number=int(raw_input("Give a Number")) break except ValueError: Counter=Counter+2 print("Re-enter Number") print(Counter) </pre>	
Ans	<p>Output:</p> <p>Give a Number JAYA Re-enter Number Give a Number My 3 books Re-enter Number Give a Number PICK2 Re-enter Number</p>	

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	<p>Give a Number 2120 6</p> <p>Explanation: The code inside try makes sure that the valid number is entered by the user. When any input other than an integer is entered, a value error is thrown and it prompts the user to enter another value.</p>	
	<p><i>(½ mark for correct output for text entry)</i> <i>(½ mark for correct output for number entry)</i> <i>(1 mark for correct explanation of try and except)</i></p>	
(c)	Write a class CITY in Python with following specifications	4
	<p>Instance Attributes</p> <ul style="list-style-type: none">- Code # Numeric value- Name # String value- Pop # Numeric value for Population- KM # Numeric value- Density # Numeric value for Population Density <p>Methods:</p> <ul style="list-style-type: none">- CalDen() # Method to calculate Density as Pop/KM- Record() # Method to allow user to enter values Code, Name, Pop, KM and call CalDen() method- See() # Method to display all the members also display a message "Highly Populated Area" if the Density is more than 12000.	
Ans	<pre>class CITY: def __init__(self): self.Code = 0 self.Name = "" self.Pop = 0 self.KM = 0 self.Density = 0 def CalDen(self): self.Density = self.Pop / self.KM def Record(self): self.Code = input("Enter Code") self.Name = raw_input("Enter Name") self.Pop = input("Enter population") self.KM = input("Enter KM") CalDen(self) // or self.CalDen() def See(self):</pre>	

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	<pre>print Code,Name,Pop, KM, Density if self.Density > 12000: print("Highly Populated Area") # OR print("Highly populated Area")</pre>	
	Note: Accept self.__Code to indicate private members	
	<p><i>(½ Mark for correct syntax for class header)</i> <i>(1 Mark for correct declaration of instance attributes)</i> <i>(½ Mark for correct definition of CalDen() function)</i> <i>(1 Mark for correct definition of Record() with proper invocation of CalDen() function)</i> <i>(1 Mark for correct definition of See())</i></p> <p>NOTE: Deduct ½ Mark if CalDen() is not invoked properly inside Record() function</p>	
(d)	How do we implement abstract method in python? Give an example for the same.	2
Ans	<p>Abstract method: An unimplemented method is called an abstract method. When an abstract method is declared in a base class, the derived class has to either define the method or raise "NotImplementedError"</p> <pre>class Shape(object): def findArea(self): pass class Square(Shape): def __init__(self,side): self.side = side def findArea(self): return self.side * self.side</pre>	
	<p><i>(1 mark for correct explanation)</i> <i>(1 mark for correct example)</i> Note : We can use @abstractmethod to enable parent class method to be executed.</p>	
(e)	What is the significance of super() method? Give an example for the same.	2
Ans	<p>super() function is used to call base class methods which has been extended in derived class. EX:</p> <pre>class GradStudent(Student):</pre>	

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

		<pre>def __init__(self): super(GradStudent, self).__init__() self.subject = "" self.working = "" def readGrad (self): # Call readStudent method of parent class super(GradStudent, self).readStudent()</pre>																													
		<p>(1 mark for correct explanation) (1 mark for correct example)</p>																													
3.	(a)	<p>What will be the status of the following list after the First, Second and Third pass of the insertion sort method used for arranging the following elements in descending order? 22, 24, -64, 34, 80, 43 Note: Show the status of all the elements after each pass very clearly underlining the changes.</p>	3																												
	Ans	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td></td> <td>22</td> <td>24</td> <td>-64</td> <td>34</td> <td>80</td> <td>43</td> </tr> <tr> <td>Pass 1</td> <td>24</td> <td>22</td> <td>-64</td> <td>34</td> <td>80</td> <td>43</td> </tr> <tr> <td>Pass 2</td> <td>24</td> <td>22</td> <td>-64</td> <td>34</td> <td>80</td> <td>43</td> </tr> <tr> <td>Pass 3</td> <td>34</td> <td>24</td> <td>22</td> <td>-64</td> <td>80</td> <td>43</td> </tr> </table>		22	24	-64	34	80	43	Pass 1	24	22	-64	34	80	43	Pass 2	24	22	-64	34	80	43	Pass 3	34	24	22	-64	80	43	
	22	24	-64	34	80	43																									
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Pass 3	34	24	22	-64	80	43																									
		<p>(1 mark for each correct pass)</p>																													
	(b)	<p>For a given list of values in descending order, write a method in python to search for a value with the help of Binary Search method. The method should return position of the value and should return -1 if the value not present in the list.</p>	2																												
	Ans	<pre>def binarysrch(nums, x): high = len(nums) low = 0 while low < high: mid = (low + high) // 2 midval = nums[mid] if midval > x: low = mid + 1 elif midval < x: high = mid else: return mid return -1</pre>																													
		<p>(½ mark for assignment of high/ub and low/lb) (½ mark for appropriate looping condition)</p>																													

