

I'm not robot!

YASHAVANT
KANETKAR'S



Let Us JAVA

Strong Foundation for Java Programming

Fully Working Examples

Carefully Crafted Exercises



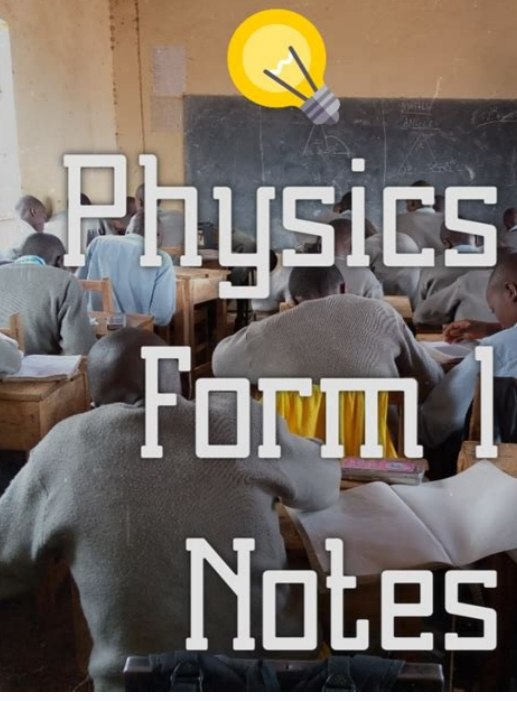
BPB PUBLICATIONS

प्रतियोगी परीक्षाओं की तैयारी

- | | |
|---|---------------------------------------|
| 1. निम्न में से सहीरस शब्द ओंकी क्य नही है? | 6. विटामिन बी-12 का पूरा नाम क्या है? |
| (क) मास्टर | (क) रिटिनॉल |
| (ख) क्वल | (ख) थायमीन |
| (ग) जस | (ग) राइबोस्फिन |
| (घ) कमरा | (घ) साइकोकेमिस्टिन |
2. फेक कर फार करने वाले रॉबिणर को कहते है।
3. रंगों का लीहार होती परलपुन माह के किस दिन मन्कब जला है?
4. भारतीय रिजर्व बैंक की स्थापना कब हुई?
5. किस धर्म गुरु ने पहला उपदेश पाव जिलों भौंडाजुन, कास, भदिर, म्दानम्न और अरकली को दिया?
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7. पहले ऑलिंपिक खेल किस दिन शुरू हुए?
8. निम्न में से किस व्यक्ति ने देश के कर्तव्यक शपुर्णित के तौर पर काम नहीं किया?
9. भाषात राम के छोटे भाई लखम की पत्नी का नाम था।
10. भारत के म्प से कौनसी कार रेजा 8 राज्यों को पूरे हुए निकलती है।

उतर

1 (घ)	2 (क)	3 (घ)	4 (घ)	5 (क)
6 (घ)	7 (क)	8 (घ)	9 (क)	10 (ख)





Physics Form 1 Notes

1 Unscramble the questions and answer them.

Have / Has + subject + past participle.?



- ever / a musical instrument / played / your grandma / has / ?
Q: Has your grandma ever played a musical instrument?
A: _____
- forgotten / ever / you / birthday / your mom's / have / ?
Q: _____
A: _____
- ever / have / surfing / been / your parents / ?
Q: _____
A: _____
- written / you / have / ever / a poem / ?
Q: _____
A: _____
- held / you / have / a snake / ever / ?
Q: _____
A: _____

2 Look, write questions and answer them.



- (visit the Arctic)
Has Jimmy ever visited the Arctic?

