

M.D.UNIVERSITY, ROHTAK
Scheme of studies & Examination
Bachelor of Engineering (Computer Science & Engineering)
SEMESTER-IV

Modified 'E' Scheme effective from 2006-07

Sl · N o.	Course No.	Subject	Teaching Schedule				Examination Schedule (Marks)				Duration of Exam (Hours)
			L	T	P	Total	Marks of Class work	Theory	Practical	Total	
1	<u>CSE-202 E</u>	Data Base Management Systems (CSE,IT)	3	1	-	4	50	100	-	150	3
2	<u>CSE-204 E</u>	Programming Languages (CSE,IT)	3	1	-	4	50	100	-	150	3
3	<u>CSE-206 E</u>	Theory of Automata & Computation	3	1	-	4	50	100	-	150	3
4	IT-202-E	Object-Oriented Programming using C++ (CSE,IT)	3	1	-	4	50	100	-	150	3
5	CSE-208 E	Internet Fundamentals (CSE,IT)	3	1	-	4	50	100	-	150	3
6	CSE-210 E	Computer Architecture and Organization (CSE,IT and Common with 5 th Sem. EL,EI,IC)	3	1	-	4	50	100	-	150	3
7	<u>CSE-212E</u>	Data Base Management Systems Lab. (CSE,IT)	-	-	3	3	50	-	50	100	3
8	IT-206-E	C++ Programming Lab. (CSE,IT)	-	-	2	2	25	-	25	50	3
9	CSE-214 E	Internet Lab. (CSE,IT)	-	-	2	2	25	-	25	50	3
10	GPCSE-202 E	General Proficiency	-	-	-	-	50	-	-	50	
TOTAL			18	6	7	31	450	600	100	1150	

Note:

- 1. Students will be allowed to use non-programmable scientific calculator. However, sharing of calculator will not be permitted in the examination.**
- 2. The marks of class work as well practical examination in the subject CSE-212 E (Data Base Management Systems Lab.) has been increased from 25 each to 50 each. Thus the total marks for the subject shall be 100 in place of 50 from the session 2006-07.**
- 3. The grand total of semester marks shall be 1150 in-place of 1050 marks.**
- 4. Each student has to undergo practical training of 6 weeks during summer vacation and its evaluation shall be carried out in the V semester will be implemented from 2006-07.**

CSE-202 E**Database Management Systems**

L T P
3 1 -

Class Work: 50
Exam: 100
Total: 150
Duration of Exam: 3 Hrs.

Unit-1:Introduction Overview of database Management System; Various views of data, data Models, Introduction to Database Languages. Advantages of DBMS over file processing systems, Responsibility of Database Administrator,

Unit-2: Introduction to Client/Server architecture, Three levels architecture of Database Systems, E-R Diagram (Entity Relationship), mapping Constraints, Keys, Reduction of E-R diagram into tables.

Unit-3: File Organisation: Sequential Files, index sequential files, direct files, Hashing, B-trees Index files.

Unit-4: Relational Model, Relational Algebra & various operations, Relational and Tuple calculus.

Unit-5: Introduction to Query Languages :QLB , QBE, Structured query language – with special reference of (SQL of ORACLE), integrity constraints, functional dependencies & NORMALISATION – (up to 4th Normal forms), BCNF (Boyce – code normal forms)

Unit-6: Introduction to Distributed Data processing, parallel Databases, data mining & data warehousing, network model & hierarchical model, Introduction to Concurrency control and Recovery systems.

Text Books:

- Database System Concepts by A. Silberschatz, H.F. Korth and S. Sudarshan, 3rd edition, 1997, McGraw-Hill, International Edition.
- Introduction to Database Management system by Bipin Desai, 1991, Galgotia Pub.

Reference Books:

- Fundamentals of Database Systems by R. Elmasri and S.B. Navathe, 3rd edition, 2000, Addison-Wesley, Low Priced Edition.
- An Introduction to Database Systems by C.J. Date, 7th edition, Addison-Wesley, Low Priced Edition, 2000.
- Database Management and Design by G.W. Hansen and J.V. Hansen, 2nd edition, 1999, Prentice-Hall of India, Eastern Economy Edition.
- Database Management Systems by A.K. Majumdar and P. Bhattacharyya, 5th edition, 1999, Tata McGraw-Hill Publishing.
- A Guide to the SQL Standard, Date, C. and Darwen,H. 3rd edition, Reading, MA: 1994, Addison-Wesley.
- Data Management & file Structure by Looms, 1989, PHI

Note: Eight questions will be set in all by the examiners taking at least one question from each unit. Students will be required to attempt five questions in all.

