

Serial No. of Booklet :

Code No. : 1289

B. C. A. (Second Semester) Examination, 2022-23

AFFIX PRESCRIBED
RUBBER STAMP

Paper Fifth

SOFTWARE ENGINEERING

Course Code—BCA—205T (Major)

In Figures (अंकों में) :

Roll No.

In Words (शब्दों में) :

Date :

Time : 2 Hrs.

Signature of Invigilator

कक्ष निरीक्षक के हस्ताक्षर

Max. Marks : 75

Important Instructions :

महत्त्वपूर्ण निर्देश :

1. The candidate will write his/her Roll Number only at the places provided for, i. e., on the cover page and on the OMR answer sheet at the end and nowhere else.
2. Immediately on receipt of the question booklet, the candidate should check up the pages and ensure that it contains all the pages and that no question is missing. If the candidate finds any discrepancy in the question booklet, he/she should report the invigilator within 10 minutes of the issue of this booklet and a fresh question booklet without any discrepancy is obtained.
3. No second question booklet shall be given to a candidate under any circumstances after 10 minutes. The candidate should be careful in handling the question booklet and in filling the OMR answer sheet given separately with this booklet.

1. अभ्यर्थी अपने अनुक्रमांक केवल उन्हीं स्थानों पर लिखेंगे जो इसके लिए दिये गये हैं, अर्थात् प्रश्न पुस्तिका के मुख्य पृष्ठ तथा साथ दिये गये ओ. एम. आर. उत्तर पत्र पर, तथा अन्यत्र कहीं नहीं लिखेंगे।
2. प्रश्न पुस्तिका मिलते ही अभ्यर्थी को जांच करके सुनिश्चित कर लेना चाहिए कि पुस्तिका में पूरे पृष्ठ हैं और कोई प्रश्न छूट तो नहीं है। यदि कोई विसंगति है तो प्रश्न पुस्तिका मिलने के 10 मिनट के भीतर ही कक्ष परिप्रेक्षक को सूचित करना चाहिए और बिना त्रुटि की दूसरी प्रश्न पुस्तिका प्राप्त कर लेना चाहिए।
3. किसी भी परिस्थिति में 10 मिनट बाद अभ्यर्थी को दूसरी प्रश्न पुस्तिका नहीं मिलेगी। अभ्यर्थी को प्रश्न पुस्तिका को उपयोग में लाने और ओ. एम. आर. उत्तर पत्र को भरने में सावधानी बरतनी चाहिए।

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(Contd. on the last page / अन्य निर्देश अन्तिम पृ. पर)

1. What is the difference between verification and validation in software testing ?

(A) Verification is the process of checking if the software meets the specified requirements, while validation is the process of checking if the software works as expected.

(B) Verification is the process of checking if the software works as expected, while validation is the process of checking if the software meets the specified requirements.

(C) Verification and validation are the same processes.

(D) Verification and validation are not required in software testing.

2. What is the purpose of unit testing ?

(A) To test the software system as a whole

(B) To test individual software components or modules

(C) To test the user interface of the software

(D) To test the performance of the software

3. What is the purpose of integration testing ?

(A) To test the software system as a whole

(B) To test individual software components or modules

(C) To test the user interface of the software

(D) To test the performance of the software

4. What is the purpose of system testing ?

(A) To test the software system as a whole

(B) To test individual software components or modules

(C) To test the user interface of the software

(D) To test the performance of the software

5. What is the purpose of acceptance testing ?

- (A) To test the software system as a whole
- (B) To test individual software components or modules
- (C) To test the user interface of the software
- (D) To determine if the software meets the customer's requirements

6. What is the difference between manual and automated testing ?

- (A) Manual testing is done by humans, while automated testing is done by machines.
- (B) Manual testing is more reliable than automated testing.
- (C) Automated testing is faster than manual testing.
- (D) Manual testing is more expensive than automated testing

7. What is regression testing ?

- (A) Testing the software system after every change made to it
- (B) Testing the software system for security vulnerabilities
- (C) Testing the software system for performance issues
- (D) Testing the software system for usability issues

