



Registration No.....

Bhartiya Skill Development University
School of Computing Skills
1st Semester / 2nd In-Sem. Examinations
B. Voc. Program, Winter Semester (2019)

ITN 1101 Introduction to Computers

Time: 1 Hour

Max. Marks: 20

Answer all the questions

Section – A

(5X1 = 5 Marks)

1. Which one of the following represents protection of data from unauthorized access?
i) Data Inaccessibility ii) Data Encryption iii) Data Security iv) Data Validity
2. Which one of the following shows linking of a computer with a communication system?
i) Networking ii) Pairing iii) Interfacing iv) Assembling
3. Which one of the following is not used as a secondary storage?
i) Semiconductor Memory ii) Magnetic Discs iii) Magnetic Drums iv) Magnetic Tapes
4. Which one of the following is responsible for coordinating various operations using timing signals?
i) Arithmetic Logic Unit ii) Control Unit iii) Memory Unit iv) I/O Unit
5. Which one of the following is NOT an internet protocol?
i) SMTP ii) FTP iii) HTML iv) HTTP

Section – B

(3X2 = 6 Marks)

- Q1. Discuss the difference between a microprocessor and a microcontroller.
- Q2. Explain computer architecture with the help of a neat block diagram.
- Q3. Explain the pin diagram of the 8085 microprocessor.

Section – C

(3X3 = 9 Marks)

- Q1. What are Low Level, Middle Level and High Level languages? Explain in Detail.
- Q2. What is a protocol? Explain its various functions in detail.
- Q3. What is the OSI model? Explain its architecture with the help of a block diagram.





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Section – B

(3X2 = 6 Marks)

Q1. What is the difference between microprocessor and microcontroller?

Ans.

Microprocessor	Microcontroller
<ul style="list-style-type: none">• CPU is stand-alone, RAM, ROM, I/O, timer are separate• Designer can decide on the amount of ROM, RAM and I/O ports.• Expensive• Versatility• General-purpose• High processing power• High power consumption• Instruction sets focus on processing-intensive operations• Typically 32/64 – bit• Typically deep pipeline (5-20 stages)	<ul style="list-style-type: none">• CPU, RAM, ROM, I/O and timer are all on a single chip• Fixed amount of on-chip ROM, RAM, I/O ports• For applications in which cost, power and space are critical• Single-purpose (control-oriented)• Low processing power• Low power consumption• Bit-level operations• Instruction sets focus on control and bit-level operations• Typically 8/16 bit• Typically single-cycle/two-stage pipeline

Q2. Explain the computer architecture with the help of a block diagram.

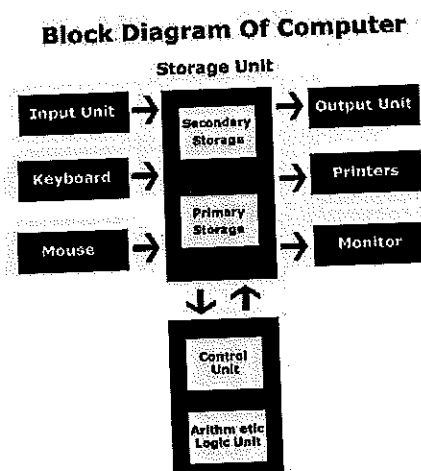
The Computer system consists of mainly three types that are central processing unit (CPU), Input Devices, and Output Devices. The Central processing unit (CPU) again consists of ALU (Arithmetic Logic Unit) and Control Unit. The set of instruction is presented to the computer in the form of raw data which is entered through input devices such as keyboard or mouse.

Later this set of instruction is processed with the help of CPU, and the computer system Produce an Output with the help of Output Devices mainly Printers and monitors. Large amount of data is stored in the computer memory with the help of primary and secondary storage devices temporarily and permanently. This are called as storage devices

The CPU is the heart | Brian of a computer because without the necessary action taken by the CPU the user cannot get the desired output. The central Processing unit [CPU] is responsible for processing all the Instruction which is given to computer system or PC. Below Block Diagram of Computer and Its Components are mentioned for Better Understanding

The Basic components & parts of computer system are :

- Input Devices
- Output Devices
- CPU (Central Processing Unit)
- Storage Unit
- ALU (Arithmetic Logic Unit)
- Control Unit





