

STRATEGIES FOR SLOW LEARNERS

Mentors provide assignments, past papers, and conduct tests:


IDEAL INSTITUTE OF TECHNOLOGY:6K COUNT OF SLOW & ADVANCED LEARNERS				
BRANCH: CSE		YEAR-SEM: 2-1		A.Y: 2022-23
S.NO	SUBJECT CODE	SUBJECT NAME	NO OF ADVANCED LEARNERS	NO. OF SLOW LEARNERS
1	R2021011	MATHEMATICS-III	136	02
2	R2021051	OBJECT ORIENTED PROGRAMMING THROUGH C++	137	01
3	R2021052	OPERATING SYSTEMS	137	01
4	R2021053	SOFTWARE ENGINEERING	131	07
5	R2021054	MATHEMATICAL FOUNDATIONS OF COMPUTER SCIENCE	138	00

TIME TABLES

Remedial Class	1	2	3	4
II- CSE A&B	8-12-2022	15-12-2022	22-12-2022	07-01-2023

TOPICS TO BE COVERED

S. No	Date	Topic
1	8-12-2022	Directional Derivative
2	15-12-2022	Shifting Theorems
3	22-12-2022	Dirac's Delta function
4	07-01-2023	Fourier Series of Periodic function


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STUDENTS LIST:

S.NO	HALL TICKET NO	MID 1
1	216K1A0501	13
2	216K1A0502	14
3	216K1A0507	11
4	216K1A0508	13
5	216K1A0516	14
6	216K1A0524	14
7	216K1A0547	5
8	216K1A0592	13
9	216K1A05A0	12
10	216K1A05A5	13
11	216K1A05A6	12
12	216K1A05A7	8
13	216K1A05B4	5
14	216K1A05B7	10
15	216K1A05B9	13
16	216K1A05C0	14
17	216K1A05C2	5
18	216K1A05C5	11
19	216K1A05C7	12
20	216K1A05D0	12
21	216K1A05D1	8
22	226K5A0504	12
23	226K5A0506	12

ATTENDANCE SHEET

SUBJECT: MATHEMATICS-III


Faculty: S.Divya

Branch: CSE

Class: II-I

A. Y: 2022-2023

S. No	HALL TICKET NO	8-12-2022	15-12-2022	22-12-2022	07-01-2023
1	216K1A0501	P	P	A	P
2	216K1A0502	P	P	P	P
3	216K1A0507	P	P	A	P
4	216K1A0508	P	P	P	P
5	216K1A0516	P	P	A	P
6	216K1A0524	P	P	P	P
7	216K1A0547	P	P	A	P
8	216K1A0592	P	P	P	P
9	216K1A05A0	P	P	A	P
10	216K1A05A5	P	P	P	P
11	216K1A05A6	P	P	A	P
12	216K1A05A7	P	P	P	P
13	216K1A05B4	P	P	A	P
14	216K1A05B7	P	P	P	P
15	216K1A05B9	P	P	A	P
16	216K1A05C0	P	P	P	P
17	216K1A05C2	P	P	A	P
18	216K1A05C5	P	P	P	P
19	216K1A05C7	P	P	A	P
20	216K1A05D0	P	P	P	P
21	216K1A05D1	P	P	A	P
22	226K5A0504	P	P	P	P
23	226K5A0506	P	P	A	P
24	226K5A0512	P	P	P	P


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Impact Analysis

SUBJECT: MATHEMATICS-III

Faculty: S.Divya

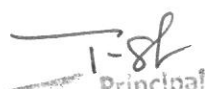
Branch: CSE

Class: II-I

A. Y:

2022-2023

S.NO	HALL TICKET NO	MID 1	MID 2
1	216K1A0501	13	21
2	216K1A0502	14	22
3	216K1A0507	11	6
4	216K1A0508	13	22
5	216K1A0516	14	24
6	216K1A0524	14	22
7	216K1A0547	5	22
8	216K1A0592	13	24
9	216K1A05A0	12	23
10	216K1A05A5	13	20
11	216K1A05A6	12	17
12	216K1A05A7	8	17
13	216K1A05B4	5	23
14	216K1A05B7	10	21
15	216K1A05B9	13	23
16	216K1A05C0	14	22
17	216K1A05C2	5	22
18	216K1A05C5	11	22
19	216K1A05C7	12	21


