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COLLEGE OF ENGINEERING AND TECHNOLOGY

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VALUE ADDED COURSES
2021-2022

Department of Computer science and Engineering
21CSE01-Computational Complexity

MARK SHEET

Sl. No	Register Number	Student Name	MARKS
1	18TB1203	DEVA.R	92
2	18TB1205	DINESH.T	92
3	18TD1401	ADARSH.S	96
4	18TD1402	ANITHA.I	96
5	18TD1403	ANITHA.R	92
6	18TD1404	ARTHI.K	92
7	18TD1405	DEEPA.S	96
8	18TD1406	FAVAZ AHAMED M	96
9	18TD1407	GNANADISHALI.P	92
10	18TD1408	GOPINATH.N	92
11	18TD1409	GUNA PRIYA.M	96
12	18TD1410	IMMANUEL PAUL.S	96
13	18TD1411	KEERTHIGA.K	92
14	18TD1412	KOWSALYA.M	92
15	18TD1413	MADHAVA KUMARAN.P	92



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16	18TD1414	MADHU BALA.R	96
17	18TD1415	MANIKANDAN.P	96
18	18TD1416	MEHARIN BEGAM.M	92
19	18TD1417	PAVITHRA.K	92
20	18TD1418	PREETHA.R	96
21	18TD1419	PREMKUMAR M	96
22	18TD1420	PRIYADHARSHINI.P	92
23	18TD1421	PUSHPA.R	92
24	18TD1422	RIFATH ALMAS.S	96
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28	18TD1426	SIVASAKTHI.C	92
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30	18TD1428	SUGANYA.P	96
31	18TD1429	SUGUMARAN.M	92
32	18TD1430	SUMITHRA S	92
33	18TD1431	SUNITHA.C	96
34	18TD1432	VIJAY.V	96



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35	18TD1433	VINODHINI.M	92
36	18TH1007	KAVIYA.K	92
37	18TH1011	MONISHA.M	96

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VALUE ADDED COURSES

2021-2022

Department of Computer science and Engineering
21CSE01-Computational Complexity

NAME:

CLASS:

DATE:

1. What does P stand for in computational complexity theory?

- a) Polynomial time
- b) Parallel time
- c) Probabilistic time
- d) Primitive time

Answer: a) Polynomial time

2. Which class represents problems that can be solved in polynomial time by a non-deterministic Turing machine?

- a) P
- b) NP
- c) NP-hard
- d) NP-complete

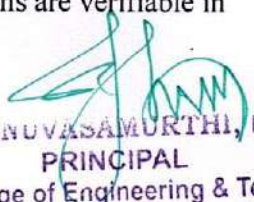
Answer: b) NP

3. What is the main difference between P and NP problems?

- a) P problems are solvable in polynomial time, NP problems are verifiable in polynomial time
- b) P problems are verifiable in polynomial time, NP problems are solvable in polynomial time
- c) P problems are unsolvable, NP problems are solvable
- d) P problems are exponential, NP problems are polynomial

Answer: a) P problems are solvable in polynomial time, NP problems are verifiable in polynomial time




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4. Which of the following is an NP-complete problem?

- a) Sorting a list
- b) Finding the shortest path in a graph
- c) The Traveling Salesman Problem
- d) Multiplying two numbers

Answer: c) The Traveling Salesman Problem

5. What does it mean if a problem is NP-hard?

- a) It is at least as hard as the hardest problems in NP
- b) It can be solved in polynomial time
- c) It cannot be verified in polynomial time
- d) It is easier than NP problems

Answer: a) It is at least as hard as the hardest problems in NP

6. Which complexity class contains problems that can be solved in polynomial space?

- a) P
- b) NP
- c) PSPACE
- d) EXP

Answer: c) PSPACE

7. What is the significance of the P vs NP problem?

- a) It questions whether every problem whose solution can be verified quickly can also be solved quickly
- b) It determines if all polynomial problems can be solved in exponential time
- c) It relates to the halting problem
- d) It deals with parallel processing capabilities

Answer: a) It questions whether every problem whose solution can be verified quickly can also be solved quickly



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8. What does it mean for a problem to be in class EXP?