CSE-204 E**Programming Languages**

L T P
3 1 -

Class Work: 50
Exam: 100
Total: 150
Duration of Exam: 3 Hrs.

Unit-1: Introduction: Syntactic and semantic rules of a Programming language, Characteristics of a good programming language, Programming language translators compiler & interpreters , Elementary data types – data objects, variable & constants, data types, Specification & implementation of elementary data types, Declarations ,type checking & type conversions , Assignment & initialization, Numeric data types, enumerations, Booleans & characters.

Unit-2: Structured data objects : Structured data objects & data types , specification & implementation of structured data types, Declaration & type checking of data structure ,vector & arrays, records Character strings, variable size data structures , Union, pointer & programmer defined data objects, sets, files.

Unit-3 : Subprograms and Programmer Defined Data Types: Evolution of data type concept ,abstraction, encapsulation & information hiding , Subprograms ,type definitions, abstract data types.

Unit-4: Sequence Control: Implicit & explicit sequence control ,sequence control within expressions, sequence control within statement, Subprogram sequence control: simple call return ,recursive subprograms, Exception & exception handlers, co routines, sequence control .

Unit-5: Data Control: Names & referencing environment, static & dynamic scope, block structure, Local data & local referencing environment, Shared data: dynamic & static scope. Parameter & parameter transmission schemes.

Unit-6: Storage Management: Major run time elements requiring storage ,programmer and system controlled storage management & phases , Static storage management , Stack based storage management, Heap storage management ,variable & fixed size elements.

Unit-7: Programming Languages: Introduction to procedural, non-procedural ,structured, functional and object oriented programming language, Comparison of C & C++ programming languages.

Text Book:

- Programming languages Design & implementation by T.W. .Pratt, 1996, Prentice Hall Pub.
- Programming Languages – Principles and Paradigms by Allen Tucker & Robert Noonan, 2002, TMH,

Reference Books:

- Fundamentals of Programming languages by Ellis Horowitz, 1984, Galgotia publications (Springer Verlag),
- Programming languages concepts by C. Ghezzi, 1989, Wiley Publications.,
- Programming Languages – Principles and Pradigms Allen Tucker , Robert Noonan 2002, T.M.H.

Note: Eight questions will be set in all by the examiners taking at least one question from each unit. Students will be required to attempt five questions in all.

L	T	P
3	1	-

Class Work:	50
Exam:	100
Total:	150
Duration of Exam:	3 Hrs.

Unit-1: Finite Automata and Regular Expressions: Finite State Systems, Basic Definitions Non-Deterministic finite automata (NFA), Deterministic finite automata (DFA), Equivalence of DFA and NFA Finite automata with E-moves, Regular Expressions, Equivalence of finite automata and Regular Expressions, Regular expression conversion and vice versa.

Unit-2: Introduction to Machines: Concept of basic Machine, Properties and limitations of FSM. Moore and mealy Machines, Equivalence of Moore and Mealy machines, Conversion of NFA to DFA by Arden's Method.

Unit-3: Properties of Regular Sets: The Pumping Lemma for Regular Sets, Applications of the pumping lemma, Closure properties of regular sets, Myhill-Nerode Theorem and minimization of finite Automata, Minimization Algorithm.

Unit-4: Grammars: Definition, Context free and Context sensitive grammar, Ambiguity regular grammar, Reduced forms, Removal of useless Symbols and unit production, Chomsky Normal Form (CNF), Griebach Normal Form (GNF).

Unit-5: Pushdown Automata: Introduction to Pushdown Machines, Application of Pushdown Machines

Unit-6: Turing Machines: Deterministic and Non-Deterministic Turing Machines, Design of T.M, Halting problem of T.M., PCP Problem.

Unit-7: Chomsky Hierarchies: Chomsky hierarchies of grammars, Unrestricted grammars, Context sensitive languages, Relation between languages of classes.

Unit-8: Computability: Basic concepts, Primitive Recursive Functions.

Text Book:

- Introduction to automata theory, language & computations- Hopcroft & O.D.Ullman, R Mothwani, 2001, AW

Reference Books:

- Theory of Computer Sc.(Automata, Languages and computation):K.L.P.Mishra & N.Chandrasekaran, 2000, PHI.
- Introduction to formal Languages & Automata-Peter Linz, 2001, Narosa Publ..
- Fundamentals of the Theory of Computation- Principles and Practice by RamondGreenlaw and H. James Hoover, 1998, Harcourt India Pvt. Ltd..
- Elements of theory of Computation by H.R. Lewis & C.H. Papaditriou, 1998, PHI.
- Introduction to languages and the Theory of Computation by John C. Martin 2003, T.M.H.