8. What is exploratory testing ?

- (A) A type of testing that involves following a predetermined set of test cases
- (B) A type of testing that involves randomly testing the software system
- (C) A type of testing that involves testing the software system for security vulnerabilities
- (D) A type of testing that involves testing the software system for usability issues

9. What is unit testing ?

- (A) Testing the entire software system as a whole
- (B) Testing individual software components or modules
- (C) Testing the user interface of the software
- (D) Testing the performance of the software

10. What is the purpose of unit testing ?

- (A) To test the software system as a whole
- (B) To test individual software components or modules
- (C) To test the user interface of the software
- (D) To test the performance of the software

11. What is a unit test case ?

- (A) A document that describes the requirements of the software system.
- (B) A document that describes the design of the software system.
- (C) A set of instructions that test a specific unit of the software system.
- (D) A set of instructions that test the entire software system as a whole.

12. What is test-driven development (TDD) ?

- (A) A software development process that emphasizes writing test cases before writing code.
- (B) A software development process that emphasizes writing code before writing test cases.
- (C) A software development process that does not require testing.
- (D) A software development process that focuses on user interface design.

13. What is a mock object in unit testing ?

- (A) An object that mimics the behavior of a real object in the software system.
- (B) An object that represents a real object in the software system.
- (C) An object that is used to test the user interface of the software.
- (D) An object that is used to test the performance of the software.

14. What is a test fixture in unit testing ?

- (A) A set of test cases that test a specific unit of the software system.
- (B) A set of test data that is used to test a specific unit of the software system.
- (C) A set of instructions that test the entire software system as a whole.
- (D) A set of instructions that test the user interface of the software.

15. What is code coverage in unit testing ?

- (A) The percentage of code that is executed during testing.
- (B) The percentage of code that is not executed during testing.
- (C) The percentage of test cases that pass.
- (D) The percentage of test cases that fail.

16. What is boundary testing in unit testing ?

- (A) Testing the inputs and outputs of the software system
- (B) Testing the limits of the software system's input values
- (C) Testing the limits of the software system's output values
- (D) Testing the performance of the software system

17. What is equivalence partitioning in unit testing ?
- (A) Testing the inputs and outputs of the software system
 - (B) Dividing the input values into equivalent classes and testing them separately
 - (C) Testing the limits of the software system's input values
 - (D) Testing the limits of the software system's output values
18. What is test coverage in unit testing ?
- (A) The percentage of code that is executed during testing.
 - (B) The percentage of code that is not executed during testing.
 - (C) The percentage of test cases that pass.
 - (D) The percentage of test cases that fail.
19. What is software measurement ?
- (A) The process of estimating the size of the software system
 - (B) The process of evaluating the quality of the software system
 - (C) The process of measuring the performance of the software system
 - (D) The process of analyzing the complexity of the software system
20. What is a metric in software measurement ?
- (A) A measure of the quality of the software system
 - (B) A measure of the size of the software system
 - (C) A measure of the performance of the software system
 - (D) A measure of the complexity of the software system
21. What is the purpose of software metrics ?
- (A) To measure the size of the software system
 - (B) To measure the quality of the software system
 - (C) To measure the performance of the software system
 - (D) All of the above

22. What is software complexity ?

- (A) The size of the software system
- (B) The degree of interdependence among software modules
- (C) The amount of time required to develop the software system
- (D) The number of bugs in the software system

23. What is cyclomatic complexity ?

- (A) A measure of the size of the software system
- (B) A measure of the complexity of the software system's control flow
- (C) A measure of the complexity of the software system's user interface
- (D) A measure of the performance of the software system

24. What is code coverage in software testing ?

- (A) The percentage of code that is executed during testing.
- (B) The percentage of code that is not executed during testing.
- (C) The percentage of test cases that pass.
- (D) The percentage of test cases that fail.