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science(Sub Code: 083 Paper Code 91/1 Delhi)

	(½ mark for calculation of Mid) (½ mark for changing high/ub and low/lb)	
(c)	Write Insert(Place) and Delete(Place) methods in python to add Place and Remove Place considering them to act as Insert and Delete operations of the data structure Queue.	4
Ans	<pre>class queue: place = [] def insert(self): a = raw_input("Enter place") queue.place.append(a) def delete(self): if (queue.place == []): print "Queue empty" else: print "Deleted element is", queue.place[0] queue.place.delete()</pre> <p>OR</p> <pre>class queue: place = [] def insert(self): a = raw_input("Enter place") queue.place.append(a) def delete(self): if (queue.place == []): print("Queue empty") else: print("Deleted element is", queue.place[0]) queue.place.delete()</pre>	
	(½ mark insert header) (½ mark for accepting a value from user) (½ mark for adding value in list) (½ mark for delete header) (½ mark for checking empty list condition) (½ mark for displaying "Empty Message")	
(d)	Write a method in python to find and display the prime numbers between 2 to N. Pass N as argument to the method.	3
Ans	<pre>def prime(N): for a in range(2,N): for l in range(2,a): if N%i ==0: break</pre>	

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

Sub Code: 083 Paper Code 91/1 Delhi

		<pre> print a OR def prime N: for a in range 2,N: for I in range 2,a: if a%i ==0: break else: print a </pre>																					
		<p><i>½ mark function header</i></p> <p><i>½ mark first loop</i></p> <p><i>½ mark for second loop</i></p>	<p><i>½ mark for Divisibility check.</i></p> <p><i>01 mark for Displaying view.</i></p>																				
	e	<p>Evaluate the following postfix notation of expression. Show status of stack after every operation.</p> <p>22,11,/,14,10,-,+,5,-</p>	2																				
	Ans	<table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <thead> <tr> <th style="width: 30%;">Element</th> <th>Stack</th> </tr> </thead> <tbody> <tr><td style="text-align: center;">22</td><td>22</td></tr> <tr><td style="text-align: center;">11</td><td>22, 11</td></tr> <tr><td style="text-align: center;">/</td><td>2</td></tr> <tr><td style="text-align: center;">14</td><td>2, 14</td></tr> <tr><td style="text-align: center;">10</td><td>2, 14, 10</td></tr> <tr><td style="text-align: center;">-</td><td>2, 4</td></tr> <tr><td style="text-align: center;">+</td><td>6</td></tr> <tr><td style="text-align: center;">5</td><td>6, 5</td></tr> <tr><td style="text-align: center;">-</td><td>1</td></tr> </tbody> </table> <p>Final Result = 1</p>	Element	Stack	22	22	11	22, 11	/	2	14	2, 14	10	2, 14, 10	-	2, 4	+	6	5	6, 5	-	1	
Element	Stack																						
22	22																						
11	22, 11																						
/	2																						
14	2, 14																						
10	2, 14, 10																						
-	2, 4																						
+	6																						
5	6, 5																						
-	1																						
		<p><i>½ Mark for evaluation till each operator)</i></p> <p>OR</p> <p><i>1 Mark for only writing the Final answer without showing stack status</i></p>																					
4	a)	<p>Write a statement in Python to perform the following operations:</p> <ul style="list-style-type: none"> ● To open a text file "BOOK.TXT" in read mode ● To open a text file "BOOK.TXT" in write mode 	1																				
	Ans	<pre> f1 = open "BOOK.TXT", 'r' f2 = open "BOOK.TXT", 'w' </pre>																					