- (fly in a balloon)

- (have a car accident)

- (lose his cell phone)

understand by machine code?Answer: Machine code is a low-level programming language. Unlike high-level programming languages that come with a compiler, low-level code is executed directly by the processor. Question: Do you know about modeling languages? Give some examples. Answer: Any artificial language usable for expressing information or knowledge or systems in an arrangement determined by a reliable set of rules is called a modeling language. The same set of rules is also used for interpreting the meaning of the components of a modeling language structure. Following are some examples of modeling languages: Business Process Modeling Notation, Extended Enterprise Modeling Language, Flowchart, Jackson Structured Programming, Systems Modeling Language, Unified Modeling Language. Question: Please explain software testing. Why do we need it? Answer: Like programming, software testing is an important aspect of any software development life cycle model, whether it be the traditional waterfall model or the modern Rapid Application Development (RAD) model. Under the process of software testing, the software is tested in certain conditions to check for the quality of the same. Another important motive for testing a computer program is to assess whether it succeeds in delivering a good user experience or not. Some other reasons include: Checking for improvements, Ensure proper/intended working, Meeting user requirements. Question: What do you mean by "beta version" of a computer program? Answer: The beta version of a computer program or software is a release of the same that isn't yet ready for public release and is meant to be modified after user feedback received from beta testing. Question: Can you explain the top-down design approach? Answer: The top-down design approach is a methodology adopted for analyzing software. Instead of tackling a problem as a whole, it is first divided into a number of sub-problems. Each of them is then solved individually. The solutions are then combined to get the best solution. Question: What do you understand by program implementation? Answer: Post the successful completion of software testing of a computer program, it needs to be installed and put into operation on the targeted computer(s). This process of installing and setting up the computer program to be used by end-users is termed as program implementation. Question: Please explain program execution. Answer: Program execution is the process of carrying out instructions innate to the program by the computer. Before execution, the computer program is required to be loaded into the memory (RAM) of the computer. Question: What is a compiler? Answer: A compiler is a computer program that translates written code in one programming language into another language. Typically, a compiler refers to a program that translates source code pertaining to a high-level programming language to a lower-level programming language for creating an executable program. Answer: During the testing of a computer program, a number of issues are discovered. These are called errors and bugs. Debugging is the process of correcting them. In other words, debugging is the process of correcting the failures discovered in the implemented code. Answer: Any typical computer program contains hundreds to thousands of LOC. Adding comments is a way to simplify the experience of examining or finding something within the code easier for others. Question: Can you enumerate some coding best practices? Answer: Following are some coding best practices to make programming efficient: Abide by the DRY principle, Follow some easy-to-remember naming convention, Keep the code as straightforward as possible, Limit the length of a line of code, Use comments frequently, Use consistent indentation, Whenever and wherever possible, avoid deep nesting. Question: Can you please explain the DRY principle? Answer: DRY stands for Don't Repeat Yourself. It is a software development principle that aims at reducing the repetition of software patterns. For achieving this, either the repetitive software patterns need to be replaced with abstractions or data normalization must be used. Question: What are the violations of the DRY principle called? Where are they found typically? Answer: They are termed WET solutions. Although WET typically stands for Write Everything Twice, in some cases it might also mean We Enjoy Typing or Waste Everyone's Time. WET solutions are usually adopted in multi-tiered architectures. Question: Please explain bubble sorting? Answer: Bubble sorting is a simple sorting algorithm in which adjacent elements in a data structure, such as an array, are continuously compared until we get the right order. The compared elements are swapped only if they are in the wrong order. Bubble sort allows the smaller values to "bubble" to the top of the list, and hence the name. It is also called a sinking sort because of the bigger values "sink" to the bottom. See how does Bubble sort in C works. Question: Please explain data structures. Answer: A data structure is a particular way of organizing and manipulating data. It allows efficient access as well as modification of data. A data structure can also be defined as a collection of data, the functions applicable to them, and the relationships among them. Arrays, linked lists, heaps, graphs, and stacks are some examples of data structures. Question: What are some of the areas that leverage