- a) It can be solved in exponential time
- b) It can be solved in polynomial time
- c) It can be solved in logarithmic time
- d) It can be solved in constant time

Answer: a) It can be solved in exponential time

9. Which of the following is a common method to show a problem is NP-complete?

- a) Reduction from an NP problem
- b) Reduction from an NP-hard problem
- c) Reduction from a P problem
- d) Reduction from a PSPACE problem

Answer: b) Reduction from an NP-hard problem

10. Which of the following is true for an NP-complete problem?

- a) It is in NP and all problems in NP can be reduced to it
- b) It is in P and all problems in NP can be reduced to it
- c) It is not in NP but all problems in NP can be reduced to it
- d) It is neither in P nor in NP


Answer: a) It is in NP and all problems in NP can be reduced to it

11. What does the class co-NP consist of?

- a) Problems whose complements are in NP
- b) Problems that are both in P and NP
- c) Problems that are neither in P nor NP
- d) Problems that can be solved in constant time

Answer: a) Problems whose complements are in NP




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12. What is the time complexity of the Bubble Sort algorithm?

- a) $O(n \log n)$
- b) $O(n^2)$
- c) $O(n^2)$
- d) $O(2n)$

Answer: c) $O(n^2)$

13. Which algorithm has a time complexity of $O(n \log n)$?

- a) Insertion Sort
- b) Merge Sort
- c) Bubble Sort
- d) Selection Sort

Answer: b) Merge Sort

14. What is the space complexity of Depth-First Search (DFS) in a graph with V vertices?

- a) $O(V+E)$
- b) $O(V)$
- c) $O(E)$
- d) $O(V^2)$

Answer: b) $O(V)$

15. What is the worst-case time complexity of Quick Sort?

- a) $O(n \log n)$
- b) $O(n)$
- c) $O(n^2)$
- d) $O(2n)$

Answer: c) $O(n^2)$



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16. Which complexity class represents problems solvable in exponential space?

- a) P
- b) NP
- c) PSPACE
- d) EXPSPACE

Answer: d) EXPSPACE

17. Which of the following problems is known to be undecidable?

- a) Sorting a list
- b) Multiplying two numbers
- c) The Halting Problem
- d) Finding the shortest path in a graph

Answer: c) The Halting Problem

18. What does the term "polynomial-time reduction" mean?

- a) Transforming one problem into another in polynomial time
- b) Reducing the size of a dataset in polynomial time
- c) Solving a problem in polynomial time
- d) None of the above

Answer: a) Transforming one problem into another in polynomial time

19. What is the Big-O notation used for?

- a) To describe the worst-case complexity of an algorithm
- b) To describe the best-case complexity of an algorithm
- c) To describe the average-case complexity of an algorithm
- d) To describe the exact running time of an algorithm

Answer: a) To describe the worst-case complexity of an algorithm




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20. Which complexity class represents problems that are solvable in non-deterministic polynomial time and verifiable in polynomial time?

- a) P
- b) NP
- c) NP-complete
- d) NP-hard

Answer: b) NP

21. What is the purpose of the Cook-Levin theorem?

- a) To show that SAT is NP-complete
- b) To prove $P \neq NP$
- c) To establish the concept of polynomial time
- d) To demonstrate the equivalence of different models of computation

Answer: a) To show that SAT is NP-complete

22. What does it mean for a problem to be in class BPP (Bounded-error Probabilistic Polynomial time)?


- a) It can be solved by a probabilistic Turing machine in polynomial time with error probability less than $1/3$
- b) It can be solved by a deterministic Turing machine in polynomial time
- c) It can be solved by a probabilistic Turing machine in exponential time
- d) It can be solved by a non-deterministic Turing machine in polynomial time