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QUESTION PAPERS:

Code No: **R194205J** **WEB TECHNOLOGIES**

(Computer Science & Engineering and Information Technology)

UNIT I

- 1 a) What is a suitable procedure to integrate different style sheets into website?
Explain [7]
b) Define frame. Create a HTML page that displays multiple frames in a window. [8]

(OR)

- 2 a) Explain about standard HTML Document structure. [7]
b) How can we create hyperlinks in HTML web page? Explain with its attribute and attribute values. [8]

UNIT II

- 3 a) What are Angular JS expressions and how to use them with arrays, objects and strings? [7]
b) What are control statements in Javascript? [8]

(OR)

- 4 a) Explain the steps How AngularJS integrates with HTML? [7]
b) What are functions in Javascript and how to create and use them? [8]

UNIT III

- 5 a) What are XML schemas and what is their role in defining the structure of an XML document? [7]
b) What is AJAX, and how is it used to improve web page interactivity and user experience? [8]

(OR)

- 6 a) Explain the process of validating an XML document using a DTD or an XML schema? [7]
b) Describe the process of AJAX request and response handling, including error handling and debugging techniques. [8]

UNIT IV

- 7 a) Describe the process of creating and running a PHP script. [7]
b) How do conditional statements work in PHP? Provide an example of an if-else statement. [8]

(OR)

- 8 a) What is the difference between \$_GET and \$_POST in PHP? Give an example of when you would use each. [7]
b) Explain the difference between include() and require() functions in PHP. [8]

UNIT V

- 9 a) What is the purpose of the request and response objects in a Servlet or JSP? [7]
b) Explain the difference between document.ready() and window.onload() in jQuery. [8]

(OR)

- 10 a) How does PHP connect with a database? Explain with an example. [7]
b) Explain the difference between a GET request and a POST request in HTTP. [8]

IV B. Tech II Semester Regular Examinations, April– 2023

EMBEDDED SYSTEMS

UNIT I

- 1 a) Define an Embedded system? Give the classification of embedded systems. [8]
b) What is Memory shadowing? What is its advantage? [7] (OR)
- 2 a) Explain the sequence of Operations for communicating with a 1-Wire slave device.
b) Discuss the Product Life-cycle curve of an embedded product development. [8]

UNIT II

- 3 a) What are the various parallel communication devices used in an Embedded Hardware? Explain any one of them. [7]
b) Explain the sequence of operation for communicating with an CAN Bus [8] (OR)
- 4 a) Discuss in detail about 802.11 [7]
b) Explain the role of Watchdog Timer in Embedded system. [8]

UNIT III

- 5 a) Explain the advantages and disadvantages of high-level language based embedded firmware development. [7]
b) List out the differences between an architecture specific device driver and ageneric device driver [8] (OR)
- 6 a) What is interrupt? Explain its role in embedded application development [7]
b) Explain structure in the 'Embedded-C' programming context. Explain the significance of structure over normal variables. [8]

UNIT IV

- 7 a) What are the issues to be considered in Hardware software co-design? Explain [7]
b) Explain how thread and process are used in an embedded system [8] (OR)
- 8 a) Explain how to choose an RTOS. [7]
b) Compare various Task scheduling algorithms in RTOS. [8]

UNIT V

- 9 a) Explain in detail about how testing will done on host machine. [7]
b) Explain in detail about below terms: i) Interpreters ii) Compiler [8] (OR)
- 10 a) List and describe the debugging tools used in an embedded system [7]
b) Discuss Simulators and Interpreters in detail.[8]

Test-2

M. Priya₄₃

1. Explain the usage of static keyword with variable and method in Java.
2. What is variable explain its importance in Java and what are the rules to define them.

Answers

1A. usage of static keyword: It is a keyword which is used to share same variables (or) methods of a given class.

static variable:

1. Belong to class, not instances.
2. Shared by all instances.
3. only one copy exists.
4. Initialized when the class loaded.

static method:

1. Belong to class, not instances.
2. can be called without creating instances.
3. can access static variables and other static methods.
4. cannot access non-static variables and methods.