25. What is defect density in software quality assurance ?

- (A) The number of defects per unit of code
- (B) The number of lines of code per unit of time
- (C) The amount of time required to fix a defect
- (D) The number of defects detected during testing

26. What is maintainability in software engineering ?

- (A) The ability of the software system to be modified and updated
- (B) The ability of the software system to handle large amounts of data
- (C) The ability of the software system to perform well under heavy load
- (D) The ability of the software system to be used by non-technical users

27. What is software quality ?

- (A) The degree to which the software system meets its requirements.
- (B) The degree to which the software system is free from defects.
- (C) The degree to which the software system is user-friendly.
- (D) The degree to which the software system is maintainable.

28. What is a software process metric ?

- (A) A measure of the size of the software system
- (B) A measure of the complexity of the software system
- (C) A measure of the performance of the software system
- (D) A measure of the quality of the software development process

29. What is COCOMO ?

- (A) A software development methodology
- (B) A software cost estimation model
- (C) A software testing tool
- (D) A software design pattern

30. What is the full form of COCOMO ?

- (A) Comprehensive Cost Model
- (B) Constructive Cost Model
- (C) Conventional Cost Model
- (D) Cumulative Cost Model

31. What is the purpose of COCOMO ?

- (A) To estimate the cost and effort required to develop a software system
- (B) To estimate the number of defects in a software system
- (C) To measure the complexity of a software system
- (D) To improve the quality of a software system

32. What are the three modes of COCOMO ?

- (A) Basic, intermediate, advanced
- (B) Organic, semi-detached, embedded
- (C) Simple, moderate, complex
- (D) Early design, detailed design, implementation

33. What is the difference between organic and embedded modes of COCOMO ?

- (A) Organic mode is used for small projects while embedded mode is used for large projects.

(B) Organic mode is used for projects that are highly interactive while embedded mode is used for projects with limited interaction.

(C) Organic mode is used for projects with low complexity while embedded mode is used for projects with high complexity.

(D) Organic mode is used for projects that are software-intensive while embedded mode is used for projects that are hardware-intensive.

34. What is the scale factor in COCOMO ?

(A) A measure of the size of the software system

(B) A measure of the complexity of the software system

(C) A measure of the experience and expertise of the development team

(D) A measure of the performance of the hardware platform

35. What is the effort multiplier in COCOMO ?
- (A) A measure of the size of the software system
 - (B) A measure of the complexity of the software system
 - (C) A measure of the performance of the hardware platform
 - (D) A measure of the impact of project factors on software development effort
36. What is the difference between COCOMO I and COCOMO II ?
- (A) COCOMO II includes a wider range of software development environments, and software types.
 - (B) COCOMO I is more accurate than COCOMO II.
 - (C) COCOMO II includes more detailed cost and effort estimation parameters than COCOMO I.
 - (D) COCOMO I is more widely used than COCOMO II.

37. What is the advantage of using COCOMO for software cost estimation ?
- (A) It provides a quick and easy way to estimate software development cost.
 - (B) It is applicable to all software development projects.
 - (C) It is a highly accurate software cost estimation method.
 - (D) It takes into account the experience and expertise of the development team.
38. What is function point analysis (FPA) ?
- (A) A software development methodology
 - (B) A software testing tool
 - (C) A software cost estimation technique
 - (D) A software design pattern

39. What is the purpose of function point analysis ?

- (A) To measure the complexity of a software system
- (B) To estimate the cost and effort required to develop a software system
- (C) To measure the performance of a software system
- (D) To improve the quality of a software system

40. What is a function point (FP) ?

- (A) A unit of software functionality
- (B) A unit of software performance
- (C) A unit of software complexity
- (D) A unit of software size

41. What are the five function point components ?

- (A) Inputs, outputs, inquiries, files, and external interfaces
- (B) Inputs, outputs, processes, files, and external interfaces
- (C) Inputs, outputs, menus, files, and external interfaces
- (D) Inputs, outputs, forms, reports, and external interfaces