Answer: a) It can be solved by a probabilistic Turing machine in polynomial time with error probability less than $1/3$

23. What is the time complexity of the Fast Fourier Transform (FFT)?

- a) $O(n^2)$
- b) $O(n \log n)$
- c) $O(n \log^2 n)$




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d) $O(n)O(n)O(n)$

Answer: b) $O(n \log n)O(n \log n)O(n \log n)$

24. Which of the following is a common characteristic of NP-complete problems?

- a) They are all in NP
- b) Any NP problem can be reduced to them in polynomial time
- c) They are the hardest problems in NP
- d) All of the above


Answer: d) All of the above

25. What does it mean if $P = NP$?

- a) Every problem that can be verified in polynomial time can also be solved in polynomial time
- b) Every problem that can be solved in polynomial time can also be verified in polynomial time
- c) Polynomial time problems cannot be solved
- d) Non-deterministic polynomial time problems cannot be verified

Answer: a) Every problem that can be verified in polynomial time can also be solved in polynomial time




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VALUE ADDED COURSES

2021-2022

Department of Computer science Engineering
21CSE01-Computational Complexity

NAME: DEVA.R
CLASS: IV / CSE
DATE: 20/08/2021

1. What does P stand for in computational complexity theory?

- a) Polynomial time
- b) Parallel time
- c) Probabilistic time
- d) Primitive time

23
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25

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- b) NP
- c) NP-hard
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- c) The Traveling Salesman Problem
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c) It can be solved in logarithmic time
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9. Which of the following is a common method to show a problem is NP-complete?
a) Reduction from an NP problem



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- b) Reduction from an NP-hard problem
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a) $O(n \log n) O(n \log n) O(n \log n)$
b) $O(n) O(n) O(n)$
c) $O(n^2) O(n^2) O(n^2)$
d) $O(2n) O(2^n) O(2n)$
13. Which algorithm has a time complexity of $O(n \log n) O(n \log n) O(n \log n)$?
a) Insertion Sort
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a) $O(V+E) O(V+E) O(V+E)$



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- b) $O(V)O(V)O(V)$
c) $O(E)O(E)O(E)$
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- c) It can be solved by a probabilistic Turing machine in exponential time
- d) It can be solved by a non-deterministic Turing machine in polynomial time




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23. What is the time complexity of the Fast Fourier Transform (FFT)?

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- b) $O(n \log n)$ $O(n \log n)$ $O(n \log n)$
- c) $O(n \log n^2)$ $O(n \log n^2)$ $O(n \log n^2)$
- d) $O(n)$ $O(n)$ $O(n)$

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Certificate of Completion
2021-2022

This is to certify that Mr/Ms **PUSHPA.R**.....
Year..... Department..... **CSE**..... has successfully Completed the Value added course.

SCORE:..... **92**.....

COURSE
TITLE: **COMPUTATIONAL...COMPLEXITY**.....

COURSE
DURATION: **9/8/21 to 13/8/21**.

J. Sankar
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VALUE ADDED COURSES
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Department of Computer Science and Engineering
21CSE02- Game Theory

MARK SHEET

Sl. No	Register Number	Student Name	Marks
1	19TD1501	ABARNA .V	92
2	19TD1502	ABDUL RAHMAN .MA	92
3	19TD1503	ABIRAMI .K	96
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44	19TD1544	YOGESH .V	92
45	19TD1545	YOVEL MISONRAJ .D	92
46	19TDL011	JAFFERSET.S	92

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S. Seenuvasamurthi
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S. Seenuvasamurthi
Dr. S. SEENUVASAMURTHI, M.E., Ph.C.
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VALUE ADDED COURSES

2021-2022

Department of Computer Science and Engineering
21CSE02- Game Theory


NAME:

CLASS:

DATE:

1. What is game theory primarily concerned with?
 - a) The study of random events
 - b) The study of decision-making in competitive situations
 - c) The study of cooperative behavior
 - d) The study of physical gamesAnswer: b) The study of decision-making in competitive situations
2. Who is considered the founder of modern game theory?
 - a) John Nash
 - b) John von Neumann
 - c) John Maynard Keynes
 - d) Adam SmithAnswer: b) John von Neumann
3. What is a Nash equilibrium?
 - a) A situation where players do not reach an optimal outcome
 - b) A situation where each player's strategy is optimal given the strategies of all other players
 - c) A situation where players change their strategies continuously
 - d) A situation where only one player benefitsAnswer: b) A situation where each player's strategy is optimal given the strategies of all other players
4. Which of the following is an example of a zero-sum game?
 - a) Prisoner's Dilemma
 - b) Chess
 - c) Stag Hunt
 - d) Public Goods GameAnswer: b) Chess




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5. In game theory, what is a "strategy"?
- a) A player's plan of action for all possible scenarios in a game
 - b) A random choice made by a player
 - c) The outcome of a game
 - d) The rules governing a game

Answer: a) A player's plan of action for all possible scenarios in a game

6. What does "dominant strategy" mean in game theory?
- a) A strategy that always results in the highest payoff for a player
 - b) A strategy that results in the lowest payoff
 - c) A strategy that is better than any other strategy for one player, regardless of what the other players do
 - d) A strategy that is never used

Answer: c) A strategy that is better than any other strategy for one player, regardless of what the other players do

7. What is the key feature of a zero-sum game?
- a) The sum of the payoffs to all players is zero in every possible outcome
 - b) Only one player can win
 - c) The game cannot be solved
 - d) Cooperation between players is required

Answer: a) The sum of the payoffs to all players is zero in every possible outcome

8. In the context of the Prisoner's Dilemma, what is the best outcome for both players collectively?
- a) Both players confess
 - b) Both players remain silent
 - c) One player confesses, and the other remains silent
 - d) Both players refuse to play

Answer: b) Both players remain silent

9. Which concept explains why players might not cooperate even if it is in their best interest?
- a) Dominant strategy
 - b) Nash equilibrium
 - c) Pareto efficiency
 - d) Prisoner's Dilemma

Answer: d) Prisoner's Dilemma




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10. What is Pareto efficiency?

- a) A situation where it is impossible to make one player better off without making another player worse off
- b) A situation where one player wins everything
- c) A situation where cooperation leads to worse outcomes for all
- d) A situation where all players receive equal payoffs

Answer: a) A situation where it is impossible to make one player better off without making another player worse off

11. What is a mixed strategy in game theory?

- a) A strategy that involves randomizing over different actions
- b) A strategy that involves always choosing the same action
- c) A strategy that changes based on past outcomes
- d) A strategy that only one player uses

Answer: a) A strategy that involves randomizing over different actions

12. Which of the following best describes a cooperative game?

- a) A game where players can form binding agreements
- b) A game where players act independently
- c) A game where the sum of payoffs is zero
- d) A game without any Nash equilibrium

Answer: a) A game where players can form binding agreements

13. What is the Minimax theorem associated with?

- a) The optimal strategy in zero-sum games
- b) The formation of Nash equilibrium
- c) The strategies in cooperative games
- d) The outcomes in non-zero-sum games

Answer: a) The optimal strategy in zero-sum games

14. In a repeated game, what is a "trigger strategy"?

- a) A strategy that is always used
- b) A strategy that punishes opponents for deviating from a cooperative strategy
- c) A strategy that involves random actions
- d) A strategy that cannot be used more than once

Answer: b) A strategy that punishes opponents for deviating from a cooperative strategy




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15. Which game theory concept is used to model evolutionary processes?