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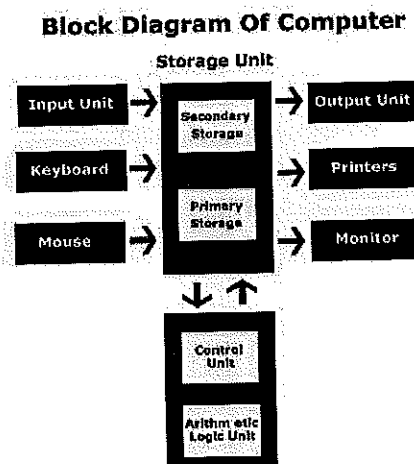
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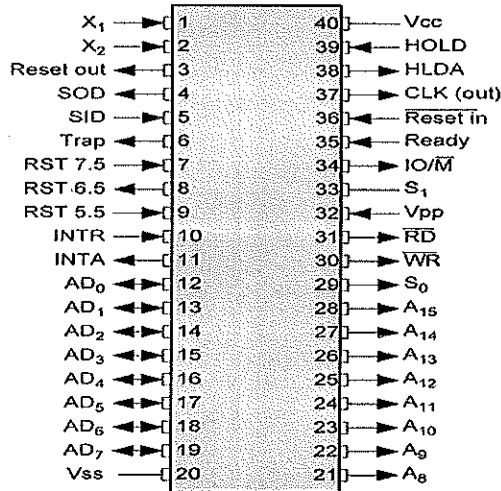
The Basic components & parts of computer system are :

- Input Devices
- Output Devices
- CPU (Central Processing Unit)
- Storage Unit
- ALU (Arithmetic Logic Unit)
- Control Unit



Q3. Explain the pin diagram of 8085 microprocessor.

Ans.



Address bus

A15-A8, it carries the most significant 8-bits of memory/IO address.

Data bus

AD7-AD0, it carries the least significant 8-bit address and data bus.

Control and status signals

These signals are used to identify the nature of operation. There are 3 control signal and 3 status signals.

Three control signals are RD, WR & ALE.

- **RD** – This signal indicates that the selected IO or memory device is to be read and is ready for accepting data available on the data bus.
- **WR** – This signal indicates that the data on the data bus is to be written into a selected memory or IO location.
- **ALE** – It is a positive going pulse generated when a new operation is started by the microprocessor. When the pulse goes high, it indicates address. When the pulse goes down it indicates data.

Three status signals are IO/M, S₀ & S₁.

IO/M

This signal is used to differentiate between IO and Memory operations, i.e. when it is high indicates IO operation and when it is low then it indicates memory operation.

S1 & S0

These signals are used to identify the type of current operation.

Power supply

There are 2 power supply signals – VCC & VSS. VCC indicates +5v power supply and VSS indicates ground signal.

Clock signals

There are 3 clock signals, i.e. X1, X2, CLK OUT.

- **X1, X2** – A crystal (RC, LC N/W) is connected at these two pins and is used to set frequency of the internal clock generator. This frequency is internally divided by 2.
- **CLK OUT** – This signal is used as the system clock for devices connected with the microprocessor.

Interrupts & externally initiated signals

Interrupts are the signals generated by external devices to request the microprocessor to perform a task. There are 5 interrupt signals, i.e. TRAP, RST 7.5, RST 6.5, RST 5.5, and INTR. We will discuss interrupts in detail in interrupts section.

- **INTA** – It is an interrupt acknowledgment signal.
- **RESET IN** – This signal is used to reset the microprocessor by setting the program counter to zero.
- **RESET OUT** – This signal is used to reset all the connected devices when the microprocessor is reset.
- **READY** – This signal indicates that the device is ready to send or receive data. If READY is low, then the CPU has to wait for READY to go high.
- **HOLD** – This signal indicates that another master is requesting the use of the address and data buses.
- **HLDA (HOLD Acknowledge)** – It indicates that the CPU has received the HOLD request and it will relinquish the bus in the next clock cycle. HLDA is set to low after the HOLD signal is removed.

Serial I/O signals

There are 2 serial signals, i.e. SID and SOD and these signals are used for serial communication.

- **SOD (Serial output data line)** – The output SOD is set/reset as specified by the SIM instruction.
- **SID (Serial input data line)** – The data on this line is loaded into accumulator whenever a RIM instruction is executed.

