

M.Sc.(I.T.) - Semester IV

Sample Questions

Sr. No.	Subject	Unit	Question	Option 1	Option 2	Option 3	Option 4	Correct Answer
1	Blockchain	I	What is a node?	A type of cryptocurrency	A Blockchain	A computer on a Blockchain network	An exchange	3
2	Blockchain	I	What is a blockchain?	A distributed ledger on a peer to peer network	A type of cryptocurrency	An exchange	A centralized ledger	1
3	Blockchain	II	What is the maximum number of bitcoins that can be created?	16 million	21 million	100 million	There is no maximum	2
4	Blockchain	II	Which of the following is important for Blockchain	Database Security	Auditing	Planning	Modification	3
5	Blockchain	III	Which type of language is solidity?	procedure oriented language	object oriented language	scripting language	low level language	2
6	Blockchain	III	In which programming language is Ethereum written?	kotlin	tcl/tk	solidity	python	3
7	Blockchain	IV	Which of these facts about a ledger is NOT CORRECT?	A ledger is used purely for the reporting of cash	A ledger consists of transactions, often governed by contracts	A ledger is a system of record	A ledger describes the inputs and outputs of a business.	1
8	Blockchain	IV	A smart contract is ...	Business rules implied by the contract embedded in Block Chain	A cognitive contract	A legal contract is written in constrained English	simple hand-written agreement	1
9	Blockchain	V	Ether based own tokens can be launched on which Ethereum	public chains only	private chains only	Both public and private chains	own tokens cant be generated	3
10	Blockchain	V	What are the three different types of Nodes?	MSP Node, Docker Node and Admin Node	Peer Node, Orderer Node and Client Node	Anchor Peer Node, Lead Peer Node and Admin Node	Anchor Peer Node, Client Node, Docker Node	2
11	Deep Learning	I	A _____ is just a single number, in contrast to most of the other objects studied in linear algebra, which are usually arrays of multiple numbers.	scalar	Vector	Matrices	Tensors	A

M.Sc.(I.T.) - Semester IV

Sample Questions

Sr. No.	Subject	Unit	Question	Option 1	Option 2	Option 3	Option 4	Correct Answer
12	Deep Learning	I	A ___ is a 2-D array of numbers, so each element is identified by two indices instead of just one.	scalar	Vector	Matrix	Tensors	C
13	Deep Learning	II	The goal of a ___ network is to approximate some function f^*	feedback	feedforward	computer	deep	B
14	Deep Learning	II	There are no ___ connections in which outputs of the model are fed back into itself.	feedback	feedforward	computer	deep	A
15	Deep Learning	III	___ are a specialized kind of neural network for processing data that has a known, grid-like topology.	conditional neural networks	convolutional neural networks	Conditional neural network	convolutional neural networks	D
16	Deep Learning	III	The ___ property of convolution arises because we have flipped the kernel relative to the input, in the sense that as m increases, the index into the input increases, but the index into the kernel decreases.	Associative	commutative	Distributive	Subtractive	B
17	Deep Learning	IV	The ___ graphical model describing the linear factor model family, in which we assume that an observed data vector x is obtained by a linear combination of independent latent factors h , plus some noise	linear	random	directed	undirected	C
18	Deep Learning	IV	___ model takes advantage of the observation that most variations in the data can be captured by the latent variables h , up to some small residual reconstruction error σ^2 .	probabilistic PCA	Probable PCA	probabilistic BCA	probabilistic DCA	A
19	Deep Learning	V	___ networks are generalizations of denoising autoencoders that include latent variables h in the generative Markov chain, in addition to the visible variables (usually denoted x).	Generative automata	Generative stoatota	Generative stochastic	General stochastic	C
20	Deep Learning	V	A ___ is parametrized by two conditional probability distributions which specify one step of the Markov chain.	MSN	GSN	BSN	KSN	B
21	Human Computer Interaction	I	The ___ framework attempts a more realistic description of interaction by including the system explicitly, and breaks it into four main components.	interaction	standard	computer	human	A
22	Human Computer Interaction	I	___ is traditionally the study of the physical characteristics of the interaction: how the controls are designed, the physical environment in which the interaction takes place, and the layout and physical qualities of the screen.	Interaction	Ergonomics	H-C interface	A-H interface	B