- a) Nash equilibrium
- b) Dominant strategy
- c) Evolutionarily Stable Strategy (ESS)
- d) Zero-sum game

Answer: c) Evolutionarily Stable Strategy (ESS)

16. In a game tree, what do the nodes represent?

- a) The decisions or moves of the players
- b) The outcomes of the game
- c) The payoffs for the players
- d) The rules of the game

Answer: a) The decisions or moves of the players

17. Which of the following is an example of a non-cooperative game?

- a) Prisoner's Dilemma
- b) Public Goods Game
- c) Bargaining Game
- d) Coalition Game

Answer: a) Prisoner's Dilemma

18. What is backward induction used for in game theory?

- a) To determine the optimal strategy in sequential games
- b) To find Nash equilibria in simultaneous games
- c) To analyze mixed strategies
- d) To form coalitions in cooperative games

Answer: a) To determine the optimal strategy in sequential games

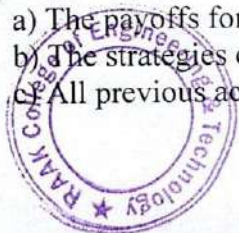
19. Which of the following is true for an Evolutionarily Stable Strategy (ESS)?

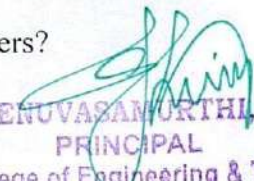
- a) It cannot be invaded by a small number of mutants
- b) It maximizes the payoff for all players
- c) It is always a mixed strategy
- d) It is not affected by mutations

Answer: a) It cannot be invaded by a small number of mutants

20. In a game with perfect information, what is known to all players?

- a) The payoffs for each outcome
- b) The strategies of each player
- c) All previous actions and moves




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d) The optimal strategy

Answer: c) All previous actions and moves

21. What does the "Folk Theorem" pertain to in game theory?

- a) Equilibria in repeated games
- b) Strategies in zero-sum games
- c) Payoffs in cooperative games
- d) Equilibria in one-shot games

Answer: a) Equilibria in repeated games

22. Which game theory concept deals with how to distribute payoffs in cooperative games?

- a) Shapley value
- b) Nash equilibrium
- c) Dominant strategy
- d) Mixed strategy

Answer: a) Shapley value

23. What is a "Bayesian game"?

- a) A game in which players have incomplete information about other players
- b) A game that can be solved using backward induction
- c) A game with perfect information
- d) A zero-sum game

Answer: a) A game in which players have incomplete information about other players

24. In a sequential game, what does a "subgame perfect equilibrium" ensure?

- a) Optimal strategies at every stage of the game
- b) A single Nash equilibrium
- c) Randomization of strategies
- d) A non-cooperative outcome

Answer: a) Optimal strategies at every stage of the game

25. What is "common knowledge" in the context of game theory?

- a) Information that all players know, and they all know that the others know it as well
- b) Information that is known to at least one player
- c) Strategies that all players use
- d) Payoffs that are the same for all players

Answer: a) Information that all players know, and they all know that the others know it as well



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VALUE ADDED COURSES

2021-2022

Department of Computer Science Engineering
21CSE02- Game Theory

NAME: MARZIA.M

CLASS: III / CSE

DATE: 20 / 08 / 20 21

1. What is game theory primarily concerned with?
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23
25

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 - d) Payoffs that are the same for all players




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Certificate of Completion

2021-2022

This is to certify that Mr/Ms S.M.E.T.H.A.:T.....

Year...11... Department...S.E... has successfully Completed the Value added course.

SCORE: 72.....

COURSE

COURSE

TITLE:G.A.M.E...T.H.E.Q.R.✓.....

DURATION: 2/2/21...to...14/8/21

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**VALUE ADDED COURSES
2021-2022**

Department of Computer Science and Engineering

21CSE03-Functional Programming Languages

MARK SHEET

Sl. No	Register Number	Student Name	MARKS
1	20TD0902	ARAVIND. V	92
2	20TD0903	ASRAF ALI. A	96
3	20TD0904	BHARATHI. S	96
4	20TD0905	BHUVANESWARAN. U	92
5	20TD0906	DINESH KUMAR. T	92
6	20TD0907	FAHMEETHA. J	96
7	20TD0908	FROSE. S	96
8	20TD0909	GNANAMOORTHY. E	92
9	20TD0910	HEMALAKSHMI. J	92
10	20TD0911	JASMEEN. O	96
11	20TD0912	JAYASUDHA. S	96
12	20TD0913	KARTHIKA. K	92
13	20TD0914	KAVIARASAN. S	92
14	20TD0915	KAVIYA. K	92



