

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

Roll Number

			WIFUTER SCIENCE		
TIME ALL	OWED:	(PART-I MCQs)	30 MINUTES	MAXIMUM MARKS: 20	
THREE HO	OURS	(PART-II)	2 HOURS & 30 MINUT	ES 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, Selectir	ng at least ONE question from Each	
	Section.	ALL questions carry	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 mus				
	be crosse				
(v)	Extra atte	empt of any question of	or any part of the attempted of	uestion will not be considered.	
(vi)	Use of Ca	alculator is allowed.			
			<u>PART-II</u> <u>SECTION-A</u>		
Q. No. 2.			a process to handle exception to identify and/or take care of		

- (b) Discuss the essential servers/services that are used to complete an Intranet. (06)
- (c) Discuss why BIOS are not changed frequently. (06)
- Q. No. 3. (a) Distinguish between the architecture of x86 to a 68000 processor. (08)
 (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? (06)

SECTION-B

Q. No. 4.	(a) What advantages are provided in OOP over other conventional programming techniques?	(08)
	(b) Draw a data structure of a course registration system for a university level institute.	(06)
	(c) Discuss some cost estimation techniques used in software engineering.	(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.	(08)
-	(b) Web-applications are getting popular now a days. Write a note on languages use	(06)
	for web-application developments.	

(c) What is the difference between Raster and Vector Graphics? Write down at least (06) four differences.

Q. No. 7.	(a) Write a note on Data Models.	(08)
	(b) Discuss essential issues in network programming.	(06)
	(c) Define 'Transformation' and discuss briefly its types.	(06)