Q1. What are Low Level, Middle Level and High Level languages? Explain in Detail.

Ans. Programming languages can be divided into three broad categories. These are High-Level, Middle-Level and Low-Level languages. These three types of languages are different based on various characteristics.

High level refers to programming languages that are written in a way that can be understood by a human. They are independent and programmers don't need to have any prior knowledge of the hardware in which the program will be used. Examples of high-level programming languages include C++ and Python.

Middle-level languages serve as a bridge between the hardware and programming layer of a computer. They operate within the abstraction layer of a computer. On the other hand, low-level languages are written to meet the needs of particular computer architecture and hardware requirements.

In this article, we are going to highlight key differences between high level, middle level, and low-level programming languages.

1. Speed

In terms of speed, programs written in low-level languages are faster than those written in middle and high-level languages. This is because these programs do not need to be interpreted or compiled. They interact directly with the registers and memory.

On the other hand, programs written in a high-level language are relatively slower. The main reason for this is they are written in human language. This means that the computer is forced to translate and interpret them into machine language before it executes them. All these processes are time-consuming.

The speed of the mid-level language is in between the high and low-level languages. It is neither too high nor too low.

2. Memory requirement

This is another parameter that we can use to differentiate these three types of languages. Low-level languages are very efficient in terms of memory. They consume less memory. This is very different to high-level languages which are known for being memory-intensive. They consume a lot of memory especially when we consider that the fact that these languages still run on a specific runtime environment. The memory-efficiency of medium level programming languages is not that high as compared to the ones of high-level languages.

3. Ease of use

Low-level languages are friendly to the machines but unfriendly to the human programmers. As a human programmer, it is quite hard to deal with binaries and mnemonics. The fact that each instruction is designed for a specific computer architecture makes the language more technical. In short, low-level languages are difficult to learn.

On the other hand, high-level languages are human-friendly. They consist of English statements which can be learned and memorized with ease. This explains why they are the most popular type of programming language.

4. Portability

In this context, the term portability refers to the ability of a language to be used in different computers. Low-level programming languages are less portable. This is because their instructions are machine -dependent. This simply means that each instruction is written for a particular machine. The codes for a particular machine cannot run in another computer architecture.

High-level languages are machine independent. One code can be used on a different machine and even on a different architecture without any difficulties. This means that high-level programming languages are highly portable. You can transfer a program written in a high-level language from one environment to another and it will still work.

5. Abstraction

In this context, abstraction refers to the relationship between the language with computer hardware. It is minimal or even zero abstraction between low-level languages with computer hardware. These languages interact seamlessly with the computer memory and register.

The gap between mid-level languages and hardware is quite significant. It is bigger than that of low-level languages but smaller than the one with high-level languages.

As expected, high-level languages have the maximum level of abstraction. This is because they operate from the topmost level of a computer where there is minimal interaction with hardware.

As you can see, there are clear differences between high level, mid-level, and low-level programming languages. We can also point out that each type of programming language is designed to serve its specific purpose. For this reason, we cannot recommend one type of programming over the other.

Q2. What is a protocol? Explain its various functions in detail.

A network protocol is a set of established rules that dictates how to format, transmit and receive data so computer network devices -- from servers and routers to endpoints -- can communicate regardless of the differences in their underlying infrastructures, designs or standards.

To successfully send and receive information, devices on both sides of a communication exchange must accept and follow protocol conventions. Support for network protocols can be built into software, hardware or both.

Standardized network protocols provide a common language for network devices. Without them, computers wouldn't know how to engage with each other. As a result, except for specialty networks built around a specific architecture, few networks would be able to function, and the internet as we know it wouldn't exist. Virtually all network end users rely on network protocols for connectivity.

Functions of Protocol:

Addressing

IP packet headers contain addresses that identify the sending computer and the receiving computer. Routers use this information to guide each packet across communication networks and connect the sending and receiving computers.

Reassembly

Internet Protocol keeps track of the way messages between computers are broken into packets. Since most messages are too big to fit in one packet, and since packets aren't sent in any organized order, they must be reassembled as they arrive at the recipient. IP dictates how packets are reassembled into usable messages.