data structures? Answer: Data structures are required about everywhere where data is involved. However, some notable examples are: Artificial intelligence, Compiler design, Database management, Graphics, Numerical analysis, Operating systems, Statistical analysis. Question: What do you understand by sorting? Name some popular sorting techniques. Answer: Sorting is the process of arranging the elements of an array in either ascending or descending order. Some of the popular sorting techniques are: Bubble sort, Heap sort, Insertion sort, Merge sort, Quick sort, Selection sort. Question: Please explain the binary search. What is the best scenario for using a binary search? Answer: The binary search is best applied to a list in which all the elements are already sorted. The binary search starts with searching in the middle of the list. If the middle element is not the targeted element then it proceeds to search either the lower half or the upper half of the list. The process keeps on repeating until the desired element is found. Question: How will you reference all elements in a one-dimensional array? Answer: We need to use an indexed loop for referencing all elements in a one-dimensional array. The counter starts from 0 to the number equal to 1 less than the array size. Hence, all elements are referenced in sequence by employing the loop counter as the array subscript. Question: What do you understand by LIFO and FIFO? Answer: LIFO and FIFO are two of the most popular forms of accessing, retrieving, and storing data. LIFO stands for Last In First Out. This means that in this approach the latest stored data is retrieved first. This approach is followed in a stack. FIFO stands for First In First Out and is the opposite approach of LIFO. Here, the data that is stored the oldest is the one to be retrieved first. FIFO approach is followed in a queue. Question: Can you explain multi-dimensional array? Answer: A conventional array has only one index. A multi-dimensional array is one that has multiple indexes. It is used where single-dimensional indexing is insufficient. Question: Please explain a graph. Answer: A type of data structure that has a set of ordered pairs is called a graph. These ordered pairs are also called arcs or edges. They are used for connecting nodes, which is where data is stored to and retrieved from. Question: What is the difference between a linear and a non-linear data structure? Answer: In a linear data structure, data elements are placed adjacent to each other. Arrays, linked lists, queues, and stacks are some examples of linear data structure. In a non-linear data structure, it is possible for data elements to be connected to more than two data elements. Examples of the non-linear data structure are graphs and trees. Question: Please explain an AVL tree. Answer: A binary search tree that is always partially balanced is called an AVL tree. It is the first-ever data structure to be designed in such a way. The balance is the difference between the heights of the subtrees from the root. Question: Why do we use Huffman's algorithm? Answer: For extending binary trees that have minimum weighted path length from given weights, we use Huffman's algorithm. It uses a table containing the total number of times for each data element. Question: Please explain Fibonacci search. Answer: Fibonacci search is a type of search algorithm that applies to a sorted array. It uses the divide-and-conquer approach for greatly reducing the time required for reaching the target element. Question: How does the recursive algorithm work? Answer: The recursive algorithm divides a problem into smaller, easy-to-manage sub-problems. The output gained from one recursion after processing one sub-problem becomes input for the subsequent recursive process. Question: What is a recursive function? Answer: A function that calls itself is called a recursive function. It is based on a terminating condition and uses a stack. The phenomenon is called recursion. Question: Please explain how does dynamic memory allocation help in managing data? Answer: Dynamic memory allocation helps in storing simple structured data types. Moreover, it helps in combining separately allocated structure blocks for forming composite structures that can be expanded or contracted as required. Question: What is the difference between NULL and VOID? Answer: While NULL represents a value, VOID represents data type identifier. A variable with a NULL value represents an empty value. Pointers that have no initial size are identified using VOID. Question: Please explain how variable declaration affects memory allocation. Answer: A particular data type is defined with a variable declaration. The total amount of memory to be allocated depends on the data type a declared variable belongs to. Question: Please explain data abstraction. Answer: Data abstraction helps in breaking down a complex data problem into easily-manageable sub-problems. Following data abstraction, first data objects and operations to be performed on the same are specified. How the data objects will be stored in the memory becomes a secondary task. Question: What the code to check a String is palindrome or not? Answer: #include <int main() { char a[1000]; int i,n,b=0; printf("Enter the string: "); gets(a); n=strlen(a); for(i=0; i<n/2; i++) { if(a[i]!=a[n-i-1]) return 0; } printf("String is palindrome\n"); return 1; } Question: How to check a String is palindrome or not? 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