



Chhatrapati Shahu Ji Maharaj
University, Kanpur

Answer Script Details
Barcode 7412881

Roll No. 23071002365
Total Mark 55/75.00

Exam BACHELOR OF COMPUTER APPLICATION_DEC-2023
Subject BCA1001 - ICOMPUTER FUNDAMENTAL AND PROBLE

Question wise Mark Summary

Q.No Mark Q.No Mark Q.No Mark Q.No Mark

1A 5/5 8 NA/15

1B 1/5 9A NA/7

1C 5/5 9B NA/7

1D 4/5

1E 5/5

1F 5/5

1G 5/5

1H 5/5

1I NA/5

2A 5/5

2B 0/5

2C 5/5

3 NA/15

4 NA/15

5 NA/15

6 NA/15

7 10/15

Chhatrapati Shahu Ji Maharaj University Kanpur, Uttar Pradesh

PART-I

Date of Exam : 09/12/2023 Shift : I of Room No. : Gr-03
 Paper Code: BCA1001...Subject: Computer Fundamentals & Problem Solving Technique
 Name of Candidate: Khyati Srivastava
 Roll No. 23071002365

Signature of Candidate: *Khyati Srivastava*
 Signature of Invigilator: *[Signature]*
 COE Facsimile: *[Signature]*

PART-II

| MARKS OBTAINED | | | | | | | | | | |
|------------------------|---|---|---|---|---|---|---|------------|---|----|
| Q. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| (a) | | | | | | | | | | |
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| Total | | | | | | | | | | |
| Total Marks in Figures | | | | | | | | Max. Marks | | |
| Total Marks in Words | | | | | | | | | | |

BCA1001

Paper Code

Signature of Evaluator

PART-III

Course: BCA
 Session: 2023-2024 Year/Semester: Ist
 Subject Name: Computer Fundamentals and Problem Solving Technique
 Medium: English
 Paper Code: BCA1001
 Exam Date: 09/12/2023
 Name of Candidate: KHYATI TRIVEDI
 Father's Name: S. K. TRIVEDI

संस्थान का कोड
College Code

K N I G 2

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संस्था कोड का कोड
Exam Centre Code

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संस्था का प्रकार
Type of Exam

Regular Ex-Student
 Others Back Paper Exam

ANSWER BOOKLET NO.

7412881

BCA1001

Paper Code

PART-IV

Enrollment Number: C S J M A 2 3 0 0 0 1 2 9 5 1 7
 Candidate's Roll Number: 23071002365
 Paper Code: BCA1001

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| 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
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BCA1001

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| W | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | |

Khyati Srivastava

Signature of Candidate

[Signature]

Signature of Invigilator

C S Facsimile

[Signature]

COE Facsimile

नोट- 1. परीक्षार्थी को निर्दिष्ट किया जाता है कि आवरण पत्रों को पृष्ठ भंग पर अधिक सभी निर्देशों को सावधानीपूर्वक पढ़ें।
 2. अंकन में धरती जाने वाली प्रतिक्रियाएँ सभी त्रुटि के रूप में गिनी जाएंगी। 3. शीटों को फटने या पीने से बचाने के लिए सावधानी रखें।

INSTRUCTION TO THE CANDIDATE FOR FILLING PART-I

1. Read the instructions carefully given on the answer script and admit card.
2. Write Date of Exam, Shift, Paper Code & Name of Subject Correctly.
3. Write Name & Roll No. Correctly.
4. Write Semester & Branch Correctly.

INSTRUCTION TO THE CANDIDATE FOR FILLING PART-III

1. Use blue or black ball point pen for writing alphabets & numerals in boxes.
2. Carefully study the example before you start marking.
3. As shown in the example below, blacken the circles completely.



4. Make no Stray marks on this sheet.

5. DO NOT WRITE OR MARK ON THE BAR CODE.

IN ORDER TO AVOD UFM (UNFAIR MEANS) :

1. The Roll No. and Answer Book no. found elsewhere or any other symbol found in the answer book will be treated as unfair means.
2. Any tempering of Bar Code and Booklet no shall be treated as Unfair Means.
3. Do Not bring the materials like slip of paper/mobile/digital diaries/ study material/ revision notes in examination hall. Possession of the mobiles/ digital diaries/electronic/digital/ watch and any other electronic gadget except memory less scientific calculator shall be considered as UFM case.
4. Do not keep or paste currency note in answer script it shall be consider as UFM.