Timeouts

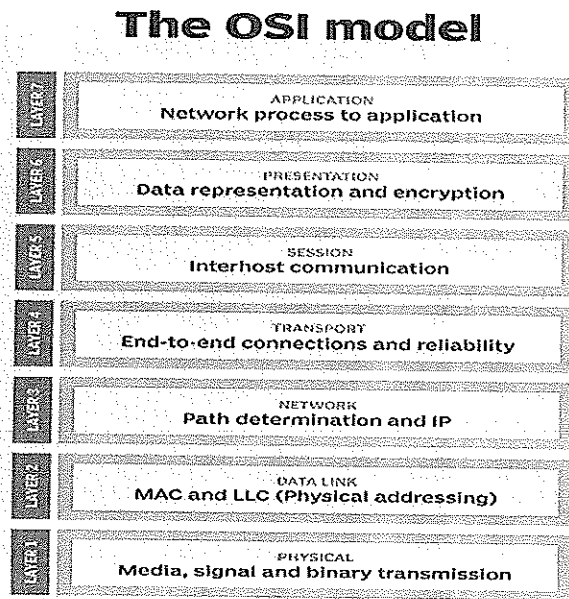
Each IP packet contains a self-destructive counter that limits its lifetime. If a packet's defined lifetime expires, the packet is destroyed so that the Internet doesn't get overloaded with broken packets wandering aimlessly.

Options

IP includes optional features such as allowing the sending computer to decide the path its packets take to get to the receiving computer, to trace the path they take or to include added security in the packets.

Q3. What is an OSI model? Explain its architecture with the help of a block diagram.

Ans. Network protocols break larger processes into discrete, narrowly defined functions and tasks across every level of the network. In the standard model known as Open Systems Interconnection (OSI), one or more network protocols govern activities at each layer in the telecommunication exchange.



Layer 7 (Application): Most of what the user actually interacts with is at this layer. Web browsers and other internet-connected applications (like Skype or Outlook) use Layer 7 application protocols.

Layer 6 (Presentation): This layer converts data to and from the Application layer. In other words, it translates application formatting to network formatting and vice versa. This allows the different layers to understand each other.

Layer 5 (Session): This layer establishes and terminates connections between devices. It also determines which packets belong to which text and image files.

Layer 4 (Transport): This layer coordinates data transfer between system and hosts, including error-checking and data recovery.

Layer 3 (Network): This layer determines how data is sent to the receiving device. It's responsible for packet forwarding, routing, and addressing.

Layer 2 (Data Link): Translates binary (or BITS) into signals and allows upper layers to access media.

Layer 1 (Physical): Actual hardware sits at this layer. It transmits signals over media.

School of Computing Skills
Semester- 1, 2nd In-Sem. Examination
B. Voc. Program Winter Semester (2019)

ITN 1104 Basic Computer Networking

Time: 1 Hour

Max. Marks: 20

Instruction: Write neatly and draw diagrams where necessary.

Section – A

05X01 = 05 Marks

- Q1. Which one of the following is the length of IPV6 Address?
A. 8 bit
B. 16 bit
C. 32 bit
D. 128 bit
- Q2. A Switch operates in which one of the following layers of the OSI Reference Model?
A. Layer 2
B. Layer 3
C. Layer 4
D. Layer 7
- Q3. A router operates in which one of the following layers of OSI Reference Model?
A. Layer 2
B. Layer 3
C. Layer 4
D. Layer 7
- Q4. The network layer is concerned with which one of the following data?
A. bits
B. frames
C. packets
D. none of the above
- Q5. In virtual circuit networks, each packet contains which one of the following?
A. full source and destination address
B. a short VC number
C. only source address
D. only destination address

Section – B

03X02 = 06 Marks

- Q6. What are the network support layers and the user support layers?
Q7. What is a virtual circuit? Explain.
Q8. How can the routing be classified? Discuss.

Section – C

03X03 = 09 Marks

- Q9. What are the responsibilities of the network layer? Explain.
Q10. Distinguish between adaptive and non-adaptive routing algorithms. Name the metrics which can be used to measure the path length.
Q11. What are the main differences between distance vector routing and link state routing?

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Page 1 of 2

School of IT(Networking) Semester- 1, 2nd In-Sem Make Up Examination

B. Voc. Program, Summer (2018-19)

Course Code: ITN 1104

Time: 1 Hour

Course Name: Basic Computer Networking

Max. Marks: 20

Instruction: Write neatly and draw diagram where necessary.

