

**Question Paper Code: 92806**

B.E. / B.Tech. DEGREE EXAMINATION, JUNE 2021

Second semester

Information Technology

19UIT206- INTRODUCTION TO INFORMATION TECHNOLOGY

(Regulation 2019)

Duration : 1.45 hour

Maximum: 50 Marks

PART A - (10 x 2 = 20 Marks)

**(Answer any TEN of the following questions)**

1. Outline on information technology 2 (U)
2. Explain data and information 2 (U)
3. Explain with a neat diagram of black box model how computer process information. 2 (U)
4. Calculate the resistance of the conductor if a current of 2A flows through it when the potential difference across its ends is 6V. 2 (Ap)
5. Outline on current and resistance 2 (U)
6. Convert the decimal number 428 to Hexadecimal number 2 (Ap)
7. Outline on IP address 2 (U)
8. Assume six devices are arranged in a mesh topology. How many cables are needed? How many ports are needed for each device? 2 (Analyse)
9. Explain the characteristics of data communication 2 (U)
10. What is an operating system 2 (U)
11. List the 4 components of a computer system 2 (U)
12. Operating system has 2 modes(user and kernel).justify your answer why these 2modes are needed 2 (Analyze)
13. Define database management system 2 (U)
14. List and explain any 4 database system application 2 (U)
15. List the disadvantages of conventional file processing system 2 (U)

PART – B (3 X 10 = 30 Marks )

(Answer any **THREE** of the following questions)

16. Explain in detail about the components of information technology 10 (U)
17. Convert the following: 10 (Ap)
- i. Binary number **100111.101** to decimal number
  - ii. Binary number **10110110101** to Hexadecimal number
  - iii. Hexadecimal number **E6C4** to decimal number
  - iv. Binary number **11100101** to octal number
18. Explain the type of network topologies with its characteristics, advantages and disadvantages with neat architecture diagram. 10 (U)
19. Summarize the concept of process, states of process and process control block with neat diagram. 10 (U)
20. Outline Entity-relation model with a neat sketch. 10 (U)