अनुचित साधन से बचने हेतु :

1. उत्तर पुस्तिका के निर्दिष्ट स्थान को प्रोबकर अनुक्रमिक एवं उत्तरपुस्तिका का क्रमिक कड़ी और न हिलके तथा कोई भी चिह्न न बनाने क्योंकि यह अनुचित साधन प्रयोग की परिधि में आता है।
2. उत्तर पुस्तिका के सारकोड अथवा उत्तर पुस्तिका संख्या पर छेद छाह करने पर अनुचित साधन प्रयोग माना जाएगा।
3. परीक्षा कक्ष में किन वस्तुएं साथ न लायें, जैसे लिखे हुए कागज के टुकड़ों, मोबाइल, डिजिटल डिपरी, डिजिटल वॉच, जॉकी, फुलक वह सभी वस्तुएं जो अनुचित साधन को अजर्नत आती है। कोटेशन संबंधित प्रश्नपत्र में ही वेबोरी लेस साइंटिफिक कैल्कुलेटर ले जाने की अनुमति होगी।
4. उत्तर पुस्तिकाओं में सफेद न पत्ती न ही उत्तर पुस्तिका में विपद्यते। ऐसा करना अनुचित साधन प्रयोग की परिधि में आता है।

प्रश्नपत्रों को रिज निर्देश

1. प्रवेश पत्र एवं उत्तर पुस्तिका पर दिये गये निर्देशों को ध्यान से पढ़ें।
2. उत्तर पुस्तिका के दूसरी तरफ कुछ न लिखें।
3. उत्तर पुस्तिका के पृष्ठों पर दोनों तरफ लिखें।
4. प्रश्न पत्र पर अपने अनुक्रमिक को अतिरिक्त कुछ न लिखें।
5. प्रश्न पत्र कोड एवं प्रश्न पत्र ID कावधानी पूर्वक लिखें।
6. अपनी विषयि स्पष्ट लिखें।
7. उत्तरपुस्तिका के पृष्ठों की संख्या देखें। उत्तर उत्तर पुस्तिका में पृष्ठ (1-24) से कम है या कटे हुए है, तो पत्र शुरू होने के पूर्व दूसरी उत्तरपुस्तिका ले लें।
8. प्रश्नपत्र को देख, यदि प्रश्नपत्र में विषय कोड, विषय का नाम तथा प्रश्न में कोई त्रुटि है तो उसके परिधि होने के 30 मिनट के अन्दर कक्षा नियंत्रक को तालका सूचित करें, उसके बाद विद्यार्थियों को उत्तर लिखना नहीं की जावेगी।
9. प्रश्नों के उत्तर लिखने के लिये पेनिल का प्रयोग न करें।
10. किसी को भी या अतिरिक्त दाक नहीं दिया जावेगा।

INSTRUCTION TO THE CANDIDATE

1. Read the instructions carefully given on the Question Paper, Admit Card & Answer Script.
2. Do not write anything on back side of the cover page.
3. Write on both sides of pages of answer book.
4. Do not write anything on question paper except Roll Number.
5. Write Paper Code & Question Paper Id carefully.
6. CHECK the number of pages (1-24) or any other kind of damage in your answer script, if found than change the answer script immediately before the commencement of examination.
7. CHECK the Question Paper for any kind of discrepancy e.g. Subject Code, S Name, and Question of the Question Paper during first THIRTY MINUTES of commencement of the exam, so that it can be corrected in TIME. After that no corrections shall be entertained by the university.
8. Do not use pencil for answering the question.
9. Write status correctly e.g. those appearing in carry over papers should fill in status as Carry Over. Those appearing as Ex- Students should fill in status as ex.
10. No supplementary answer book & graph paper will be provided.

INSTRUCTION TO THE CANDIDATE FOR FILLING PART-IV

1. Use blue or black ball point pen for writing alphabets & numerals in boxes.
2. Use blue or black ball point pen for filling the circles.

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| 8 | 8 | ● | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 |
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Note- If your Roll No. is of 10 digits. Please leave first three columns .



Paper Code

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Section-A

Answer-1.

Q. Computer is a electronic device that takes input as raw data, manipulates and processes it and gives out output in the form of meaningful information.

A computer has the ability to store, retrieve and process data. We use computer for performing a number of tasks efficiently and accurately.

Characteristics of computers

Accuracy:

A computer performs the most accurate operations and produced a hundred percent accurate results.

However, some errors may occur due to data inconsistency.