Section - A

- A1. D
- A2. A
- A3. B
- A4. C
- A5. B

Section – B

A6. The network support layers are Physical layer, Data link layer and Network layer. These deals with electrical specifications, physical connection, transport timing and reliability.

The user support layers are: Session layer, Presentation layer, Application layer. These allow interoperability among unrelated software system.

A7. A logical circuit made between the sending and receiving computers. The connection is made after both computers do handshaking. After the connection, all packets follow the same route and arrive in sequence.

A8. The routing can be classified as,

- Adaptive routing
- Non-adaptive routing.

Section – C

A9. The network layer is responsible for the source-to-destination delivery of packet across multiple network links. The specific responsibilities of network layer include the following:

Logical addressing

Routing.

A10. Non adaptive Routing: Once a pathway to a destination has been selected the router sends all packets for that destination along that one route. The routing decisions are not based on the condition or topology of the networks.

Adaptive Routing: Router may select a new route for each packet (even packets belonging to the same transmission) The routing decisions are based on the condition or topology of the networks.

Path length can be measured using various metrics.

- Geographic Distance
- Mean delay
- Bandwidth
- Average traffic
- Communication cost
- Measured delay

A11. Distance Vector Routing –

- It is a dynamic routing algorithm in which each router computes distance between itself and each possible destination i.e. its immediate neighbours.
- The router shares its knowledge about the whole network to its neighbours and accordingly updates table based on its neighbours.
- The sharing of information with the neighbours takes place at regular intervals.
- It makes use of **Bellman Ford Algorithm** for making routing tables.
- **Problems** – Count to infinity problem which can be solved by splitting horizon.
 - Good news spread fast and bad news spread slowly.
 - Persistent looping problem i.e. loop will be there forever.

Link State Routing –

- It is a dynamic routing algorithm in which each router shares knowledge of its neighbours with every other router in the network.
- A router sends its information about its neighbours only to all the routers through flooding.
- Information sharing takes place only whenever there is a change.
- It makes use of **Dijkstra's Algorithm** for making routing tables.
- **Problems** – Heavy traffic due to flooding of packets.
 - Flooding can result in infinite looping which can be solved by using **Time to leave (TTL)** field.

SCHOOL OF COMPUTING SKILLS
SECOND IN-SEMESTER EXAMINATION – 2019
SUMMER SEMESTER, B. VOC. PROGRAM

ITN1105 Basics of Operating Systems

Time: 1 Hour

Max. Marks: 20

(5x1) Marks

Section-A Objective Type Questions

1. Which one of the following is FALSE for multiprocessor systems?

- a) It can execute more than one processes.
- b) More than one CPU cores are available.
- c) More than one user can work simultaneously.
- d) They share a common physical memory.

2. Which one of the following are advantages of distributed O.S.?

- a) Can utilize the resources of other systems
- b) Fast processing.
- c) Less load on the Host Machine.
- d) None of the above.

3. Which one of the following are the main goals of an OS?

- a) Resource Management

b) Resource Abstraction

c) All of the above

d) None of the above

4. Which one of the following is also known as CPU Scheduler?

- (a) Short term scheduler
- (b) Medium term scheduler
- (c) Long term scheduler
- (d) None of the above

5. Which one of the following gives control of the CPU to the process selected by the short-term scheduler?

- (a) CPU Scheduler
- (b) Short term scheduler
- (c) Dispatcher
- (d) Interrupt

Section-B Short-Answer Type Questions

(3x2) Marks

1. What are Real Time Systems?
2. Why Shortest Job First (SJF) scheduling is almost impossible to implement?
3. Explain Binary Semaphore.

Section-C Essay Type Questions

(3x3) Marks

1. Draw and explain the Process State Transition Diagram.
2. Explain FCFS Scheduling. Draw a Gantt Chart for it and calculate the average waiting time for the following four processes:

PROCESS	BURST TIME
P1	21
P2	3
P3	6
P4	2



3. What is Context Switching? Why is it considered “pure overhead”?

SCHOOL OF COMPUTING SKILLS
SECOND IN-SEMESTER EXAMINATION – 2019
SUMMER SEMESTER, B. VOC. PROGRAM

ITN-1105 Basics of Operating Systems

Time: 1 Hour

Max. Marks: 20

Instructions: Attempt all questions.