Note: Eight questions will be set in all by the examiners taking at least one question from each unit. Students will be required to attempt five questions in all.

L T P
3 1 -

Class Work: 50
Exam: 100
Total: 150
Duration of Exam: 3 Hrs.

Unit-1: Introduction to C++, C++ Standard Library, Basics of a Typical C++ Environment, Pre-processors Directives, Illustrative Simple C++ Programs. Header Files and Namespaces, library files.

Unit-2: Object Oriented Concepts : Introduction to Objects and Object Oriented Programming, Encapsulation (Information Hiding), Access Modifiers: Controlling access to a class, method, or variable (public, protected, private, package), Other Modifiers, Polymorphism: Overloading,, Inheritance, Overriding Methods, Abstract Classes, Reusability, Class's Behaviors.

Unit-3: Classes and Data Abstraction: Introduction, Structure Definitions, Accessing Members of Structures, Class Scope and Accessing Class Members, Separating Interface from Implementation, Controlling Access Function And Utility Functions, Initializing Class Objects: Constructors, Using Default Arguments With Constructors, Using Destructors, Classes : Const(Constant) Object And Const Member Functions, Object as Member of Classes, Friend Function and Friend Classes, Using This Pointer, Dynamic Memory Allocation with New and Delete, Static Class Members, Container Classes And Integrators, Proxy Classes, Function overloading.

Unit-4: Operator Overloading: Introduction, Fundamentals of Operator Overloading, Restrictions On Operators Overloading, Operator Functions as Class Members vs. as Friend Functions, Overloading, <<, >> Overloading Unary Operators, Overloading Binary Operators.

Unit-5: Inheritance: Introduction, Inheritance: Base Classes And Derived Classes, Protected Members, Casting Base- Class Pointers to Derived- Class Pointers, Using Member Functions, Overriding Base –Class Members in a Derived Class, Public, Protected and Private Inheritance, Using Constructors and Destructors in derived Classes, Implicit Derived –Class Object To Base- Class Object Conversion, Composition Vs. Inheritance.

Unit-6: Virtual Functions and Polymorphism: Introduction to Virtual Functions, Abstract Base Classes And Concrete Classes, Polymorphism, New Classes And Dynamic Binding, Virtual Destructors, Polymorphism, Dynamic Binding.

Unit-7: Files and I/O Streams: Files and Streams, Creating a Sequential Access File, Reading Data From A Sequential Access File, Updating Sequential Access Files, Random Access Files, Creating A Random Access File, Writing Data Randomly To a Random Access File, Reading Data Sequentially from a Random Access File. Stream Input/Output Classes and Objects, Stream Output, Stream Input, Unformatted I/O (with read and write), Stream Manipulators, Stream Format States, Stream Error States.

Unit-8: Templates & Exception Handling: Function Templates, Overloading Template Functions, Class Template, Class Templates and Non-Type Parameters, Templates and Inheritance, Templates and Friends, Templates and Static Members.

Introduction, Basics of C++ Exception Handling: Try Throw, Catch, Throwing an Exception, Catching an Exception, Rethrowing an Exception, Exception specifications, Processing Unexpected Exceptions, Stack Unwinding, Constructors, Destructors and Exception Handling, Exceptions and Inheritance.

Text Books:

- C++ How to Program by H M Deitel and P J Deitel, 1998, Prentice Hall
- Object Oriented Programming in Turbo C++ by Robert Lafore ,1994, The WAITE Group Press.
- Programming with C++ By D Ravichandran, 2003, T.M.H

Reference books:

- Object oriented Programming with C++ by E Balagurusamy, 2001, Tata McGraw-Hill
- Computing Concepts with C++ Essentials by Horstmann, 2003, John Wiley,
- The Complete Reference in C++ By Herbert Schildt, 2002, TMH.

Note: Eight questions will be set in all by the examiners taking at least one question from each unit. Students will be required to attempt five questions in all.

CSE-208 E**Internet Fundamentals**

L T P
3 1 -

Class Work: 50
Exam: 100
Total: 150
Duration of Exam: 3 Hrs.