Speed:

A computer performs the tasks assigned to it with a much higher speed than that of human beings.

It has a ability to performs thousands of particular operations and calculations



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within fraction of seconds.

3. Diligence.

A computer ^{can} perform a number of tasks with same accuracy, consistency and efficiency.

It does not feel any fatigue or lack of concentration. It can perform continuous tasks without any error.

4. Versatile

A computer is considered as a versatile machine. It can multitask.

It can perform different types of tasks simultaneously with accuracy and effectively.

5. Automation.

A computer is able to perform a variety of tasks automatically.

The examples include abstraction of backend, finding errors etc.

6. Memory.

Memory is a crucial part of the computer. It is used to store data for future.



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3

reference, It has two types of memories -
1. Primary memory - it is the non-removable memory
2. Secondary memory - HDDs, SSDs - removable memories

7. Reliability

It is a reliable machine. We can trust the outputs produced by the computer as it gives similar result for similar set of inputs.

Answer - 2.

OS software is a set of programs that is used to manage the hardware of computers.

It is a basic set of procedures / programs that can be used to manage / coordinate and interact with the hardware of the computers.



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Do Not Write anything in this Portion

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X

Answer-C.

The functions that the operating system performs:-

1. File management.
- Whenever a file is required by a program. It is the operating system that grants the permissions. These permissions can be in the form of read only and read and write form.
- It allocates and deal~~icates~~ates the resources to the files. ✓



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- Keeps a record of which resource is used by which file.

2. Memory Management.

- Whenever a program approaches towards the memory it checks whether the program is eligible for granting memory. If it passes the criteria then it stores the program/file in a memory location.
- It basically allocates and deallocates the memory to files.
- Keeps a record of which files own how much memory.

3. Processor Management.

- The operating system allocates and deallocates the processor to the various processes during the multiprogramming and multiprocessing.
- It keeps a record of which process has the access of which processor.
- Keeps a record of CPU status.

4. ^{Resource} Storage Management.

- The operating system allocates and deallocates resources to various files and folders.
- Keeps a record of which program accesses which resource.



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Do Not Write anything in this Portion

- Keeps a record of which program accesses which resource for how much time.

Answer-D.

- The fifth generation languages are the Natural Languages.
- The fifth generation computer work on the fifth generation language and this process is known as Natural Language Processing.
- Natural language processing include Artificial intelligence.
- Artificial intelligence is the influence or stimulation of natural / human spoken language on the computer.
- Natural language processing has given rise to the parallel processing also.
- The fifth generation language works by understanding and implementing the the human language and then performing tasks according to the commands.
- Fifth generation languages are very



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close to human beings.

- These languages are easily understood by the user and it is very easy to debug.
- We can efficiently spot errors and also perform the corrective operations for them.
- There is no need for a translation program for converting them into a machine understandable form.
- They are not machine-dependent.
- Examples: Natural language, Language used for Artificial Intelligence.

Answer-f.

Batch Files

- Batch files are the series of script, also known as sequence of commands.
- They are allowed to be executed in group by the computer.



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Do Not Write anything in this Portion

- The extension of batch files are.
 - .cmb
 - .bat

- Batch files are similar to the text files having series and sequence of commands.

The uses of batch files are -

- Batch files are used for scripting.
- Batch files are used for system cleanup.
- Batch files are used for system maintenance.
- Batch files are used for data processing.
- Batch files are used for backup and restore.
- Batch files are used for configuration management and setup.
- Batch files are used for user interaction.



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- Batch files are used for the scripting of commands.
- These commands are executed by the computer in quicks.

Answer - f. ✓

MS Word

- MS word stands for Microsoft Word.
- MS word is specially used for writing letters, memo, applications, paragraphs and documents. ✓
- You can not add transition and animations to your document.

MS-Power Point

- Similarly MS Power Point stands for Microsoft Power Point.
- MS powerpoint is used for making professional presentations. ✓
- MS powerpoint gives you the ability to add the animations and transitions to your document.



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Do Not Write anything in this Portion

- You can record, collect your data in MS Word but cannot make it into a presentation.

You can organize your data in a proper format and convert it into a presentation.

- You cannot add sound to your documents. ✓

You can add sound to your presentation. Powerpoint comes with built-in sound formats that you can add to your presentation.

- It gives you an option to save as PDF. It does not provide you with an option to save as PDF. ✓

It provides you with an option to print.

- You can convert your document into different formats.
 - txt, exe, ppt.