42. What is an external interface file (EIF) ?

- (A) A file used by the software system for internal processing
- (B) A file used to interface with external systems
- (C) A file used to store user interface information
- (D) A file used to store program code

43. What is a logical file (LF) ?

- (A) A file used by the software system for internal processing
- (B) A file used to interface with external systems
- (C) A file used to store user interface information
- (D) A file used to store program code

44. What is a transaction in function point analysis ?

- (A) An external interface
- (B) A process
- (C) A file
- (D) An input or output

45. What is the difference between simple and complex function points ?

- (A) Simple function points are used for small projects while complex function points are used for large projects.
- (B) Simple function points have fewer inputs and outputs than complex function points.
- (C) Simple function points are easier to estimate than complex function points.
- (D) Simple function points are used for simple software systems while complex function points are used for complex software systems.

46. What is the advantage of using function point analysis for software cost estimation ?

- (A) It provides a quick and easy way to estimate software development cost.
- (B) It is applicable to all software development projects.
- (C) It is a highly accurate software cost estimation method.
- (D) It is independent of the technology used to develop the software system.

47. What is the main limitation of function point analysis ?

- (A) It does not take into account the impact of new technologies on software development.
- (B) It is not applicable to all types of software systems.
- (C) It is a complex and time-consuming process.
- (D) It does not take into account the experience and expertise of the development team.

48. Why is software re-engineering required ?

- (A) To improve the performance of the software
- (B) To update the software to a new platform or technology
- (C) To add new features and functionalities to the software
- (D) All of the above

49. What is the first stage of the software development life cycle ?
- (A) Maintenance
 - (B) Design
 - (C) Deployment
 - (D) Planning
50. What is the purpose of the analysis stage in the software development life cycle ?
- (A) To identify software requirements
 - (B) To develop a testing strategy
 - (C) To design the software
 - (D) To deploy the software
51. Which stage of the software development life cycle involves creating the software code ?
- (A) Design
 - (B) Implementation
 - (C) Testing
 - (D) Deployment
52. What is the purpose of the testing stage in the software development life cycle ?
- (A) To identify software requirements
 - (B) To design the software
 - (C) To create the software code
 - (D) To detect and fix software defects.
53. What is the final stage of the software development life cycle ?
- (A) Planning
 - (B) Design
 - (C) Testing
 - (D) Maintenance
54. What is the purpose of the maintenance stage in the software development life cycle ?
- (A) To identify software requirements
 - (B) To design the software
 - (C) To deploy the software
 - (D) To fix bugs and add new features.

55. Which stage of the software development life cycle involves creating a detailed description of the software functionality ?
- (A) Planning
 - (B) Analysis
 - (C) Design
 - (D) Testing
56. Which stage of the software development life cycle involves releasing the software to end-users ?
- (A) Planning
 - (B) Implementation
 - (C) Deployment
 - (D) Maintenance
57. Which stage of the software development life cycle involves creating a plan for the software project ?
- (A) Analysis
 - (B) Design
 - (C) Planning
 - (D) Implementation
58. Which stage of the software development life cycle involves evaluating the software for possible improvements ?
- (A) Maintenance
 - (B) Testing
 - (C) Analysis
 - (D) Design
59. Which software development life cycle model is the most traditional and linear ?
- (A) Waterfall model
 - (B) Agile model
 - (C) V-model
 - (D) Spiral model
60. Which software development life cycle model is iterative and incremental ?
- (A) Waterfall model
 - (B) Agile model
 - (C) V-model
 - (D) Spiral model

61. Which software development life cycle model involves testing at each stage of development ?

- (A) Waterfall model
- (B) Agile model
- (C) V-model
- (D) Spiral model

62. Which software development life cycle model involves risk assessment and management at each stage of development ?

- (A) Waterfall model
- (B) Agile model
- (C) V-model
- (D) Spiral model

63. Which software development life cycle model is best suited for small, simple projects with well-defined requirements ?

