

Computer Science Ics Part 1 Chapter 3 Online Test

Sr	Questions	Answers Choice
1	Easy to verify but hard to solve problem are in.	<p>A. <input type="radio"/> NP</p> <p>B. <input type="radio"/> P</p> <p>C. <input type="radio"/> NP hard</p> <p>D. <input type="radio"/> Undecidable</p>
2	For which problems is Backtrackign suitable.	<p>A. <input type="radio"/> Optimal substructure</p> <p>B. <input type="radio"/> Explore all combinations</p> <p>C. <input type="radio"/> One optimal choice</p> <p>D. <input type="radio"/> No overlapping problems</p>
3	What does page rank algorithm analyze.	<p>A. <input type="radio"/> Page links</p> <p>B. <input type="radio"/> page color</p> <p>C. <input type="radio"/> Page size</p> <p>D. <input type="radio"/> Page font</p>
4	How does Divide and conqurr work	<p>A. <input type="radio"/> Make local choices</p> <p>B. <input type="radio"/> Break, solve, combine</p> <p>C. <input type="radio"/> Store subproblem results</p> <p>D. <input type="radio"/> Try all options, backtrack</p>
5	Which is an NP complete problem.	<p>A. <input type="radio"/> Sorting</p> <p>B. <input type="radio"/> Knapsack</p> <p>C. <input type="radio"/> GCD finding</p> <p>D. <input type="radio"/> Binary search</p>
6	Which diagram shows P, NO, NP-hard, NP Complete	<p>A. <input type="radio"/> Bar chart</p> <p>B. <input type="radio"/> Pie chart</p> <p>C. <input type="radio"/> Venn diagram</p> <p>D. <input type="radio"/> Lne graph</p>
7	What is the main advantage of Dynamic programming.	<p>A. <input type="radio"/> Avoid redundant work</p> <p>B. <input type="radio"/> Locally optimal results</p> <p>C. <input type="radio"/> Solve independent problems</p> <p>D. <input type="radio"/> Explore alloptions</p>
8	Which notation shows the upper bound of time complexity.	<p>A. <input type="radio"/> Omega</p> <p>B. <input type="radio"/> Theta</p> <p>C. <input type="radio"/> Big O</p> <p>D. <input type="radio"/> Lambda</p>
9	What is limitation Greedy algorithms	<p>A. <input type="radio"/> Too complex</p> <p>B. <input type="radio"/> Always optimal</p> <p>C. <input type="radio"/> Not always optimal</p> <p>D. <input type="radio"/> High memory use</p>
10	What does space complexity measure.	<p>A. <input type="radio"/> Execution time</p> <p>B. <input type="radio"/> Memory usage</p> <p>C. <input type="radio"/> Number of steps</p> <p>D. <input type="radio"/> Result accuracy</p>
11	Waht does O (n2) indicate.	<p>A. <input type="radio"/> Linear growth</p> <p>B. <input type="radio"/> Constant time</p> <p>C. <input type="radio"/> Square of input</p> <p>D. <input type="radio"/> Logarithmic growth</p>
12	Which is solved by Dynaimc programming.	<p>A. <input type="radio"/> Coin Change</p> <p>B. <input type="radio"/> Fibonacci sequence</p> <p>C. <input type="radio"/> Merge sort</p> <p>D. <input type="radio"/> Puzzle solving</p>
13	Why is bubble sort not for large datasets.	<p>A. <input type="radio"/> Needs more memory</p> <p>B. <input type="radio"/> O (n2) time complexity</p> <p>C. <input type="radio"/> Works on sorted data only</p> <p>D. <input type="radio"/> Can't handle numbers</p>
14	Which is an example of O (log n) comlexity.	<p>A. <input type="radio"/> Sorting numbers</p> <p>B. <input type="radio"/> Pair comparison</p> <p>C. <input type="radio"/> Binary search</p> <p>D. <input type="radio"/> Linear search</p>
15	What is the primary goal of algorithm design techniques.	<p>A. <input type="radio"/> Imporve hardware</p> <p>B. <input type="radio"/> Solve problems systematically</p>

		<p>C. <p>Reduce input size</p></p> <p>D. <p>Debug software</p></p>
16	Solvable problems differ because they.	<p>A. <p>Take exponential time</p></p> <p>B. <p>Need better hardware</p></p> <p>C. <p>Halt with a result</p></p> <p>D. <p>Have no input</p></p>
17	What is the main advantages of dynamic programming.	<p>A. <p>Avoid redundant work</p></p> <p>B. <p>Locally optimal results</p></p> <p>C. <p>Solves independent problems</p></p> <p>D. <p>Explore all options</p></p>
18	Why are commonly used algorithms important.	<p>A. <p>Reduce hardware cost</p></p> <p>B. <p>Solve common Problems efficiently</p></p> <p>C. <p>Remove need for data structure</p></p> <p>D. <p>For theory only</p></p>
19	Which problem gives yes /no answer.	<p>A. <p>Search</p></p> <p>B. <p>Decision</p></p> <p>C. <p>Optimization &nbsp;</p></p> <p>D. <p>Counting</p></p>
20	Complexity class representing problems solvable efficiently by a deterministic algorithm .	<p>A. <p>P</p></p> <p>B. <p>NP-Hard</p></p> <p>C. <p>NP</p></p> <p>D. <p>NP -Complete</p></p>