Static keyword:-

```
class A
```

```
{
```

```
    public static void main (String args [])
```

```
{
```

```
    int len = 5;
```

```
    int wid = 10;
```

```
    System.out.println ("len = " + len + "wid = " + wid);
```

T-8

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}
}
dp:- len = 5
wid = 10

20. variable is a variable of storage location that holds a value.

Rules:

1. store input data.
2. Perform calculations and operations
3. Make decisions based on conditions.
4. Repeat tasks using loops.
5. Store and retrieve data.

Name conventions: starts with ~~the~~ letters, numbers and underscores and no special characters and space.

Datatypes: Declare a variable datatype like int, double

Assignment: Assign a value to variable by using assignment operator.

Scope: Declare a variable scope (method).

Initialization: Initialize before to use.

Case sensitivity: variables are case sensitive.

Program:

```
class Print  
{  
    public static void main (String [] args)  
{  
    String str = "Hello".
```

Q1) What are the different phases of compiler in synthesizing the target program? Explain with an example.

Phases of compiler

The process of compilation is carried out into two parts. (i) Analysis

(ii) synthesis

Again the analysis is carried out in three phases: there are (i) Lexical Analysis

(ii) Syntax Analysis

(iii) Semantic Analysis

In synthesis its carried with help of the three phases. (iv) Intermediate code Generation

(v) Code optimization

(vi) Code generation

(i) Lexical Analysis

It converts the code into NO. of tokens or NO. of lexins

Ex: "total = count + rate * 10"

-total → identifier / variable

= → Assignment operator

count → NO. of ...

date \rightarrow identifier/variable

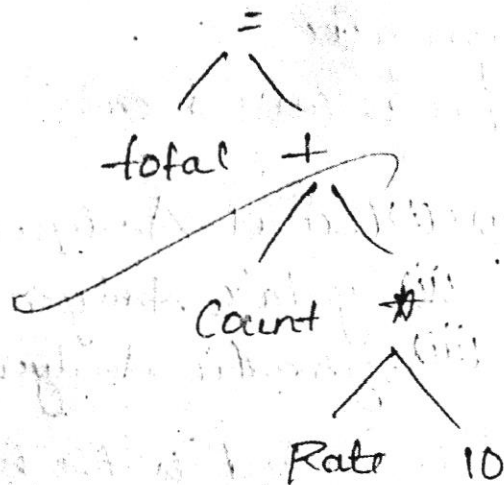
* \rightarrow Arithmetic operator

10 \rightarrow Constant

Syntax Analysis

It generates syntax tree or parse tree

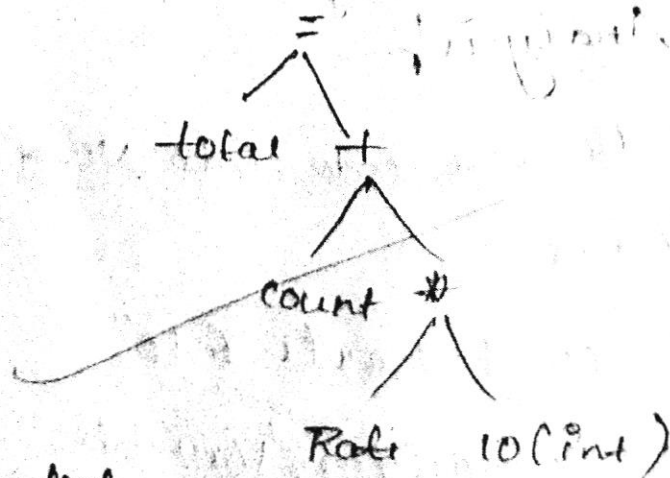
Eg: "total = count + Rate * 10"



Semantic Analysis

It generates meaningful syntax tree

Eg: "total = count + Rate * 10"



Intermediate Code Generation

The Intermediate

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Eg: "total = count + Rate * 10"

$t_1 = \text{rate} * \text{count}$

$t_2 = 10$

$t_3 = t_2 + t_1$

$t_4 = t_3$

total = t_4

Code Optimization

If code optimization phase attempts to improve the intermediate code

Eg: $t_1 = \text{Rate} * 10$

$t_2 = \text{Count} + t_1$

total = t_2

Code Generation

If code generation phase the target code instructions

Eg: MOV rate, R₁

MUL #10, 0, R₁

MOV count, R₂

ADD R₂, R₁

✓