Roll No.						

Total No. of Pages : 02

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## M.Sc.(Physics) (2018 Onwards Batch) (Sem.–1) COMPUTATIONAL PHYSICS Subject Code : MSPH-415-18 M.Code : 75126 Date of Examination : 17-01-2023

Time: 3 Hrs.

Max. Marks : 70

#### **INSTRUCTIONS TO CANDIDATES :**

- 1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains SEVEN questions carrying FIVE marks each and students have to attempt any SIX questions.
- 3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

### **SECTION-A**

#### 1. Answer briefly :

- a) What are the advantages of high level language in Physics?
- b) What is the shortcoming of Taylor's series method?
- c) What is a finite difference method?
- d) Write any two sources of error which are encountered while solving mathematical problem.
- e) What are cardinal splines ? How are they related to cubic splines?
- f) State different methods that Scan solve second order boundary value problems.
- g) What is the difference between 'while and do-while loop'?
- h) What is the function of a loop?
- i) Write down the importance of header files used in C++-program.
- j) What is Scilab programming? Is it case sensitive?

#### **SECTION-B**

- 2. Find the minimization property of natural cubic splines.
- 3. Sove boundary value problem  $\frac{d^2y}{dx^2} y = 0$ , y(0) = 0, y(2) = 3.6268 by finite difference method with h = 0.5. Find the value of y(0.1).
- 4. Discuss the method of Monte Carlo simulations with the help of an example.
- 5. Discuss different mathematical operators on vectors in SCILAB.
- 6. Write a program in C++ to create two  $3 \times 3$  matrices and find their sum.
- 7. Differentiate between structure and array.
- 8. Explain different advantages of C++ language over other conventional programming languages by giving suitable examples.

### **SECTION-C**

- 9. Use Simpson's 1/3 rule with h = 1, evaluate the integral  $I = \int_{3}^{7} x^2 \log x \, dx$ .
- 10. Given  $\frac{dy}{dx} = y x$  where y(0) = 2, find y (0.1) and y (0.2) correct to four decimal places using Runge-Kutta method.
- 11. Discuss different graphic tools in detail.

# NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.

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