- (A) Waterfall model
- (B) Agile model
- (C) V-model
- (D) Spiral model

64. Which software development life cycle model is best suited for projects with rapidly changing requirements ?

- (A) Waterfall model
- (B) Agile model
- (C) V-model
- (D) Spiral model

65. Which software development life cycle model emphasizes the importance of customer collaboration and feedback ?

- (A) Waterfall model
- (B) Agile model
- (C) V-model
- (D) Spiral model

66. Which software development life cycle model is characterized by a focus on verification and validation ?

- (A) Waterfall model
- (B) Agile model
- (C) V-model
- (D) Spiral model

67. Which software development life cycle model allows for changes to be made throughout the development process ?

- (A) Waterfall model
- (B) Agile model
- (C) V-model
- (D) Spiral model

68. Which software development life cycle model emphasizes the importance of risk management throughout the development process ?

- (A) Waterfall model
- (B) Agile model
- (C) V-model
- (D) Spiral model

69. What is the purpose of a software requirement specification document ?

- (A) To document the software design

(B) To describe the software development process

(C) To identify and describe software requirements

(D) To provide user documentation

70. What should be included in a software requirement specification document ?

(A) Code snippets and programming languages

(B) Software design diagrams and flowcharts

(C) Detailed descriptions of software features and functions

(D) User manuals and help documentation

71. Who is responsible for creating the software requirement specification document ?

(A) Software developers

(B) Project managers

(C) Business analysts

(D) End-users

P. T. O

72. What is the importance of a software requirement specification document ?

(A) It helps ensure that the software meets user needs and expectations.

(B) It is required by law for all software development projects.

(C) It serves as a legal contract between the software development team and the end-user.

(D) It helps reduce the cost of software development.

73. When should a software requirement specification document be created ?

(A) Before the software development process begins.

(B) During the software development process.

(C) After the software has been deployed to end-users.

(D) When bugs are discovered in the software.

74. What is the purpose of reviewing and approving the software requirement specification document ?

(A) To ensure that the document is accurate and complete.

(B) To delay the software development process.

(C) To reduce the cost of software development.

(D) To avoid potential legal issues.

75. What is the role of the end-user in the creation of a software requirement specification document ?

(A) To create the document themselves

(B) To review and provide feedback on the document

(C) To sign off on the final document

(D) To provide funding for the software development project

76. Which section of a software requirement specification document describes the functionality of the software ?

- (A) Introduction
- (B) General description
- (C) Specific requirements
- (D) Appendices

77. Which section of a software requirement specification document describes the purpose and scope of the software ?

- (A) Introduction
- (B) General description
- (C) Specific requirements
- (D) Appendices

78. What is the benefit of having a well-written software requirement specification document ?

- (A) It reduces the cost of software development.
- (B) It increases the likelihood of the software meeting user needs.
- (C) It allows the software development team to skip the testing stage.
- (D) It ensures that the software is bug-free.

79. What is software quality assurance (SQA) ?

- (A) A process of testing software before it is released to end-users.
- (B) A process of verifying and validating software to ensure it meets quality standards.
- (C) A process of monitoring software performance after it has been released to end-users.
- (D) A process of debugging software code.

80. What is the primary goal of SQA ?

- (A) To ensure that software is bug-free.
- (B) To ensure that software meets user needs and expectations.
- (C) To reduce the cost of software development.
- (D) To increase the speed of software development.

P. T. O.

81. What is the role of SQA in the software development process ?

- (A) To design and develop software
- (B) To test software
- (C) To maintain software
- (D) To ensure that software meets quality standards

82. What are the benefits of SQA ?

- (A) It reduces the cost of software development.
- (B) It ensures that software meets user needs and expectations.
- (C) It increases the speed of software development.
- (D) It allows the software development team to skip the testing stage.

83. What is the difference between SQA and software testing ?

- (A) SQA is a process of monitoring software performance, while software testing is a process of verifying and validating software.

(B) SQA is a process of verifying and validating software, while software testing is a process of monitoring software performance.

(C) SQA and software testing are the same thing.

(D) SQA is not necessary if software testing is performed.

