

## SIEMENS Technical Paper 2

1) which of following operator can't be overloaded.

- a) ==
- b) ++
- c) !
- d) <=

2) #include

main()

```
{  
printf("Hello World");  
}
```

the program prints Hello World without changing main() the o/p should be

intialisation

Hello World

Desruct

the changes should be

- a) iostream operator<<(iostream os, char\*s) os<<'intialisation'<<(Hello World)<>
- b)
- c)
- d)
- b),c).d) i do not remeber.

4) term stickily bit is related to

- a) kernel
- b) undeletable file
- c)
- d) none

5) semaphore variable is different from ordinary variable by

6) swap(int x,y)

```
{  
int temp;  
temp=x;  
x=y;  
y=temp;  
}  
main()  
{  
int x=2,y=3;  
swap(x,y);
```

}

after calling swap ,what are yhe values x&y?

7) static variable will be visible in

- a)fn. in which they are defined
- b)module " " " "
- c)all the program
- d)none

8)unix system is

- a)multi processing
- b)multi processing ,multiuser
- c)multi processing ,multiuser,multitasking
- d)multiuser,multitasking

9)x.25 protocol encapsulates the follwing layers

- a)network
- b)datalink
- c)physical
- d)all of the above
- e)none of the above

10)TCP/IP can work on

- a)ethernet
- b)tokenring
- c)a&b
- d)none

11)a node has the ip address 138.50.10.7 and 138.50.10.9.But it is transmitting data from node1 to node2only. The reason may be

- a)a node cannot have more than one address
- b)class A should have second octet different
- c)classB " " " " "
- d)a,b,c

12) the OSI layer from bottom to top

13)for an application which exceeds 64k the memory model should be

- a)medium
- b)huge
- c)large
- d)none

14)the condition required for dead lock in unix sustem is

15)set-user-id is related to (in unix)

16) bourne shell has

- a)history record

- b)
- c)
- d)

17) wrong statement about c++

- a) code removably
- b) encapsulation of data and code
- c) program easy maintenance
- d) program runs faster

18) struct base {int a,b;  
base();

```
int virtual function1();  
}  
struct derv1:base{  
int b,c,d;  
derv1()  
int virtual function1();  
}  
struct derv2 : base  
{int a,e;  
}  
base::base()  
{  
a=2;b=3;  
}  
derv1::derv1(){  
b=5;  
c=10;d=11;}  
base::function1()  
{return(100);  
}  
derv1::function1()  
{  
return(200);  
}  
main()  
base ba;  
derv1 d1,d2;  
printf("%d %d",d1.a,d1.b)  
o/p is  
a)a=2;b=3;  
b)a=3; b=2;  
c)a=5; b=10;  
d)none
```

19) for the above program answer the following q's  
main()

```
base da;  
derv1 d1;  
derv2 d2;  
printf("%d %d %d",da.function1(),d1.function1(),d2.function1());
```

o/p is

- a)100,200,200;
- b)200,100,200;
- c)200,200,100;
- d)none

```
20)struct {  
int x;  
int y;
```

```
abc;
```

you can not access x by the following

- 1)abc-->x;
  - 2)abc[0]-->x;
- ```
abc.x;  
(abc)-->x;
```
- a)1,2,3
  - b)2&3
  - c)1&2
  - d)1,3,4

21) automatic variables are destroyed after fn. ends because

- a)stored in swap
- b)stored in stack and popped out after fn. returns
- c)stored in data area
- d)stored in disk

22) relation between x-application and x-server (x-win)

23)UIL(user interface language) (x-win)

24)which is right in ms-windows

- a)application has single qvalue system has multiple qvalue
- b) " multiple " " single "
- c) " " " multiple "
- d)none

25)widget in x-windows is

26)gadget in x\_ windows is

27)variable DESTDIR in make program is accessed as

- a)\$(DESTDIR)
- b){DESTDIR}
- c)DESTDIR

d)DESTDIR

28)the keystroke mouse entrie are interpreted in ms windows as

- a)interrupt
- b)message
- c)event
- d)none of the above

29)link between program and out side world (ms -win)

- a)device driver and hardware disk
- b)application and device driver
- c)application and hardware device
- d)none

30)ms -windows is

- a)multitasking
- b) c) d)

31)dynimic scoping is

32) after logout the process still runs in the background by giving the command

- a)nohop
- b)

33)process dies out but still waita

- a)exit
- b)wakeup
- c)zombie
- d)steep

34)in dynamic memory allocation we use

- a)doubly linked list
- b)circularly linked
- c)B trees
- d)L trees
- e)none

35)to find the key of search the data structure is

- a)hask key
- b)trees
- c)linked lists
- d)records

36)data base

employ\_code salary employ\_code leave

from to

1236 1500 1238 --- ---

1237 2000 1238 --- ---

1238 2500 1237 ---

-----

1237 --- ---

1237 --- ---

1237 --- ---

select employ\_code,employ\_data ,leave

the number of rows in the o/p

a)18

b)6

c)7

d)3

37)DBMS

38)read about SQL,db

39)which is true

a)bridge connects dissimilar LANand protocol insensitive

b)router " " " " "

c)gateway " " " " "

d)none of the above