Section-A Objective Type Questions

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 - (b) Resource Abstraction
 - (c) All of the above
 - (d) None of the aboveAns: (c)
4. Which one of the following is also known as CPU Scheduler?
 - (a) Short term scheduler
 - (b) Medium term scheduler
 - (c) Long term scheduler
 - (d) None of the aboveAns: (a)
5. Which one of the following gives control of the CPU to the process selected by the short-term scheduler?
 - (a) CPU Scheduler
 - (b) Short term scheduler
 - (c) Dispatcher
 - (d) InterruptAns: (c)

Section-B Short-Answer Type Questions

(3x2) Marks

1. What are Real Time Systems?
Ans: It is defined as an operating system known to give maximum time for each of the critical operations that it performs, like OS calls and interrupt handling.

The Real-Time Operating system which guarantees the maximum time for critical operations and complete them on time are referred to as Hard Real-Time Operating Systems.

While the real-time operating systems that can only guarantee a maximum of the time, i.e. the critical task will get priority over other tasks, but no assurance of completing it in a defined time. These systems are referred to as Soft Real-Time Operating Systems.

2. Why Shortest Job First (SJF) scheduling is almost impossible to implement?

Ans: The SJF scheduling is almost impossible to implement in pre-emptive scheduling because the shortest job will be executed first and during the execution of the job if any other process which is shorter than the current process will be taken up for execution pre-empting the current process. This may further continue for other shorter processes, hence it is almost impossible to implement.

3. Explain Binary Semaphore.

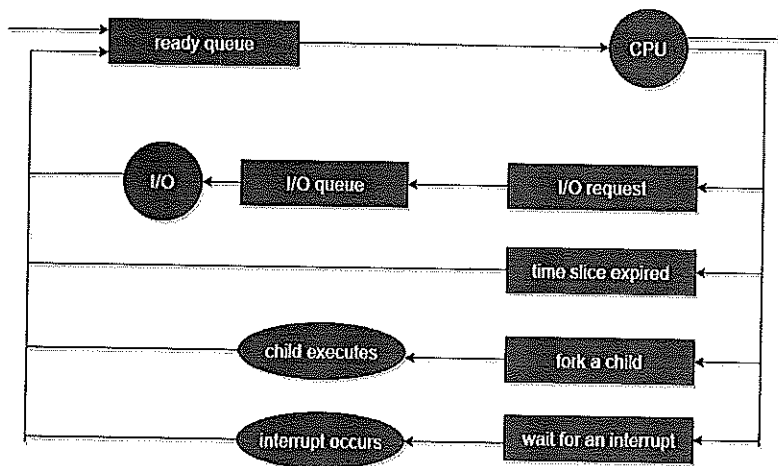
Ans: It is a special form of semaphore used for implementing mutual exclusion, hence it is often called Mutex. A binary semaphore is initialized to 1 and only takes the value 0 and 1 during execution of a program.

Section-C Essay Type Questions

(3x3) Marks

1. Explain the Process State Transition Diagram.

Ans: A new process is initially put in the ready queue. It waits in the ready queue until it is selected for execution (or dispatched). Once the process is assigned to the CPU and is executing, once of several events could occur. The process could issue an I/O request, and then be placed in an I/O queue. The process could create a new sub process and wait for its termination. The process could be removed forcibly from the CPU, as a result of an interrupt, and be put back in the ready queue.



In the first two cases, the process eventually switches from the waiting state to the ready state, and is then put back in the ready queue. A process continues this cycle until it terminates, at which time it is removed from all queues and has its PCB and resources deallocated.

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Registration No.....

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School of Computing Skills
1st Semester / 2nd In-Sem. Examinations
B. Voc. Program, Winter Semester (2018-19)

ITN1106 Network *Service* management

Time: 1 Hour

Max. Marks: 20

Instructions: Attempt all questions.