84. Which type of SQA focuses on preventing defects from occurring in the first place ?

- (A) Corrective SQA
- (B) Preventive SQA
- (C) Adaptive SQA
- (D) Perfective SQA

85. Which type of SQA focuses on detecting and correcting defects after they have occurred ?

- (A) Corrective SQA
- (B) Preventive SQA
- (C) Adaptive SQA
- (D) Perfective SQA

86. What is the role of a software quality assurance engineer ?

- (A) To design and develop software
- (B) To test software
- (C) To maintain software
- (D) To ensure that software meets quality standards

87. What is the difference between SQA and software quality control (SQC) ?

- (A) SQA is a process of verifying and validating software, while SQC is a process of monitoring software performance.
- (B) SQA focuses on preventing defects, while SQC focuses on detecting and correcting defects.
- (C) SQA and SQC are the same thing.
- (D) SQA is not necessary if SQC is performed.

88. What is the purpose of a software quality management system (SQMS) ?

- (A) To ensure that software meets quality standards
- (B) To design and develop software
- (C) To test software
- (D) To maintain software

89. What is coupling in software design ?

- (A) The degree of dependency between software components
- (B) The degree of similarity between software components
- (C) The degree of cohesion within software components
- (D) The degree of abstraction within software components

90. What is cohesion in software design ?

- (A) The degree of dependency between software components
- (B) The degree of similarity between software components
- (C) The degree of cohesion within software components
- (D) The degree of abstraction within software components

91. What is meant by loose coupling in software design ?
- (A) Software components have a high degree of dependency.
 - (B) Software components have a low degree of dependency.
 - (C) Software components have a high degree of similarity.
 - (D) Software components have a low degree of similarity.
92. What is meant by high cohesion in software design ?
- (A) Software components have a high degree of dependency.
 - (B) Software components have a low degree of dependency.
 - (C) Software components have a high degree of similarity.
 - (D) Software components have a low degree of similarity.
93. Which type of coupling occurs when one software component accesses the internal data or methods of another component ?
- (A) Content coupling
 - (B) Control coupling
 - (C) Common coupling
 - (D) External coupling
94. Which type of coupling occurs when two software components communicate through a shared data structure ?
- (A) Content coupling
 - (B) Control coupling
 - (C) Common coupling
 - (D) External coupling
95. Which type of cohesion occurs when software components are grouped based on functionality ?
- (A) Functional cohesion
 - (B) Sequential cohesion
 - (C) Communicational cohesion
 - (D) Procedural cohesion

96. Which type of cohesion occurs when software components are executed in a specific sequence ?
- (A) Functional cohesion
 - (B) Sequential cohesion
 - (C) Communicational cohesion
 - (D) Procedural cohesion
97. Which type of cohesion occurs when software components communicate through shared data ?
- (A) Functional cohesion
 - (B) Sequential cohesion
 - (C) Communicational cohesion
 - (D) Procedural cohesion
98. Which type of cohesion occurs when software components are grouped based on their similar data or behavior ?
- (A) Functional cohesion
 - (B) Sequential cohesion
 - (C) Communicational cohesion
 - (D) Procedural cohesion

99. What is software testing ?
- (A) The process of ensuring that a software system meets the specified requirements and works as expected
 - (B) The process of developing software
 - (C) The process of fixing bugs in software
 - (D) The process of documenting software
100. What is the primary goal of software testing ?
- (A) To find as many defects as possible
 - (B) To fix all the defects in the software
 - (C) To ensure that the software meets the specified requirements and works as expected
 - (D) To reduce the cost of software development

4. The candidate has to answer all 100 questions given in question booklet. Ovals are given against the alternative answer to each question. The candidate is expected to fill the oval against the particular question. Each question is of .75 mark.

5. There is no separate answer-book and the candidate has no mark answer on the OMR answer sheet given with this booklet separately. Only this sheet will be evaluated. In this answer sheet, the candidate is required :

(a) To blacken the alternative (A), (B), (C) or (D) which he/she considers to be correct answer to the question.