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	<i>(½ Mark for each correct statement)</i>	
(b)	Write a method in python to write multiple line of text contents into a text file myfile.txt line.	2
Ans	<pre>def writel(): f = open("myfile.txt", 'w') while True: line = raw_input("Enter line") f.write(line) choice = raw_input("Are there more lines") if choice == 'N': break; f.close()</pre>	
	Note: Using writelines() is also correct	
	<i>(½ Mark for opening file in appropriate mode)</i> <i>(½ Mark for end of file check and loop)</i> <i>(½ Mark for taking input from user)</i> <i>(½ Mark for writing the line into the file)</i>	
(c)	Consider the following definition of class Staff, write a method in python to search and display the content in a pickled file staff.dat, where Staffcode is matching with 'S0105'.	3
	<pre>class Staff: def __init__(self, S, SNM): self.Staffcode=S self.Name=SNM def Show(self): print(self.Staffcode, " - ", self.Name)</pre>	
Ans	<pre>def search(): f = open("staff.dat", 'rb') try: while True: e = pickle.load(f) if e.Staffcode == 'S0105': e.Show() except EOFError: pass f.close()</pre>	
	<i>(½ Mark for correct function header)</i> <i>(½ Mark for opening the file staff.dat correctly)</i> <i>(½ Mark for correct file check and loop)</i>	

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

		<p><i>(½ Mark for correct load())</i> <i>(½ Mark for correct checking of Staffcode)</i> <i>(½ Mark for displaying the record)</i></p>																																																			
SECTION C - (For all the candidates)																																																					
5	(a)	<p>Observe 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.</p>	2																																																		
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Ans		<p>Cartesian Product</p> <p>Degree = 4 Cardinality = 6</p> <p><i>(1 Mark for writing the correct name of RDBMS operation)</i> <i>(½ Mark for writing correct value of degree)</i> <i>(½ Mark for writing correct value of cardinality)</i></p>																																																			
	(b)	<p>Write SQL queries for (i) to (iv) and find outputs for SQL queries (v) to (viii), which are based on the tables</p>	6																																																		
<p>Table: VEHICLE</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">CODE</th> <th style="width: 55%;">VTYPE</th> <th style="width: 30%;">PERKM</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">101</td> <td>VOLVO BUS</td> <td style="text-align: center;">160</td> </tr> </tbody> </table>				CODE	VTYPE	PERKM	101	VOLVO BUS	160																																												
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CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

102	AC DELUXE BUS	150
103	ORDINARY BUS	90
105	SUV	40
104	CAR	20

Note:

- PERKM is Freight Charges per kilometer
- VTYPE is Vehicle Type

Table: TRAVEL

NO	NAME	TDATE	KM	CODE	NOP
101	Janish Kin	2015-11-13	200	101	32
103	Vedika Sahai	2016-04-21	100	103	45
105	Tarun Ram	2016-03-23	350	102	42
102	John Fen	2016-02-13	90	102	40
107	Ahmed Khan	2015-01-10	75	104	2
104	Raveena	2016-05-28	80	105	4
106	Kripal Anya	2016-02-06	200	101	25

Note:

- NO is Traveller Number
- KM is Kilometer travelled
- NOP is number of travellers travelled in vehicle
- TDATE is Travel Date

(i) To display NO, NAME, TDATE from the table TRAVEL in descending order of NO.

Ans SELECT NO, NAME, TDATE FROM TRAVEL
ORDER BY NO DESC;

*(½ Mark for SELECT NO, NAME, TDATE FROM TRAVEL)
(½ Mark for ORDER BY NO DESC)*

(ii) To display the NAME of all the travellers from the table TRAVEL who are traveling by vehicle with code 101 or 102.

Ans SELECT NAME FROM TRAVEL
WHERE CODE='101' OR CODE='102';
OR
SELECT NAME FROM TRAVEL
WHERE CODE=101 OR CODE=102;