M.Sc.(I.T.) - Semester IV

Sample Questions

Sr. No.	Subject	Unit	Question	Option 1	Option 2	Option 3	Option 4	Correct Answer
23	Human Computer Interaction	II	The support for the user to determine the effect of future action based on past interaction history is called as _____.	Synthesizability	Familiarity	Generalizability	Predictability	D
24	Human Computer Interaction	II	The support for the user to extend knowledge of specific interaction within and across applications to other similar situations is called as _____.	Synthesizability	Familiarity	Generalizability	Predictability	C
25	Human Computer Interaction	III	_____ developed by Jakob Nielsen and Rolf Molich, is a method for structuring the critique of a system using a set of relatively simple and general heuristics.	Strategic evaluation	Deterministic evaluation	Strotastic evaluation	Heuristic evaluation,	D
26	Human Computer Interaction	III	_____ was originally proposed and later revised by Polson and colleagues [294, 376] as an attempt to introduce psychological theory into the informal and subjective walkthrough technique.	Heuristic evaluation,	Deterministic evaluation	Cognitive walkthrough	Strotastic evaluation	C
27	Human Computer Interaction	IV	_____ stakeholders are people who actually use the system – the end-users.	Secondary	Primary	Tertiary	Facilitating	B
28	Human Computer Interaction	IV	_____ stakeholders are people who do not directly use the system, but receive output from it or provide input to it (for example, someone who receives a report produced by the system).	Secondary	Primary	Tertiary	Facilitating	A
29	Human Computer Interaction	V	_____ logics augment predicate logics with operators to reason about time.	Temporal	Augmented	Variable	Semantic	B
30	Human Computer Interaction	V	_____ systems ought to be ‘what you see is what you get’ (WYSIWYG), consistent, have a universal undo facility . . . the list goes on.	Temporal	Augmented	Variable	Interactive	D
31	NLP	I	_____ is not an application of natural language processing.	Spam detection	Machine translation	ChatBot	Market basket analysis	4
32	NLP	I	_____ is used to collect individual piece of information an group them into bigger pieces of sentences.	Named entity recognition	POS tagging	Chunking	Parsing	3
33	NLP	II	_____ identifies the actual content within a file while discarding undesirable elements, such as images, tables, headers, links, and HTML formatting.	Language identification	Document triage	Character encoding identification	Text Sectioning	4
34	NLP	II	Writing systems can be _____, where a large number of individual symbols represent words.	Syllabic	Logographic	Alphabetic	Numeric	2
35	NLP	III	_____ is a process of converting a sentence to forms – list of words, list of tuples	POS tagging	Chunking	Parsing	Segmenting	1

M.Sc.(I.T.) - Semester IV

Sample Questions

Sr. No.	Subject	Unit	Question	Option 1	Option 2	Option 3	Option 4	Correct Answer
36	NLP	III	_____ are a class of probabilistic graphical model that allow us to predict a sequence of unknown variables from a set of observed variables.	N-gram	FSA	HMM	FST	3
37	NLP	IV	Parsing is the process of analyzing the strings of symbols in natural language conforming to the rules of formal grammar.	True	False			1
38	NLP	IV	_____ is the operation of merging information-bearing structures, without loss of information if the unificands are consistent	Covington	Unification	Grammar Formalism	Dependency parsing	2
39	NLP	V	_____ is the lexical database i.e. dictionary for the English language, specifically designed for natural language processing.	WordNet	Word Sense	Anaphora	Cataphora	1
40	NLP	V	_____ is a thesaurus based approach. For each sense of the target word find the thesaurus category to which that sense belongs.	Anaphora	Lesk Algorithm	Greedy Algorithm	Walker's Algorithm	4