

JAO-003-1271001

Seat No.

[Total Marks: 70

M. Sc. (Sem. I) (CBCS) (E.C.I.)

(W.E.F. 2016) Examination

November - 2019

Foundation of Science & Mathematics: Paper - 1

Faculty Code: 003

Subject Code: 1271001

Time : $2\frac{1}{2}$ Hours]

Instructions:

- (1) All questions carry equal marks.
- (2) Figures on right hand side indicate marks.
- 1 Answer the following:

14

- (1) Evaluate $\begin{vmatrix} 2 & 1 & 3 \\ 1 & 1 & 5 \\ 2 & -1 & 4 \end{vmatrix}$
- (2) Expand $(a+b)^4$
- (3) What is a vector and a scalar?
- (4) Find $\lim_{x \to 1} \frac{x^3 1}{x 1}$
- (5) Give the definition of distance and displacement.
- (6) Solve $\sin \frac{3\pi}{4} = \underline{\hspace{1cm}}$
- (7) Fill in the blank $\int x^3 dx = \underline{\qquad} + c$
- (8) Solve $\frac{d}{dx}(e^{2x} + 5)$
- (9) What is a variable speed and uniform speed?
- (10) Fill in the blank $\sin \alpha + \sin \beta =$ _____.

- 2 Answer the following: (any two)
 - (1) Find the coefficient of x^2y^2 in the expansion of $(2x + y)^4$.
 - (2) What is displacement time graph? What are their types? 7 Explain any one type in brief.
 - (3) Solve equation $\int (e^{4x} + \sin x + 7 \tan x) dx$.
- **3** Answer the following :
 - (1) Evaluate $\lim_{x \to 0} \frac{\sin 3x \tan 5x + 4x}{x}$
 - (2) Find the extreme value of $f(x) = 2x^2 15x^2 + 36x + 1$
- **3** Answer the following :
 - (1) Write a note on acceleration and average velocity. 5
 - (2) Define the force. What are contact force and force at distance? 5
 - (3) Define velocity, uniform velocity and variable velocity. 4
- **4** Answer the following :
 - (1) Evaluate $\int \frac{1-\sin x}{\cos^2 x} dx$.
 - (2) $y = \frac{ax+b}{cx+d}$ then find $\frac{dy}{dx}$
- 5 Answer the following: (any two)
 - (1) Write on an acceleration time graph.
 - (2) (a) Evaluate $\cos^{-1} \frac{1}{2} + \tan^{-1} \infty + \sec^{-1} \sqrt{2}$.
 - (b) Evaluate sin 15°
 - (3) Simplify the $\log(\log x^2) \log(\log x)$.
 - (4) Prove that $\begin{vmatrix} 1 & a & bc \\ 1 & b & ac \\ 1 & c & ab \end{vmatrix} = (a-b)(b-c)(c-a).$