

FEDERAL PUBLIC SERVICE COMMISSION COMPETITIVE EXAMINATION FOR RECRUITMENT TO POSTS IN BS-17 UNDER THE FEDERAL GOVERNMENT, 2014 <u>COMPUTER SCIENCE</u>

Roll Number

TIME ALL	OWED:	(PART-I MCQs)	30 MINUTES	MAXIMUM MARKS: 20	
THREE HO	OURS	(PART-II)	2 HOURS & 30 MINUTES	MAXIMUM MARKS: 80	
NOTE:(i)	Part-II is	s to be attempted on th	ne separate Answer Book.		
(ii)	Attempt	ONLY FOUR questi	ons from PART-II, Selecting at	t least ONE question from Each	
	Section.	ALL questions carry	v EQUAL marks.		
(iii)	Candidate must write Q. No. in the Answer Book in accordance with Q. No. in the Q. Paper.				
(iv)	No Page/Space be left blank between the answers. All the blank pages of Answer Book must				
	be crossed	d			
(v)	Extra attempt of any question or any part of the attempted question will not be considered.				
(vi)	Use of Ca	alculator is allowed.			
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PART-II

SECTION-A

Q. No. 2.	(a) The processor must have a process to handle exceptions. Explain four things that the processor must be able to identify and/or take care of.	
	 (b) Discuss the essential servers/services that are used to complete an Intranet. (c) Discuss why BIOS are not changed frequently. 	(06) (06)
Q. No. 3.	 (a) Distinguish between the architecture of x86 to a 68000 processor. (b) Differentiate differences of Unix operating system over Microsoft window OS. (c) Write a note on network topology. Which topology will you prefer for an enterprise and why? 	(08) (06) (06)

SECTION-B

Q. No. 4.	(a)	What advantages are provided in OOP over other conventional programming techniques?	(08)
		Draw a data structure of a course registration system for a university level institute. Discuss some cost estimation techniques used in software engineering.	(06) (06)

Q. No. 5.(a) Write a do-while loop to compute the sum of the first 30 positive odd integers.(08)(b) Write a note on sorting algorithm. Write sodo-code for insertion sort.(06)

(c) What are the key issues on which software engineering do work with? (06)

SECTION-C

Q. No. 6.	 a Discuss the concepts of data independency in DBMS. b Web-applications are getting popular now a days. Write a note on languages u for web-application developments. 	
	(c) What is the difference between Raster and Vector Graphics? Write down at least four differences.	(06)
Q. No. 7.	 (a) Write a note on Data Models. (b) Discuss essential issues in network programming. (c) Define 'Transformation' and discuss briefly its types. 	(08) (06) (06)