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	<p>OR SELECT NAME FROM TRAVEL WHERE CODE IN ('101','102');</p> <p>OR SELECT NAME FROM TRAVEL WHERE CODE IN (101,102); (½ Mark for correct SELECT) (½ Mark for correct WHERE)</p>							
	<p>(iii) To display the NO and NAME of those travellers from the table TRAVEL who travelled between '2015-12-31' and '2015-04-01'.</p>							
Ans	<p>SELECT NO, NAME from TRAVEL WHERE TDATE >= '2015-04-01' AND TDATE <= '2015-12-31';</p> <p>OR SELECT NO, NAME from TRAVEL WHERE TDATE BETWEEN '2015-04-01' AND '2015-12-31';</p> <p>OR SELECT NO, NAME from TRAVEL WHERE TDATE <= '2015-12-31' AND TDATE >= '2015-04-01';</p> <p>OR SELECT NO, NAME from TRAVEL WHERE TDATE BETWEEN '2015-12-31' AND '2015-04-01';</p> <p>(½ Mark for correct SELECT) (½ Mark for correct WHERE)</p>							
	<p>(iv) To display all the details from table TRAVEL for the travellers, who have travelled distance more than 100 KM in ascending order of NOP.</p>							
Ans	<p>SELECT * FROM TRAVEL WHERE KM > 100 ORDER BY NOP;</p> <p>(½ Mark for correct SELECT) (½ Mark for correct WHERE)</p>							
	<p>(v) SELECT COUNT(*) ,CODE FROM TRAVEL GROUP BY CODE HAVING COUNT(*)>1;</p>							
Ans	<table><thead><tr><th><u>COUNT (*)</u></th><th><u>CODE</u></th></tr></thead><tbody><tr><td>2</td><td>101</td></tr><tr><td>2</td><td>102</td></tr></tbody></table> <p>(½ Mark for correct output)</p>	<u>COUNT (*)</u>	<u>CODE</u>	2	101	2	102	
<u>COUNT (*)</u>	<u>CODE</u>							
2	101							
2	102							

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

		<p>(vi) <code>SELECT DISTINCT CODE FROM TRAVEL ;</code></p>										
	Ans	<p><u>DISTINCT CODE</u> 101 102 103 104 105 <i>(½ Mark for correct output)</i> <i>Note: Ignore the order</i></p>										
		<p>(vii) <code>SELECT A.CODE ,NAME ,VTYPE FROM TRAVEL A,VEHICLE B WHERE A.CODE=B.CODE AND KM<90 ;</code></p>										
	Ans	<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;"><u>CODE</u></th> <th style="text-align: left;"><u>NAME</u></th> <th style="text-align: left;"><u>VTYPE</u></th> </tr> </thead> <tbody> <tr> <td>104</td> <td>Ahmed Khan</td> <td>CAR</td> </tr> <tr> <td>105</td> <td>Raveena</td> <td>SUV</td> </tr> </tbody> </table> <p><i>(½ Mark for correct output)</i></p>	<u>CODE</u>	<u>NAME</u>	<u>VTYPE</u>	104	Ahmed Khan	CAR	105	Raveena	SUV	
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		<p>(viii) <code>SELECT NAME ,KM*PERKM FROM TRAVEL A,VEHICLE B WHERE A.CODE=B.CODE AND A.CODE=' 105' ;</code></p>										
	Ans	<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;"><u>NAME</u></th> <th style="text-align: left;"><u>KM*PERKM</u></th> </tr> </thead> <tbody> <tr> <td>Raveena</td> <td>3200</td> </tr> </tbody> </table> <p><i>(½ Mark for correct output)</i></p>	<u>NAME</u>	<u>KM*PERKM</u>	Raveena	3200						
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6	a.	<p>Verify the following using Boolean Laws. $A' + B' . C = A' . B' . C' + A' . B . C' + A' . B . C + A' . B' . C + A . B' . C$</p>	2									
	Ans	<p>LHS $A' + B' . C$ $= A' . (B + B') . (C + C') + (A + A') . B' . C$ $= A' . B . C + A' . B . C' + A' . B' . C + A' . B' . C' + A . B' . C + A' . B' . C$ $= A' . B . C + A' . B . C' + A' . B' . C + A' . B' . C' + A . B' . C$ $= A' . B' . C' + A' . B . C' + A' . B . C + A' . B' . C + A . B' . C$ $= RHS$ OR $RHS = A' . B' . C' + A' . B . C' + A' . B . C + A' . B' . C + A . B' . C$ $= A' . B' . C + A' . B' C' + A' . B . C + A' . B . C' + A . B' . C$ $= A' . B' . (C+C') + A' . B . (C+C') + A . B' . C$ $= A' . B' + A' . B + A . B' . C$ $= A' . (B' + B) + A . B' . C$</p>										