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15	20TD0916	MALAVIKA. K	96
16	20TD0917	MARIMUTHU. N	96
17	20TD0918	MERVIN IMMANUVEL. S	92
18	20TD0919	NATRAJAN. R	92
19	20TD0920	PARKAVI. S	96
20	20TD0922	RANJITH. A	96
21	20TD0923	SATCHIDHANANDHAM. A	92
22	20TD0924	SNEGA. G	92
23	20TD0925	VIJAYA LAKSHMI. L	96
24	20TD0926	VISHNU PRIYA. V	96
25	20TD0927	YASMIN. A	92
26	20TDL047	MOHANRAJ. D	92
27	20TDL048	OVIYA P	92
28	20TDL049	PATCHAIAPPAN. M	96
29	20TDL050	PAVITHRA P	96
30	20TDL051	REENA KUMARI. J	92

Rohi
HOD




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VALUE ADDED COURSES

2021-2022

Department of Computer Science and Engineering

21CSE03-Functional Programming Languages

NAME:

CLASS:

DATE:

1. What is a key characteristic of functional programming languages?
- a) Imperative state changes
 - b) Mutable data
 - c) First-class functions
 - d) Loop constructs

Answer: c) First-class functions

2. Which of the following is a pure functional programming language?
- a) Python
 - b) Haskell
 - c) Java
 - d) C++

Answer: b) Haskell

3. In functional programming, what does immutability refer to?
- a) Variables that can be changed after they are initialized
 - b) Variables that cannot be changed after they are initialized
 - c) Functions that cannot be reused
 - d) Functions that change their behavior


Answer: b) Variables that cannot be changed after they are initialized

4. Which concept is central to functional programming and refers to the use of functions as values?
- a) Recursion
 - b) Higher-order functions
 - c) Looping
 - d) Mutable state

Answer: b) Higher-order functions

5. What does "referential transparency" mean in the context of functional programming?
- a) Functions always produce different outputs for the same inputs
 - b) Functions always produce the same output for the same inputs
 - c) Variables can be changed at any time




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d) The order of function calls affects the result

Answer: b) Functions always produce the same output for the same inputs

6. Which functional programming language is known for its lazy evaluation?

- a) Haskell
- b) Scheme
- c) Lisp
- d) Erlang

Answer: a) Haskell

7. What is a lambda expression in functional programming?

- a) A way to define a named function
- b) A way to define an anonymous function
- c) A method for debugging code
- d) A loop construct

Answer: b) A way to define an anonymous function

8. Which of the following is a common feature in functional programming languages to handle operations like map, filter, and reduce?

- a) Loop constructs
- b) Higher-order functions
- c) Conditional statements
- d) Mutable variables

Answer: b) Higher-order functions

9. What is "currying" in functional programming?

- a) Transforming a function that takes multiple arguments into a series of functions that each take a single argument
- b) Combining two functions into a single function
- c) Creating a function that returns a constant value
- d) Executing a function with default arguments

Answer: a) Transforming a function that takes multiple arguments into a series of functions that each take a single argument

10. In functional programming, what is a "monad"?

- a) A design pattern for encapsulating behavior
- b) A way to handle side effects
- c) A type of loop construct
- d) A data structure for storing elements

Answer: b) A way to handle side effects



A handwritten signature in blue ink, appearing to read 'S. Seenuvasamurthi'.