Unit-1: Electronic Mail: Introduction, advantages and disadvantages, Userids, Pass words, e-mail addresses, message components, message composition, mailer features, E-mail inner workings, E-mail management, Mime types, Newsgroups, mailing lists, chat rooms.

Unit-2 : The Internet: Introduction to networks and internet, history, Working of Internet, Internet Congestion, internet culture, business culture on internet. Collaborative computing & the internet. Modes of Connecting to Internet, Internet Service Providers(ISPs), Internet address, standard address, domain name, DNS, IP.v6.Modems and time continuum, communications software; internet tools.

Unit-3 : World Wide Web : Introduction, Miscellaneous Web Browser details, searching the www: Directories search engines and meta search engines, search fundamentals, search strategies, working of the search engines, Telnet and FTP.

Introduction to Browser, Coast-to-coast surfing, hypertext markup language, Web page installation, Web page setup, Basics of HTML & formatting and hyperlink creation. Using FrontPage Express, Plug-ins.

Unit-4: Languages: Basic and advanced HTML, java script language, Client and Server Side Programming in java script. Forms and data in java script, XML basics.

Unit-5 : Servers : Introduction to Web Servers: PWS, IIS, Apache; Microsoft Personal Web Server. Accessing & using these servers.

Unit-6: Privacy and security topics: Introduction, Software Complexity, Encryption schemes, Secure Web document, Digital Signatures, Firewalls.

Text Book:

- Fundamentals of the Internet and the World Wide Web, Raymond Greenlaw and Ellen Hepp – 2001, TMH
- Internet & World Wide Programming, Deitel,Deitel & Nieto, 2000, Pearson Education

Reference Books:

- Complete idiots guide to java script,. Aron Weiss, QUE, 1997
- Network firewalls, Kironjeet syan -New Rider Pub.
- www.secinf.com
- www.hackers.com
- Alfred Glkossbrenner-Internet 101 Computing MGH, 1996

Note: Eight questions will be set in all by the examiners taking at least one question from each unit. Students will be required to attempt five questions in all.

L	T	P
3	1	-

Class Work:	50
Exam:	100
Total:	150

Duration of Exam: 3 Hrs.

Unit-1: Basic Principles: Boolean algebra and Logic gates, Combinational logic blocks(Adders, Multiplexers, Encoders, de-coder), Sequential logic blocks(Latches, Flip-Flops, Registers, Counters)

Unit-2: General System Architecture: Store program control concept, Flynn's classification of computers (SISD, MISD, MIMD); Multilevel viewpoint of a machine: digital logic, micro architecture, ISA, operating systems, high level language; structured organization; CPU, caches, main memory, secondary memory units & I/O; Performance metrics; MIPS, MFLOPS.

Unit-3: Instruction Set Architecture: Instruction set based classification of processors (RISC, CISC, and their comparison); addressing modes: register, immediate, direct, indirect, indexed; Operations in the instruction set; Arithmetic and Logical, Data Transfer, Control Flow; Instruction set formats (fixed, variable, hybrid); Language of the machine: 8086 ; simulation using MSAM.

Unit-4: Basic non pipelined CPU Architecture: CPU Architecture types (accumulator, register, stack, memory/ register) detailed data path of a typical register based CPU, Fetch-Decode-Execute cycle (typically 3 to 5 stage); microinstruction sequencing, implementation of control unit, Enhancing performance with pipelining.

Unit-5: Memory Hierarchy & I/O Techniques: The need for a memory hierarchy (Locality of reference principle, Memory hierarchy in practice: Cache, main memory and secondary memory, Memory parameters: access/ cycle time, cost per bit); Main memory (Semiconductor RAM & ROM organization, memory expansion, Static & dynamic memory types); Cache memory (Associative & direct mapped cache organizations).

Unit-6: Introduction to Parallelism: Goals of parallelism (Exploitation of concurrency, throughput enhancement); Amdahl's law; Instruction level parallelism (pipelining, super scaling –basic features); Processor level parallelism (Multiprocessor systems overview).

Unit-7: Computer Organization [80x86]: Instruction codes, computer register, computer instructions, timing and control, instruction cycle, type of instructions, memory reference, register reference. I/O reference, Basics of Logic Design, accumulator logic, Control memory, address sequencing, micro-instruction formats, micro-program sequencer, Stack Organization, Instruction Formats, Types of interrupts; Memory Hierarchy.

Text Books:

- Computer Organization and Design, 2nd Ed., by David A. Patterson and John L. Hennessy, Morgan 1997, Kauffmann.
- Computer Architecture and Organization, 3rd Ed., by John P. Hayes, 1998, TMH.

