

Q. No	Questions	CO	Bloom Taxonomy Category	Marks
Section I				
1	Short Answer type questions			4 x 5 = 20
a	Describe the basic terminologies used in Automata.	CO1	Understand	
	or			
b	Define DFA. Design a DFA with $\Sigma = \{0, 1\}$ accepts all strings starting with 1.	CO1	Apply	
	Explain finite and infinite language with proper example.	CO2	Understand	
	or			
c	State Regular Expression. Also mention its rule.	CO2	Understand	
	Provide a concise explanation of a Pushdown Automaton (PDA). Discuss how a PDA operates on input strings and its computational capabilities.	CO3	Understand	
	or			
d	Differentiate between DPDA and NPDA.	CO3	Analyze	
	Describe a recognizable language with example.	CO4	Understand	
	or			
	Briefly describe why the Halting Problem is considered a challenge for computers.	CO4	Understand	
Section II				
Long Answer type questions				
2	Write down the closure properties of Context Free Languages.	CO2	Understand	3 x 10 = 30
	or			
3	Illustrate the steps to convert CFG to GNF using a suitable example.	CO2	Apply	
	Explain parsing technique with proper example.	CO3	Understand	
	or			
4	Explain ambiguous grammar. Test whether the grammar is ambiguous or not. S \rightarrow A B A \rightarrow aAb ab B \rightarrow abB ϵ .	CO3	Understand	
	Compare and contrast single-tape and multi-tape Turing Machines. Highlight the advantages of using multi-tape machines in terms of computational efficiency.	CO4	Analyze	
	or			
	Design a Turing Machine to accept the strings having equal number of 0's and 1's.	CO4	Apply	
Section III				
Application based questions				
5	Discuss about the basic components and operation of a Turing Machine. Explain how Turing Machines are used to recognize languages. Provide a simple example of a language and demonstrate how a Turing Machine can accept or reject strings from that language.	CO4	Analyze	1 x 20 = 20
	or			
	Design a Turing Machine that accept the Language L1= {anbn } and L2={anbn}. Also define all tuples of Turing Machine.	CO4	Create	

COURSE OUTCOME

At the end the course the candidate will able to

CO1: Relate formal languages and mathematical models of computation.

CO2: Analyse different types of languages and the corresponding machines.

CO3: Analyse the Pushdown machine and its role in compiler construction.

CO4: Find the capability of real computers and learn examples of unsolvable problems.

CO5: Analyse classes of P, NP, NP-C and NP-Hard problems.