



Regulation R18

Subject code: 206DA

TKR COLLEGE OF ENGINEERING AND TECHNOLOGY

(Autonomous, Accredited by NAAC with 'A' Grade)

B.Tech VI Semester Supplementary Examinations, January 2023

FUNDAMENTALS OF INFORMATION TECHNOLOGY

(Electronics and Communication Engineering)

Maximum Marks: 70

21-01-2023

Duration: 3 hours

- Note:
1. This question paper contains two parts A and B.
 2. Part A is compulsory which carries 20 marks. Answer all questions in Part A.
 3. Part B consists of 5 Units. Answer any one full question from each unit which carries 10M.
 4. Each question carries 10 marks and may have a, b, c, d as sub questions.

Part-A

All the following questions carry equal marks

(10x2M=20 Marks)

- 1 Define Software and its types.
- 2 Define linker and list out its types.
- 3 What is an Operating System?
- 4 What is Coding Standard?
- 5 What Is SDLC?
- 6 List out different types of Software User Interfaces?
- 7 What is Trivial functional dependency?
- 8 Define Transaction Control Language with an example.
- 9 Name few Object-Oriented Programming Languages.
- 10 Where to use Component Diagrams?

Part-B

Answer All the following questions.

(10MX 5=50Marks)

- 11 A. How many generations of computers are there? Explain it.
B. Describe the characteristics of computers? [5+5]
OR
- 12 What are addressing modes? Explain the various addressing modes with examples. [10]
- 13 Explain: A. process state diagram [5] B.PCB [5]
OR
- 14 Explain the following scheduling algorithms with suitable examples
A. SJF (shortest job first) [5] B.Priority Scheduling [5]
- 15 Explain the phases of waterfall model with neat diagram. [10]
OR
- 16 Describe briefly about system specific GUI components. [10]
- 17 Explain different Normal forms based on functional dependencies. [10]
OR
- 18 Elaborate the DDL and DML commands with syntax and examples. [10]
- 19 What is inheritance? Briefly describe various types of inheritance. [10]
OR
- 20 Describe the following UML diagrams with an example.
A. Activity diagram [5] B.Class diagram. [5]