Reference Books:

- Operating Systems Internals and Design Principles by William Stallings, 4th edition, 2001, Prentice-Hall Upper Saddle River, New Jersey
- Computer Organization, 5th Ed., by Carl Hamacher, Zvonko Vranesic, 2002, Safwat Zaky.
- Structured Computer Organisation by A.S. Tanenbaum, 4th edition, Prentice-Hall of India, 1999, Eastern Economic Edition.
- Computer Organisation & Architecture: Designing for performance by W. Stallings, 4th edition, 1996, Prentice-Hall International edition.
- Computer System Architecture by M. Mano, 2001, Prentice-Hall.
- Computer Architecture- Nicholas Carter, 2002, T.M.H.

Note: Eight questions will be set in all by the examiners taking at least one question from each unit. Students will be required to attempt five questions in all.

L T P
- - 3

Class Work: 50
Exam: 50
Total: 100
Duration of Exam: 3 Hrs.

I. Create a database and write the programs to carry out the following operation :

1. Add a record in the database
2. Delete a record in the database
3. Modify the record in the database
4. Generate queries
5. Generate the report
6. List all the records of database in ascending order.

II Develop two menu driven project for management of database system:

1. Library information system
 - (a) Engineering
 - (b) MCA
2. Inventory control system
 - (c) Computer Lab
 - (d) College Store
3. Student information system
 - (e) Academic
 - (f) Finance
4. Time table development system
 - (g) CSE, IT & MCA Departments
 - (h) Electrical & Mechanical Departments

Usage of S/w:

1. VB, ORACLE and/or DB2
2. VB, MSACCESS
3. ORACLE, D2K
4. VB, MS SQL SERVER 2000

Note: At least 5 to 10 more exercises to be given by the teacher concerned.

L	T	P
-	-	2

Class Work:	25
Exam:	25
Total:	50
Duration of Exam:	3 Hrs.

- Q1. Raising a number n to a power p is the same as multiplying n by itself p times. Write a function called `power ()` that takes a double value for n and an int value for p , and returns the result as double value. Use a default argument of 2 for p , so that if this argument is omitted, the number will be squared. Write a main () function that gets values from the user to test this function.
- Q2. A point on the two dimensional plane can be represented by two numbers: an X coordinate and a Y coordinate. For example, (4,5) represents a point 4 units to the right of the origin along the X axis and 5 units up the Y axis. The sum of two points can be defined as a new point whose X coordinate is the sum of the X coordinates of the points and whose Y coordinate is the sum of their Y coordinates.
Write a program that uses a structure called point to model a point. Define three points, and have the user input values to two of them. Then set the third point equal to the sum of the other two, and display the value of the new point. Interaction with the program might look like this:
Enter coordinates for P1: 3 4
Enter coordinates for P2: 5 7
Coordinates of P1 + P2 are : 8, 11
- Q 3. Create the equivalent of a four function calculator. The program should request the user to enter a number, an operator, and another number. It should then carry out the specified arithmetical operation: adding, subtracting, multiplying, or dividing the two numbers. (It should use a switch statement to select the operation). Finally it should display the result.
When it finishes the calculation, the program should ask if the user wants to do another calculation. The response can be 'Y' or 'N'. Some sample interaction with the program might look like this.
Enter first number, operator, second number: 10/ 3
Answer = 3.333333
Do another (Y/ N)? Y
Enter first number, operator, second number 12 + 100
Answer = 112
Do another (Y/ N) ? N
- Q4. A phone number, such as (212) 767-8900, can be thought of as having three parts: the area code (212), the exchange (767) and the number (8900). Write a program that uses a structure to store these three parts of a phone number separately. Call the structure phone. Create two structure variables of type phone. Initialize one, and have the user input a number for the other one. Then display both numbers. The interchange might look like this:
Enter your area code, exchange, and number: 415 555 1212
My number is (212) 767-8900
Your number is (415) 555-1212
- Q 5. Create two classes DM and DB which store the value of distances. DM stores distances in metres and centimeters and DB in feet and inches. Write a program that can read values for the class objects and add one object of DM with another object of DB.
Use a friend function to carry out the addition operation. The object that stores the results maybe a DM object or DB object, depending on the units in which the results are required.
The display should be in the format of feet and inches or metres and centimetres depending on the object on display.
- Q 6. Create a class rational which represents a numerical value by two double values- NUMERATOR & DENOMINATOR. Include the following public member Functions:
- constructor with no arguments (default).
 - constructor with two arguments.
 - void reduce() that reduces the rational number by eliminating the highest common factor between the numerator and denominator.
 - Overload + operator to add two rational number.