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11. Which language feature allows functions to be passed as arguments to other functions or returned as results?
- a) Polymorphism
 - b) Encapsulation
 - c) First-class functions
 - d) Inheritance

Answer: c) First-class functions

12. What is the purpose of a "pure function"?
- a) To modify global state
 - b) To perform I/O operations
 - c) To ensure consistent output for the same input without side effects
 - d) To execute in constant time

Answer: c) To ensure consistent output for the same input without side effects

13. In the context of functional programming, what is "pattern matching"?
- a) A way to iterate over collections
 - b) A mechanism to check a value against a pattern
 - c) A method for optimizing performance
 - d) A technique for sorting data

Answer: b) A mechanism to check a value against a pattern

14. Which of the following languages was one of the first to support functional programming concepts?
- a) Java
 - b) Lisp
 - c) C++
 - d) Pascal


Answer: b) Lisp

15. What does "lazy evaluation" mean in functional programming?
- a) Computing values as soon as they are bound to a variable
 - b) Deferring computation until the value is needed
 - c) Evaluating expressions in a strict order
 - d) Ignoring computations that are not needed

Answer: b) Deferring computation until the value is needed

16. What is "tail recursion" in functional programming?
- a) A recursion where the recursive call is the last operation in the function
 - b) A recursion that occurs only at the beginning of a function
 - c) A recursion that does not use a base case
 - d) A recursion that handles infinite loops




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Answer: a) A recursion where the recursive call is the last operation in the function

17. Which functional programming language was specifically designed for concurrent and distributed systems?

- a) Scala
- b) Erlang
- c) Haskell
- d) F#

Answer: b) Erlang

18. What is the result of applying the "map" function to a list?

- a) A single aggregated value
- b) A transformed list where each element is the result of applying a function to the original elements
- c) A sorted version of the list
- d) A filtered list based on a condition

Answer: b) A transformed list where each element is the result of applying a function to the original elements

19. Which of the following best describes "functional composition"?

- a) Combining multiple functions to form a single function
- b) Dividing a function into multiple sub-functions
- c) Iterating over elements of a list
- d) Storing functions in a data structure

Answer: a) Combining multiple functions to form a single function

20. What does "idempotent" mean with respect to a function in functional programming?

- a) A function that can be called multiple times without changing the result beyond the initial application
- b) A function that returns a different result each time it is called
- c) A function that modifies global state
- d) A function that always returns a constant value

Answer: a) A function that can be called multiple times without changing the result beyond the initial application

21. Which functional programming language is a dialect of ML and developed by Microsoft?

- a) Haskell
- b) F#
- c) Scheme
- d) Clojure

Answer: b) F#

22. In functional programming, what is a "functor"?



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- a) A data structure that can be mapped over
- b) A function that performs side effects
- c) A type of loop
- d) A variable that changes state

Answer: a) A data structure that can be mapped over

23. What is "memoization" in the context of functional programming?
- a) Storing results of expensive function calls and reusing the results when the same inputs occur again
 - b) Breaking a problem into sub-problems
 - c) Combining multiple functions into one
 - d) Performing I/O operations

Answer: a) Storing results of expensive function calls and reusing the results when the same inputs occur again


24. Which of the following best describes the term "closure" in functional programming?
- a) A function along with its lexical environment
 - b) A function that never returns
 - c) A function that only works with numbers
 - d) A loop that terminates early

Answer: a) A function along with its lexical environment

25. Which functional programming language is built on the JVM and interoperates with Java?
- a) Erlang
 - b) Scala
 - c) Haskell
 - d) F#

Answer: b) Scala




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VALUE ADDED COURSES
2021-2022

Department of Computer Science Engineering
21CSE03-Functional Programming Languages