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

	$= A' + A.B'.C$ $= (A' + A) . (A' + B' . C)$ $= A' + B' . C = \text{LHS}$ <p><i>(2 Marks for correct Verification)</i> OR <i>(1 Mark for expanding LHS up to 1 correct step)</i> OR <i>(1 Mark for reducing RHS up to 1 correct step)</i></p>																																					
b.	Write the Boolean Expression for the result of the Logic Circuit as shown below:	2																																				
Ans	$((U + V') . (U + W)) . (V + W')$ <p>OR</p> $(U + V') . (U + W) . (V + W')$ <p><i>(2 Marks for correctly writing the full expression)</i> OR <i>(½ Mark each for correctly writing any one term)</i></p>																																					
c.	Derive a Canonical POS expression for a Boolean function F, represented by the following truth table:	1																																				
	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>P</th> <th>Q</th> <th>R</th> <th>F(P, Q, R)</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td></tr> </tbody> </table>	P	Q	R	F(P, Q, R)	0	0	0	0	0	0	1	1	0	1	0	1	0	1	1	0	1	0	0	0	1	0	1	0	1	1	0	1	1	1	1	1	
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Ans	$F(P, Q, R) = (P+Q+R) . (P+Q'+R') . (P'+Q+R) . (P'+Q+R')$ <p>OR</p> $F(P, Q, R) = \pi(0, 3, 4, 5)$ <p><i>(1 Mark for the correctly writing the POS form)</i></p>																																					

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

		Note: Deduct ½ mark if wrong variable names are used																																																												
	d.	Reduce the following Boolean Expression to its simplest form using K-Map: $F(X, Y, Z, W) = (2, 6, 7, 8, 9, 10, 11, 13, 14, 15)$	3																																																											
Ans	<div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;"> <p>X'Y' X'Y XY XY'</p> <table border="1" style="border-collapse: collapse; text-align: center;"> <tr><td>Z'W'</td><td>0</td><td>4</td><td>12</td><td>1</td><td>8</td></tr> <tr><td>Z'W</td><td>1</td><td>5</td><td>13</td><td>1</td><td>9</td></tr> <tr><td>ZW</td><td>3</td><td>1</td><td>7</td><td>1</td><td>15</td><td>1</td><td>11</td></tr> <tr><td>ZW'</td><td>1</td><td>2</td><td>1</td><td>6</td><td>1</td><td>14</td><td>1</td><td>10</td></tr> </table> </div> <div style="text-align: center;"> <p>OR</p> <table border="1" style="border-collapse: collapse; text-align: center;"> <tr><td>Z'W'</td><td>0</td><td>1</td><td>3</td><td>1</td><td>2</td></tr> <tr><td>X'Y'</td><td>4</td><td>5</td><td>1</td><td>7</td><td>1</td><td>6</td></tr> <tr><td>X'Y</td><td>12</td><td>1</td><td>13</td><td>1</td><td>15</td><td>1</td><td>14</td></tr> <tr><td>X'Y'</td><td>1</td><td>8</td><td>1</td><td>9</td><td>1</td><td>11</td><td>1</td><td>10</td></tr> </table> </div> </div> <p style="text-align: center; margin-top: 20px;">$F(X, Y, Z, W) = XY' + ZW' + XW + YZ$</p> <p style="text-align: center;">(½ Mark for drawing K-Map with correct variable names) (½ Mark each for 4 groupings) (½ Mark for writing final expression in reduced/minimal form)</p> <p style="text-align: center;">Note: Deduct ½ mark if wrong variable names are written in the expression</p>			Z'W'	0	4	12	1	8	Z'W	1	5	13	1	9	ZW	3	1	7	1	15	1	11	ZW'	1	2	1	6	1	14	1	10	Z'W'	0	1	3	1	2	X'Y'	4	5	1	7	1	6	X'Y	12	1	13	1	15	1	14	X'Y'	1	8	1	9	1	11	1	10
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7	(a)	Give two examples of PAN and LAN type of networks.	1																																																											
Ans	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;">PAN Examples</td> <td style="width: 50%; padding: 5px;">LAN Examples</td> </tr> <tr> <td style="padding: 5px;">Connecting two cell phones to transfer data</td> <td style="padding: 5px;">Connecting computers in a school</td> </tr> <tr> <td style="padding: 5px;">Connecting smartphone to a smart watch</td> <td style="padding: 5px;">Connecting computers in an office</td> </tr> </table> <p style="margin-top: 5px;">Note: Any one example of each OR Any other one/two correct examples for each of PAN and LAN</p> <p style="text-align: center; margin-top: 10px;">(½ Mark for any one/two correct examples of PAN) (½ Mark for any one/two correct examples of LAN)</p>			PAN Examples	LAN Examples	Connecting two cell phones to transfer data	Connecting computers in a school	Connecting smartphone to a smart watch	Connecting computers in an office																																																					
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	(b)	Which protocol helps us to browse through web pages using internet browsers? Name any one internet browser.	1																																																											

