



**K25U 3358**

**Reg. No. :** .....

**Name :** .....

**First Semester B.Sc. Degree (C.B.C.S.S. – O.B.E. – Supplementary)**  
**Examination, November 2025**  
**(2019 to 2023 Admissions)**

**COMPLEMENTARY ELECTIVE COURSE IN COMPUTER SCIENCE**  
**1C01 CSC : Introduction to Computers and Programming**

Time : 3 Hours

Max. Marks : 32

**PART – A**  
**(Short Answer)**

Answer **all** questions.

**(5×1=5)**

1. Define CPU and mention one of its basic components.
2. Briefly explain the role of the Control Unit in a computer system.
3. Name a primary memory type and a secondary memory type.
4. What is the purpose of the CMOS chip in a computer ?
5. Mention the importance of computer networks in the modern era.

**PART – B**  
**(Short Essay)**

Answer **any 4** questions.

**(4×2=8)**

6. Differentiate between RAM and ROM.
7. Explain the basic functions of the ALU in a computer.
8. Perform the binary addition for the numbers 1101 and 1011.
9. Describe the components found inside a computer cabinet.
10. Discuss the significance of cache memory in computer systems.
11. Explain the working principle of Binary Coded Decimal (BCD) and its applications.

**P.T.O.**



PART - C

(Essay)

Answer **any 3** questions.

(3×3=9)

12. Write in detail about memory hierarchy.
13. Perform the conversion of the decimal number 56 to binary and hexadecimal.
14. Explain the functions of the operating system in detail.
15. Discuss the characteristics and applications of Gray Code.
16. Describe the Software Development Life Cycle (SDLC) phases.

PART - D

(Long Essay)

Answer **any 2** questions.

(2×5=10)

17. Provide an in-depth explanation of the components inside a computer cabinet, focusing on the motherboard and storage devices.
  18. Discuss the characteristics and applications of different number systems, including Binary, Hexa-Decimal and Octal.
  19. Explain the roles and interactions of Compiler, Assembler, Interpreter, Linker and Loader in program development.
  20. Compare and contrast the programming paradigms of Structured Programming and Object Oriented Programming, highlighting their basic ideas and differences.
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