NAME: FROSE.S
CLASS: IV / CSE
DATE: 20/08/2021

1. What is a key characteristic of functional programming languages?
a) Imperative state changes
b) Mutable data
c) First-class functions
d) Loop constructs
2. Which of the following is a pure functional programming language?
a) Python
b) Haskell
c) Java
d) C++
3. In functional programming, what does immutability refer to?
a) Variables that can be changed after they are initialized
b) Variables that cannot be changed after they are initialized
c) Functions that cannot be reused
d) Functions that change their behavior
4. Which concept is central to functional programming and refers to the use of functions as values?
a) Recursion
b) Higher-order functions
c) Looping
d) Mutable state
5. What does "referential transparency" mean in the context of functional programming?
a) Functions always produce different outputs for the same inputs
b) Functions always produce the same output for the same inputs
c) Variables can be changed at any time
d) The order of function calls affects the result
6. Which functional programming language is known for its lazy evaluation?
a) Haskell
b) Scheme
c) Lisp
d) Erlang

24
25
96%



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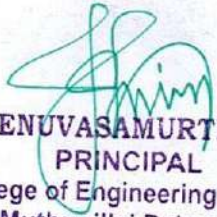
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7. What is a lambda expression in functional programming?
 - a) A way to define a named function
 - b) A way to define an anonymous function
 - c) A method for debugging code
 - d) A loop construct
8. Which of the following is a common feature in functional programming languages to handle operations like map, filter, and reduce?
 - a) Loop constructs
 - b) Higher-order functions
 - c) Conditional statements
 - d) Mutable variables
9. What is "currying" in functional programming?
 - a) Transforming a function that takes multiple arguments into a series of functions that each take a single argument
 - b) Combining two functions into a single function
 - c) Creating a function that returns a constant value
 - d) Executing a function with default arguments
10. In functional programming, what is a "monad"?
 - a) A design pattern for encapsulating behavior
 - b) A way to handle side effects
 - c) A type of loop construct
 - d) A data structure for storing elements
11. Which language feature allows functions to be passed as arguments to other functions or returned as results?
 - a) Polymorphism
 - b) Encapsulation
 - c) First-class functions
 - d) Inheritance
12. What is the purpose of a "pure function"?
 - a) To modify global state
 - b) To perform I/O operations
 - c) To ensure consistent output for the same input without side effects
 - d) To execute in constant time
13. In the context of functional programming, what is "pattern matching"?
 - a) A way to iterate over collections
 - b) A mechanism to check a value against a pattern
 - c) A method for optimizing performance
 - d) A technique for sorting data




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14. Which of the following languages was one of the first to support functional programming concepts?
- a) Java
 - b) Lisp
 - c) C++
 - d) Pascal
15. What does "lazy evaluation" mean in functional programming?
- a) Computing values as soon as they are bound to a variable
 - b) Deferring computation until the value is needed
 - c) Evaluating expressions in a strict order
 - d) Ignoring computations that are not needed
16. What is "tail recursion" in functional programming?
- a) A recursion where the recursive call is the last operation in the function
 - b) A recursion that occurs only at the beginning of a function
 - c) A recursion that does not use a base case
 - d) A recursion that handles infinite loops
17. Which functional programming language was specifically designed for concurrent and distributed systems?
- a) Scala
 - b) Erlang
 - c) Haskell
 - d) F#
18. What is the result of applying the "map" function to a list?
- a) A single aggregated value
 - b) A transformed list where each element is the result of applying a function to the original elements
 - c) A sorted version of the list
 - d) A filtered list based on a condition
19. Which of the following best describes "functional composition"?
- a) Combining multiple functions to form a single function
 - b) Dividing a function into multiple sub-functions
 - c) Iterating over elements of a list
 - d) Storing functions in a data structure
20. What does "idempotent" mean with respect to a function in functional programming?
- a) A function that can be called multiple times without changing the result beyond the initial application
 - b) A function that returns a different result each time it is called
 - c) A function that modifies global state
 - d) A function that always returns a constant value




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Certificate of Completion

2021-2022

This is to certify that Mr/Ms SNEHA:G.....

Year...A.... Department...CSE... has successfully Completed the Value added course.

SCORE: 92

COURSE FUNCTIONAL PROGRAMMING
TITLE: LANGUAGE.....

COURSE

DURATION: ...1.8/21...to...14.8.21

J. Paul

HOD



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