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(Sub Code: 083 Paper Code 91/1 Delhi)

	Ans	Protocol: HTTP OR TCP/IP Browser: Chrome OR Internet Explorer OR Firefox OR OPERA OR SAFARI OR any other correct Browser Name							
		<i>(½ Mark for any one correct protocol name)</i> <i>(½ Mark for any one correct browser name)</i>							
	(c)	Write two advantages of 4G over 3G Mobile Telecommunication Technologies in terms of speed and services?	1						
	Ans	<table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <thead> <tr> <th style="width: 50%; text-align: center;">4G</th> <th style="width: 50%; text-align: center;">3G</th> </tr> </thead> <tbody> <tr> <td>Speed approximately 100 mbps</td> <td>Speed approximately 2 mbps</td> </tr> <tr> <td>LTE True mobile broadband</td> <td>Data services with multimedia</td> </tr> </tbody> </table> OR Any other two correct advantages of 4G over 3G in terms of speed and services	4G	3G	Speed approximately 100 mbps	Speed approximately 2 mbps	LTE True mobile broadband	Data services with multimedia	
4G	3G								
Speed approximately 100 mbps	Speed approximately 2 mbps								
LTE True mobile broadband	Data services with multimedia								
		<i>(½ Mark for each correct advantage)</i>							
	(d)	Write two characteristics of Web 2.0.	1						
	Ans	<ul style="list-style-type: none"> ● Makes web more interactive through online social media ● Supports easy online information exchange ● Interoperability on the internet ● Video sharing possible in the websites OR Any two of the above or any other two correct characteristics of Web 2.0							
		<i>(½ Mark each for any two correct characteristics)</i>							
	(e)	What is the basic difference between Trojan Horse and Computer Worm?	1						
	Ans	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%; text-align: center;">Trojan Horse</th> <th style="width: 50%; text-align: center;">Computer Worm</th> </tr> </thead> <tbody> <tr> <td>It is a "Malware" computer program presented as useful or harmless in order to induce the user to install and run them.</td> <td>It 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.</td> </tr> </tbody> </table>	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. 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.			
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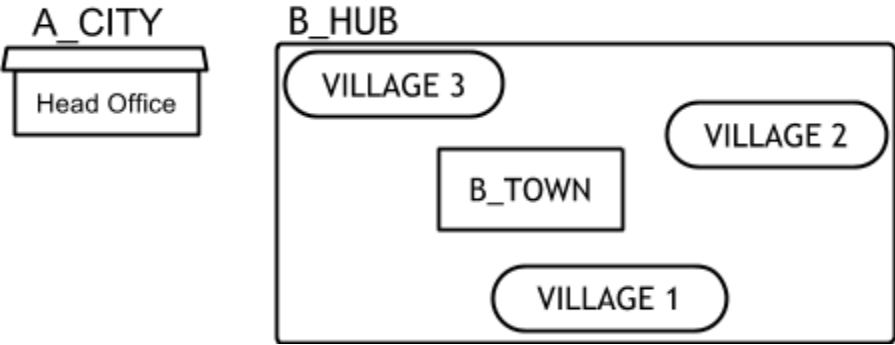
CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

		<p>OR Any other correct difference between Trojan Horse and Computer Worm</p>							
		<p><i>(1 Mark for writing correct difference between Trojan Horse and Computer Worm)</i> OR <i>(½ Mark for writing correct explanation of Trojan Horse)</i> OR <i>(½ Mark for writing correct explanation of Computer Worm)</i></p>							
	(f)	<p>Categories the following under Client side and Server Side script category?</p> <p>(i) VB Sript (ii) ASP (iii) JSP (iv) Java Script</p>	1						
	Ans	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">Client Side Scripts</th> <th style="width: 50%;">Server Side Scripts</th> </tr> </thead> <tbody> <tr> <td>VB Script</td> <td>ASP</td> </tr> <tr> <td>Java Script</td> <td>JSP</td> </tr> </tbody> </table> <p><i>(1 Mark for correct answer)</i> OR <i>(½ Mark for any two correct client/server side script names)</i></p>	Client Side Scripts	Server Side Scripts	VB Script	ASP	Java Script	JSP	
Client Side Scripts	Server Side Scripts								
VB Script	ASP								
Java Script	JSP								
	(g)	<p>Uplifting Skills Hub India is a knowledge and skill community which has an aim to uplift the standard of knowledge and skills 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.</p> <p>As a network consultant, you have to suggest the best network related solutions for their issues/problems raised in (i) to (iv), keeping in mind the distances between various locations and other given parameters.</p>							