(b) To leave blanks all the ovals representing that question which he/she does not attempt.

6. The OMR answer sheet is generated by computer, therefore, in no case it should be mutilated or damaged or dog-eared as such sheet will not be evaluated by the computer.

7. As the maximum time allowed for the examination is 2:00 hours, the candidate is advised to spend initial 1:30 hours for the question paper and the remaining 30 minutes for carefully filling in the OMR answer sheet.

8. The candidate shall not bring any loose paper, whether printed, written or blank, mobile phone, calculator etc. inside the examination hall except the Admit Card.

9. End pages of question booklet shall be used for rough work.

Note : Please check the answer number of each question in the question booklet before filling ovals in the OMR answer sheet. Instruction for filling the OMR answer sheet is given on the back of this sheet. Read it carefully and do accordingly. Use black/blue ball pen only for filling the OMR answer sheet. Pencil or fountain pen must not be used for this purpose.

4. अभ्यर्थी को प्रश्न पुस्तिका में दिये गये सभी 100 प्रश्नों के उत्तर देने हैं। प्रत्येक प्रश्न के वैकल्पिक उत्तरों के सामने ओवल (गोला) बना हुआ है। अभ्यर्थी द्वारा उपयुक्त ओवल को पूर्णतया काला कर देना है, जिसको वह प्रश्न का सही उत्तर समझता है। प्रत्येक प्रश्न .75 अंक का है।

5. कोई अलग से उत्तर पुस्तिका नहीं है और अभ्यर्थी को प्रश्न पुस्तिका के साथ अलग दिए गए ओ. एम. आर. उत्तर पत्र पर ही प्रश्नों के उत्तर भरने हैं। केवल इस उत्तर पत्र का मूल्यांकन होगा। इस उत्तर पत्र में अभ्यर्थी को निम्न बातें भरनी हैं :

(अ) प्रश्न के वैकल्पिक उत्तर (A), (B), (C) या (D) जिसे वह प्रश्न का सही उत्तर समझता है, उससे सम्बन्धित ओवल को काला करें।

(ब) जिस प्रश्न का उत्तर अभ्यर्थी को नहीं पता है उसके सामने बने सभी ओवलों को खाली छोड़ दें।

6. ओ. एम. आर. उत्तर पत्र कम्प्यूटर जनित है। अतः किसी भी दशा में इसे विकृत, क्षतिग्रस्त या इसके कोने मुड़े हुए नहीं होने चाहिए।

7. चूंकि परीक्षा की अधिकतम निर्धारित अवधि 2:00 घण्टा है, इसलिए अभ्यर्थी को सलाह दी जाती है कि वह पहले 1 घण्टा 30 मिनट प्रश्नों को हल करने में तथा शेष 30 मिनट ओ. एम. आर. उत्तर पत्र भरने में लगाये।

8. अभ्यर्थी प्रवेश पत्र के अतिरिक्त कोई भी छपा हुआ, लिखा हुआ या कोरा फालतू कागज, मोबाइल फोन, कैलकुलेटर इत्यादि अपने साथ परीक्षा भवन के भीतर नहीं लायेगा।

9. रफ कार्य प्रश्न पुस्तिका के आखिरी पन्नों पर किया जा सकता है।

टिप्पणी : ओ एम आर उत्तर पत्र में प्रश्नों की उत्तर संख्या भरने से पहले प्रश्न पुस्तिका में हल किये गए सभी प्रश्नों की उत्तर संख्याओं की अच्छी प्रकार जाँच कर लें। ओ. एम. आर. उत्तर पत्र भरने का निर्देश उसके पृष्ठ पर दिया गया है। इसे सावधानीपूर्वक पढ़ें और उसके अनुसार भरें। ओ एम आर उत्तर पत्र का भरने के लिए केवल काले/नीले बॉल पेन का प्रयोग करें। पेन्सिल या स्याही वाली पेन का प्रयोग नहीं करना है।