You only can print ppt format with power point. ✓



Answer-6.

Algorithm to calculate area and circumference of circle.

Step-1 Start.

Step-2. Read the radius of circle & $\pi = 3.14$

Step-3 calculate the area using.

$$A = \pi * r * r.$$

Step-4. Store the area in A

$$A = \pi * r * r.$$

Step 5. Calculate the circumference using.

$$C = 2 * \pi * r.$$

Step-6 Store the circumference in C.

$$C = 2 * \pi * r.$$

Step-7 Print the area and the circumference.

Step-8. Stop.

This algorithm presents the basic step for the calculation of area & circumference.

It starts by reading the radius from the user.

Then it calculates area & the circumference using their respective formulas.

Now it is the time of the output as an algorithm is only successful.



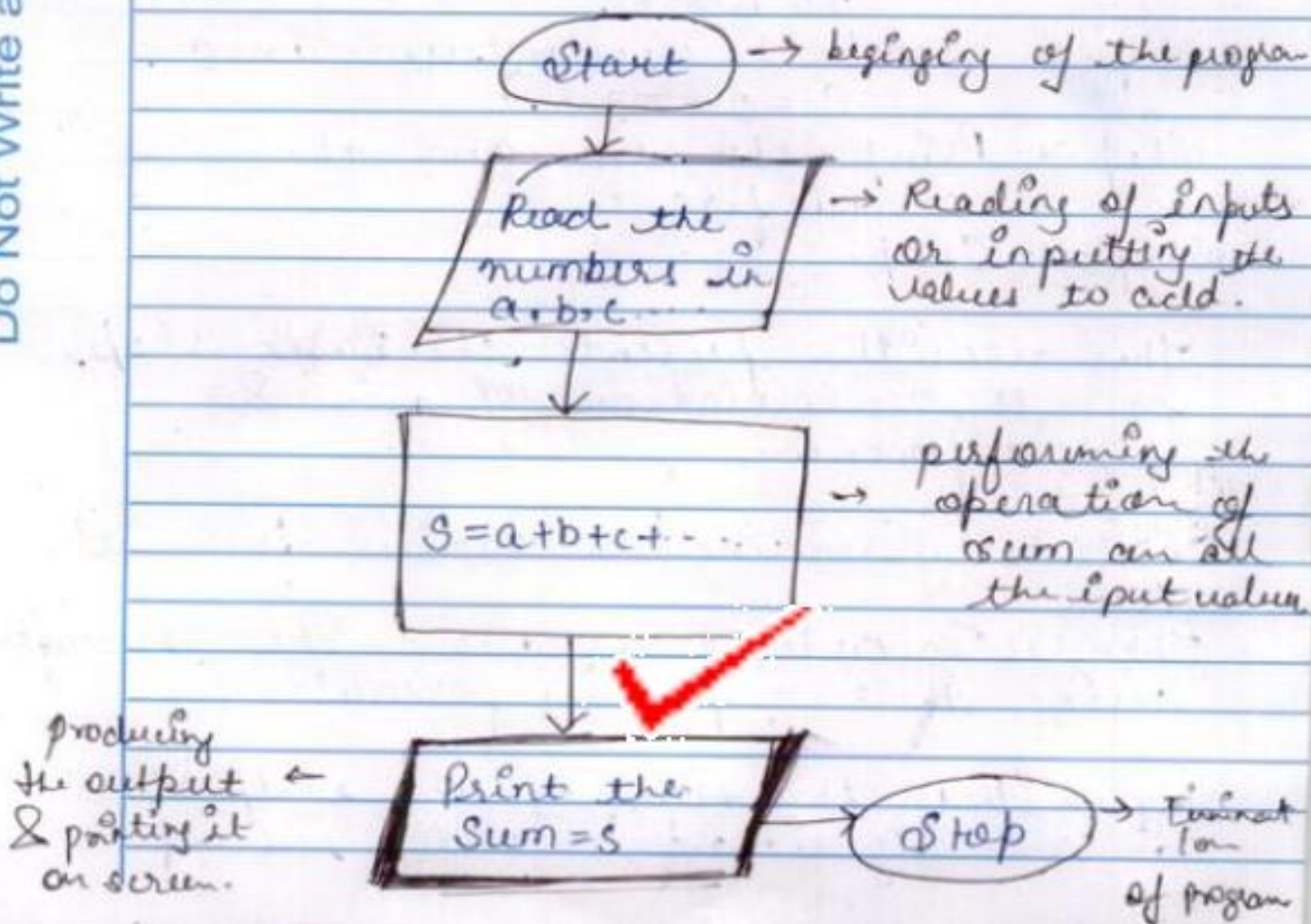
Do Not Write anything in this Portion

If it terminates by the presentation of a successful and promising output.

