M.Sc. 4th Semester Examination, 2012

APPLIED MATHEMATICS WITH OCEANOLOGY AND COMPUTER PROGRAMMING

(Practical on Database Management System and Software Development)

PAPER—MTM-207

Full Marks : 25

Time : 2 hours

Answer one question

Problem : 20 marks; Lab. Note Book and Viva : 5 marks

Question will be selected by lottery.

(Turn Over)
F41. Create a database file for some students with the following fields

- Name
- Roll No.
- Date of birth

Write a program in FoxBase+ to draw the pop-up menu containing the following items

(i) Display the records of each student in a given format.

(ii) Display the records of a particular student whose roll no. is given in the given format.

(iii) Adding of new record(s).

(iv) Sorting on roll no. or name.

(v) Listing of roll no. and name of all records of the sorted file.

(vi) Exiting from the menu.

Enter 10 records and implement (i) and (vi).
F42. Create a database file for some students with the following fields

- Name
- Roll No.
- Date of birth

Write a program in FoxBase+ to draw the pop-up menu containing the following items

(i) Display the records of each student in a given format.

(ii) Display the records of a particular student whose roll no. is given in the given format.

(iii) Adding of new record(s).

(iv) Sorting on roll no. or name.

(v) Listing of roll no. and name of all records of the sorted file.

(vi) Exiting from the menu.

Enter 10 records and implement (ii) and (vi).
F43. Create a database file for some students with the following fields

- Name
- Roll No.
- Date of birth

Write a program in FoxBase+ to draw the pop-up menu containing the following items

(i) Display the records of each student in a given format.

(ii) Display the records of a particular student whose roll no. is given in the given format.

(iii) Adding of new record(s).

(iv) Sorting on roll no. or name.

(v) Listing of roll no. and name of all records of the sorted file.

(vi) Exiting from the menu.

Enter 10 records and implement (iii) and (vi).
F44. Create a database file for some students with the following fields

- Name
- Roll No.
- Date of birth

Write a program in FoxBase+ to draw the pop-up menu containing the following items

(i) Display the records of each student in a given format.

(ii) Display the records of a particular student whose roll no. is given in the given format.

(iii) Adding of new record(s).

(iv) Sorting on roll no. or name.

(v) Listing of roll no. and name of all records of the sorted file.

(vi) Exiting from the menu.

Enter 10 records and implement (iv), (v) and (vi).
F31. Create a database file that will maintain a list of

- Names
- Addresses
- Telephone numbers

Write a program in FoxBase+ to draw a pop-up menu that contains the following items

(i) Add new record(s)
(ii) Delete a record
(iii) Modify a record
(iv) Retrieve and display an entire record for a given name
(v) Generate a complete list of all records.
(vi) Exit from the menu.

Enter 10 records and implement (i) and (vi).
F32. Create a database file that will maintain a list of

- Names
- Addresses
- Telephone numbers

Write a program in FoxBase+ to draw a pop-up menu that contains the following items:

(i) Add new record(s)
(ii) Delete a record
(iii) Modify a record
(iv) Retrieve and display an entire record for a given name
(v) Generate a complete list of all records.
(vi) Exit from the menu.

Enter 10 records and implement (ii) and (vi).
F33. Create a database file that will maintain a list of

- Names
- Addresses
- Telephone numbers

Write a program in FoxBase+ to draw a pop-up menu that contains the following items

(i) Add new record(s)
(ii) Delete a record
(iii) Modify a record
(iv) Retrieve and display an entire record for a given name
(v) Generate a complete list of all records.
(vi) Exit from the menu.

Enter 10 records and implement (iii) and (vi).
F34. Create a database file that will maintain a list of

- Names
- Addresses
- Telephone numbers

Write a program in FoxBase+ to draw a pop-up menu that contains the following items

(i) Add new record(s)
(ii) Delete a record
(iii) Modify a record
(iv) Retrieve and display an entire record for a given name
(v) Generate a complete list of all records.
(vi) Exit from the menu.

Enter 10 records and implement (iv) and (vi).
F35. Create a database file that will maintain a list of

- Names
- Addresses
- Telephone numbers

Write a program in FoxBase+ to draw a pop-up menu that contains the following items

(i) Add new record(s)

(ii) Delete a record

(iii) Modify a record

(iv) Retrieve and display an entire record for a given name

(v) Generate a complete list of all records.

(vi) Exit from the menu.

Enter 10 records and implement (v) and (vi).
F21. Create a database file containing the list of countries and their corresponding capitals.

