



**FUNDAMENTALS OF INFORMATION TECHNOLOGY**  
**(Electronics and Communication Engineering)**

Maximum Marks: 70

Date:03.07.2023 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 Mainframe computer with examples.
- 2 What is loader? What are the functions of loaders?
- 3 What is meant by Page Table?
- 4 What is the difference between logical address space and physical address space?
- 5 List out phases of the waterfall model
- 6 Name few GUI components.
- 7 What is Non-Trivial functional dependency?
- 8 Define Data Query Language with example.
- 9 What is inheritance? List out types of inheritances.
- 10 What is the purpose of Deployment Diagram?

Part-B

Answer All the following questions.

(10MX 5=50Marks)

- 11 What are the different types of computers? Explain their functions and importance.[10]  
OR
- 12 Explain need of memory devices and Write about ROM and its various types. [10]
- 13 Explain FCFS scheduling algorithm with suitable example. [10]  
OR
- 14 Explain Scheduling Queues and Context switching. [10]
- 15 Explain the phases of V- Model with neat diagram. [10]  
OR
- 16 Describe briefly about application specific GUI components. [10]
- 17 Define the following with examples? [10]
  - a) Entity
  - b) Attribute
  - c) Composite Attribute
  - d) Multivalued attributes

OR

- 18 Differentiate between delete, drop and truncate command? Give examples for each of them? [10]
- 19 What is the purpose of use – case model? Illustrate with example. [10]
- OR
- 20 Explain the features of Rational Rose Graphical User Interface. [10]