- Overload >> operator to enable input through cin.
- Overload << operator to enable output through cout.

Write a main () to test all the functions in the class.

Q 7. Consider the following class definition

```
class father {
    protected : int age;
public;
    father (int x) {age = x;}
    virtual void iam ( )
        { cout << "I AM THE FATHER, my age is : "<< age<< endl;}
};
```

Derive the two classes son and daughter from the above class and for each, define iam () to write our similar but appropriate messages. You should also define suitable constructors for these classes.

Now, write a main () that creates objects of the three classes and then calls iam () for them.

Declare pointer to father. Successively, assign addresses of objects of the two derived classes to this pointer and in each case, call iam () through the pointer to demonstrate polymorphism in action.

Q 8. Write a program that creates a binary file by reading the data for the students from the terminal.

The data of each student consist of roll no., name (a string of 30 or lesser no. of characters) and marks.

Q9. A hospital wants to create a database regarding its indoor patients. The information to store include

- Name of the patient
- Date of admission
- Disease
- Date of discharge

Create a structure to store the date (year, month and date as its members). Create a base class to store the above information. The member function should include functions to enter information and display a list of all the patients in the database. Create a derived class to store the age of the patients. List the information about all the to store the age of the patients. List the information about all the pediatric patients (less than twelve years in age).

Q 10. Make a class **Employee** with a name and salary. Make a class **Manager** inherit from **Employee**. Add an instance variable, named department, of type string. Supply a method to **toString** that prints the manager's name, department and salary. Make a class **Executive** inherit from **Manager**. Supply a method **to String** that prints the string "**Executive**" followed by the information stored in the **Manager** superclass object. Supply a test program that tests these classes and methods.

Q11. Imagine a tollbooth with a class called toll Booth. The two data items are a type unsigned int to hold the total number of cars, and a type double to hold the total amount of money collected. A constructor initializes both these to 0. A member function called payingCar () increments the car total and adds 0.50 to the cash total. Another function, called nopayCar (), increments the car total but adds nothing to the cash total. Finally, a member function called displays the two totals.

Include a program to test this class. This program should allow the user to push one key to count a paying car, and another to count a nonpaying car. Pushing the ESC key should cause the program to print out the total cars and total cash and then exit.

Q12. Write a function called reversit () that reverses a string (an array of char). Use a for loop that swaps the first and last characters, then the second and next to last characters and so on. The string should be passed to reversit () as an argument.

Write a program to exercise `reversit ()`. The program should get a string from the user, call `reversit ()`, and print out the result. Use an input method that allows embedded blanks. Test the program with Napoleon's famous phrase, "Able was I ere I saw Elba)".

Q13. Create some objects of the `string` class, and put them in a `Deque`—some at the head of the `Deque` and some at the tail. Display the contents of the `Deque` using the `forEach ()` function and a user-written display function. Then search the `Deque` for a particular string, using the `first That ()` function and display any strings that match. Finally remove all the items from the `Deque` using the `getLeft ()` function and display each item. Notice the order in which the items are displayed: Using `getLeft ()`, those inserted on the left (head) of the `Deque` are removed in "last in first out" order while those put on the right side are removed in "first in first out" order. The opposite would be true if `getRight ()` were used.

Q 14. Create a base class called `shape`. Use this class to store two double type values that could be used to compute the area of figures. Derive two specific classes called `triangle` and `rectangle` from the base `shape`. Add to the base class, a member function `get_data ()` to initialize base class data members and another member function `display_area ()` to compute and display the area of figures. Make `display_area ()` as a virtual function and redefine this function in the derived classes to suit their requirements.

Using these three classes, design a program that will accept dimensions of a triangle or a rectangle interactively and display the area.

Remember the two values given as input will be treated as lengths of two sides in the case of rectangles and as base and height in the case of triangles and used as follows:

Area of rectangle = $x * y$

Area of triangle = $\frac{1}{2} * x * y$

CSE 214 E**Internet Lab.**

L T P
- - 2

Class Work: 25
Exam: 25
Total: 50
Duration of Exam: 3 Hrs.

Exercises involving:

- Sending and receiving mails.
- Chatting on the net.
- Using FTP and Tel net server.
- Using HTML Tags (table, form, image, anchor etc.).
- Making a Web page of your college using HTML tags.

Note: At least 10 exercises to be given by the teacher concerned.