Write a program to obtain a popup menu containing the items.

(i) Search the capital of a country  
(ii) Search the country whose capital is given  
(iii) Add a new record  
(iv) Delete a record  
(v) Generate a complete list of all countries and capitals.  
(vi) Exit from menu.

Enter 10 records and implement (i) and (vi).

F22. Create a database file containing the list of countries and their corresponding capitals.

Write a program to obtain a popup menu containing the items.

(i) Search the capital of a country  
(ii) Search the country whose capital is given  
(iii) Add a new record  
(iv) Delete a record  
(v) Generate a complete list of all countries and capitals.  
(vi) Exit from menu.

Enter 10 records and implement (ii) and (vi).
F23. Create a database file containing the list of countries and their corresponding capitals.

Write a program to obtain a popup menu containing the items.

(i) Search the capital of a country
(ii) Search the country whose capital is given
(iii) Add a new record
(iv) Delete a record
(v) Generate a complete list of all countries and capitals:
(vi) Exit from menu.

Enter 10 records and implement (iii) and (vi).

F24. Create a database file containing the list of countries and their corresponding capitals.

Write a program to obtain a popup menu containing the items.

(i) Search the capital of a country
(ii) Search the country whose capital is given
(iii) Add a new record
(iv) Delete a record
(v) Generate a complete list of all countries and capitals.
(vi) Exit from menu.

Enter 10 records and implement (iv) and (vi).
F25. Create a database file containing the list of countries and their corresponding capitals.

Write a program to obtain a popup menu containing the items.

(i) Search the capital of a country
(ii) Search the country whose capital is given
(iii) Add a new record
(iv) Delete a record
(v) Generate a complete list of all countries and capitals.
(vi) Exit from menu.

Enter 10 records and implement (v) and (vi).

F11. Write an interactive file oriented program that will maintain a list of roll numbers, name and marks of students. Include a menu that will allow the user to select any of the following activities

(i) Add a new record
(ii) Delete a record
(iii) Search a record
(iv) Generate a complete list of roll no., names and marks.
(v) End of execution

Enter 10 records and implement (i) and (v).
F12. Write an interactive file oriented program that will maintain a list of roll numbers, name and marks of students. Include a menu that will allow the user to select any of the following activities

(i) Add a new record  
(ii) Delete a record  
(iii) Search a record  
(iv) Generate a complete list of roll no., names and marks.  
(v) End of execution

Enter 10 records and implement (ii) and (v).

F13. Write an interactive file oriented program that will maintain a list of roll numbers, name and marks of students. Include a menu that will allow the user to select any of the following activities

(i) Add a new record  
(ii) Delete a record  
(iii) Search a record  
(iv) Generate a complete list of roll no., names and marks.  
(v) End of execution

Enter 10 records and implement (iii) and (v).
F14. Write an interactive file oriented program that will maintain a list of roll numbers, name and marks of students. Include a menu that will allow the user to select any of the following activities:

(i) Add a new record
(ii) Delete a record
(iii) Search a record
(iv) Generate a complete list of roll no., names and marks.
(v) End of execution

Enter 10 records and implement (iv) and (v).

C11. Write a class for matrix containing the following:

(i) Overload get (>>) and put (<<) operators.
(ii) Overload matrix addition
(iii) Overload matrix subtraction
(iv) Overload matrix multiplication

Implement (i) and (ii) and demonstrate your program.

C12. Write a class for matrix containing the following:

(i) Overload get (>>) and put (<<) operators.
(ii) Overload matrix addition
(iii) Overload matrix subtraction
(iv) Overload matrix multiplication

Implement (i) and (iii) and demonstrate your program.
C13. Write a class for matrix containing the following:

(i) Overload get (>>) and put (<<) operators.
(ii) Overload matrix addition
(iii) Overload matrix subtraction
(iv) Overload matrix multiplication

Implement (i) and (iv) and demonstrate your program.

C14. Write a class for matrix containing the following:

(i) Overload get (>>) and put (<<) operators.
(ii) Overload matrix addition
(iii) Overload matrix subtraction
(iv) Overload matrix multiplication

Implement (i) and (iii) and demonstrate your program.

C15. Write a class for matrix containing the following:

(i) Overload get (>>) and put (<<) operators.
(ii) Overload matrix addition
(iii) Overload matrix subtraction
(iv) Overload matrix multiplication

Implement (i) and (ii) and also find the value of 3A, where A is a matrix.