This output is printed and the program/algorithm gets terminated.

Answer - H.

Flowchart to calculate the summation of given numbers.





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13

Answer-I

DVD - Display versatile Disk

CISC - Common Integrating Setup Computers.

DMM - Display integrated mechanics machinery.

FAT -

XML - X.

SECTION-B ✓

2.

$$a). (110 \cdot 101)_2 + (1101 \cdot 10)_2$$

$$\begin{array}{r} 110 \cdot 101 \\ + 1101 \cdot 100 \\ \hline 10100 \cdot 001 \end{array}$$

$$= (10100 \cdot 001)_2 \quad \checkmark$$

$$b). (1101)_2 / (1010)_2$$

$$\begin{array}{r} 1 \cdot 01 \\ \hline 1010 \overline{) 1101} \\ \underline{1010} \\ 1010 \\ \underline{1010} \\ 10 \end{array}$$

HLLM₂.

$$= (1)_2 \cdot 2 \cdot (1 \cdot 01)_2 \quad \times$$



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14

c). $(00110)_2 - (11001)_2$.

$$\begin{array}{r} \cdot 00110 \\ - 11001 \\ \hline \end{array}$$

$$\cancel{11}001$$

2^5 complement of 11001

$$\begin{array}{r} \cdot 11001 \\ 1^{st} \text{ com.} = 00110 \end{array}$$

$$\begin{array}{r} 2^5 \text{ comp} = 1 \\ 00111 \end{array}$$

↓
MSB
ignored.

$$\begin{array}{r} 00111 \\ - 00111 \\ \hline \end{array}$$



Answer-7)

- A ^{Program} ~~Program~~ solves the problem using algorithm in a step-by-step method.
- As an algorithm is a step-by-step flow of control for solving a problem.
- A program is a set of statements written in a particular language, where each step contributes towards the achievement of the expected output.
- The algorithm helps in effectively solving a problem and has the following characteristics:-
 - a. Each step of the algorithm is clear and precise.
 - b. No step of the algorithm is repeated.
 - c. An algorithm ~~is~~ ^{can} take zero, one or more inputs.
 - d. An algorithm also always provides an output.



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Do Not Write anything in this Portion

- e. An algorithm is always terminated after the finite set of statements.
- An algorithm is the detailed description of each and every step and procedure involved in the program. It breaks the problem into various modules. It searches for the solution of each module or procedure separately.
- This is algorithm which determines the flow of control of the execution, and each step is organized in a logical manner that helps in solving the problem effectively.
- Variables are a crucial part of the problem solving.
- During the Designing of the problem's solutions, the variables are the named memory locations or non-constants. They help in determining the output of the problem.
- Variables can have any value & they get executed in the consistent way for similar set of inputs.



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- Programs use the functions as -
- As functions provide modularity, and code reusability.
- Modularity is reached when the functions break the programs in the specific sections which make them easily understandable.
- Functions provide reusability to the program as a set of code can be used any number of times without any thinking & inaccuracy.
- A function itself is a set of code or set of statements that provide perform a specific task.
- In a program the functions reduces its length because it stops the rewriting of the same code multiple number of times.
- It prevents the repetition of the code many number of times.
- It performs the same task for similar set of values.



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The control flow is the flow of execution of the program.

It specifies which step or statement of the program is to be executed when and where.

It determines the priority of various steps in a sense that which statement will be executed before and which statement will be executed later or after that.

The control flow is a crucial part of the program as it decreases the chances of any confusion in the priority of execution of statements.

The control flow also determines the flow of execution within the blocks of various decision making and iterative functions/commands.

Overall, programs solve problems easily with the use of program control flow, i.e., algorithms, common flow patterns, variables and function because these all provide the modularity to the program.



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while submitting a real world problem into the computer ~~real~~ using a programming language. The algorithms, control flows, variables and functions are used in a way that during the time of execution only the expected results occur.

using a successful algorithm if any inconsistency occurs we can debug that easily i.e. spot it and apply corrective measures.

Also while programming proper documentation and maintainence of the program shall be maintained so that the program is easily human understandable and interactive.

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