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

																
	<p>Shortest distances between various locations:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>VILLAGE 1 to B_TOWN</td> <td style="text-align: center;">2 KM</td> </tr> <tr> <td>VILLAGE 2 to B_TOWN</td> <td style="text-align: center;">1.0 KM</td> </tr> <tr> <td>VILLAGE 3 to B_TOWN</td> <td style="text-align: center;">1.5 KM</td> </tr> <tr> <td>VILLAGE 1 to VILLAGE 2</td> <td style="text-align: center;">3.5 KM</td> </tr> <tr> <td>VILLAGE 1 to VILLAGE 3</td> <td style="text-align: center;">4.5 KM</td> </tr> <tr> <td>VILLAGE 2 to VILLAGE 3</td> <td style="text-align: center;">2.5 KM</td> </tr> <tr> <td>A_CITY Head Office to B_HUB</td> <td style="text-align: center;">25 Km</td> </tr> </table>	VILLAGE 1 to B_TOWN	2 KM	VILLAGE 2 to B_TOWN	1.0 KM	VILLAGE 3 to B_TOWN	1.5 KM	VILLAGE 1 to VILLAGE 2	3.5 KM	VILLAGE 1 to VILLAGE 3	4.5 KM	VILLAGE 2 to VILLAGE 3	2.5 KM	A_CITY Head Office to B_HUB	25 Km	
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A_CITY Head Office to B_HUB	25 Km															
	<p>Number of Computers installed at various locations are as follows:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>B_TOWN</td> <td style="text-align: center;">120</td> </tr> <tr> <td>VILLAGE 1</td> <td style="text-align: center;">15</td> </tr> <tr> <td>VILLAGE 2</td> <td style="text-align: center;">10</td> </tr> <tr> <td>VILLAGE 3</td> <td style="text-align: center;">15</td> </tr> <tr> <td>A_CITY OFFICE</td> <td style="text-align: center;">6</td> </tr> </table> <p>Note:</p> <ul style="list-style-type: none"> • 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. 	B_TOWN	120	VILLAGE 1	15	VILLAGE 2	10	VILLAGE 3	15	A_CITY OFFICE	6					
B_TOWN	120															
VILLAGE 1	15															
VILLAGE 2	10															
VILLAGE 3	15															
A_CITY OFFICE	6															
	<p>(i) Suggest the most appropriate location of the SERVER in the B_HUB (out of the 4 locations), to get the best and effective connectivity. Justify your answer.</p>	1														
Ans	<p>B_TOWN. Since it has the maximum number of computers and is closest to all other locations.</p>															

CBSE AISSCE 2015-2016 Marking Scheme for Computer Science

(Sub Code: 083 Paper Code 91/1 Delhi)

		<p><i>(½ Mark for writing correct location name)</i> <i>(½ Mark for writing any one correct justification)</i></p>	
	(ii)	Suggest the best wired medium and draw the cable layout (location to location) to efficiently connect various locations within the B_HUB.	1
	Ans	Best Wired Medium : Optical Fibre	
		<p>B_HUB</p> <pre>graph TD; B_TOWN --- V3(VILLAGE 3); B_TOWN --- V1(VILLAGE 1); B_TOWN --- V2(VILLAGE 2); subgraph B_HUB; B_TOWN; V3; V1; V2; end</pre> <p><i>(½ Mark for writing the correct best wired medium name)</i> <i>(½ Mark for drawing the correct cable layout)</i></p>	
	(iii)	Which hardware device will you suggest to connect all the computers within each location of B_HUB?	1
	Ans	Switch OR Hub <i>(1 Mark for writing any one of the above answers)</i>	
	(iv)	Which service/protocol will be most helpful to conduct live interactions of Experts from Head Office and people at all locations of B_HUB?	1
	Ans	Videoconferencing OR VoIP OR any other correct service/protocol <i>(1 Mark for writing any one of the above answers)</i>	