Section-A

(5x1) = 05 Marks

1. Which one of the following port is associated with FTP Service?
a) 21 b) 67 c) 23 d) 53
2. Which one of the following is used to find Physical address of a LAN Card?
a) ICMP b) IPCONFIG/ALL c) TELNET d) FTP
3. Which one of the following is used for user modification through CLI mode?
a) dsmod b) dsquery c) dsadd d) None of them
4. Which one of the following command is used to access Server remotely?
a) DHCP b) DNS c) FTP d) TELNET
5. Which one of the following is used to create users by Active Directory users & computers snap-in?
a) Left Click the OU in which we want to create a user, select new & choose user.
b) Right Click the OU in which we want to create a user, select new & choose user.
c) Registry editor
d) Msconfig

Section-B

(3x2) = 06 Marks

1. Define DHCP & its principle.
2. Define Telnet. Why is it not preferred in a network?
3. What are the advantages of Delegate Control in the organization?

Section-C

(3x3) = 09 Marks

1. What are the advantages of GPO? Where we can apply it?
2. What are requirements for implementation of Web Server? Specify the default location.
3. What are the types of permissions for Share & Security of the Drive/Folder?





Registration No.....

Bhartiya Skill Development University
School of Computing Skills
1st Semester / 2nd In-Sem. Examinations
B. Voc. Program, Winter Semester (2018-19)

ITN1106 Network Devices- Server Management

Time: 1 Hour
Max. Marks: 20

Instructions: Attempt all questions.

Section-A

(5x1) = 05 Marks

1. Which one of the following port is associated with FTP Service?

- a) 21 b) 67 c) 23 d) 53

Answer A

2. Which one of the following is used to find Physical address of a LAN Card?

- a) ICMP b) IPCONFIG/ALL c) TELNET d) FTP **Answer B**

3. Which one of the following is used for user modification through CLI mode?

- a) dsmod b) dsquery c) dsadd d) None of them **Answer A**

4. Which one of the following command is used to access Server remotely?

- a) DHCP b) DNS c) FTP d) TELNET **Answer A**

5. Which one of the following is used to create users by Active Directory users & computers snap-in?

- a) Left Click the OU in which we want to create a user, select new & choose user.
b) Right Click the OU in which we want to create a user, select new & choose user.
c) Registry editor
d) Msconfig **Answer B**

Section-B

(3x2) = 06 Marks

1. Define DHCP & its principle.

DHCP is Dynamic Host configuration protocol. It is used to provide IP address, Subnet Mask, Gateway, DNS on lease duration. Principle on which DHCP works is DORA or ROSA.

<-- Discover

Offer→

<-- Request

Acknowledge→

Server

Client

DHCP uses Port 67/68 (total ports for services 1 to 65535)

2. Define Telnet. Why is it not preferred in a network?

TELNET (TELEcommunication NETwork) is a network protocol used on the Internet or local area network (LAN) connections. Telnet provides access to a command-line interface on a remote host via a virtual terminal connection which consists of an 8-bit byte oriented data connection over the Transmission Control Protocol (TCP). Establish a connection to TCP port 23.

Telnet is not used in network as password travels in clear text form. Hackers can easily trace it.

3. What are the advantages of Delegate Control in the organization?

Advantage of Delegate Control in the organization is to provide authority to organization Unit as per requirements like create, delete users, groups, password changes etc

Section-C

(3x3) = 09 Marks

1. What are the advantages of GPO? Where we can apply it?

Benefits of Group Policies

Time and Cost Saving

All configuration settings are applied automatically during user logon and computer startup. The settings are applied without needing any user intervention which results in fewer requirements for technicians.

Centralized location for all configurations

Administrators can apply Group Policies to a set of users and computers located in a particular OU or the entire domain, from a centralized location.

Increased Productivity

With Group Policy settings, users are no longer confined to a single work computer. All files and folders with their personalized settings can be made available on all computers.

Enhanced Security

Even with Kerberos authentication and access control technologies, a user account can still be compromised, if a malicious user comes to know about the user password. To prevent this, AD has a range of password and account lockout policies that will keep the user account safe from any attacks. It can be applied on Computers as well as users.

2. What are requirements for implementation of Web Server? Specify the default location.

process of deploying the Web Server Role on a clean installation of Windows Server 2008. Installing the role services selected in these steps will provide you with a web server with the following features and capabilities:

Internet Information Services 7.0

Common HTTP Features for serving static web content

Application Development Services for hosting dynamic web content

Basic logging functionality and tools

Security Protocols for serving content securely to the internet or intranet

All management tools for local and remote web server administration

FTP Publishing Service for manageable file hosting

Default location is c:\inetpub\wwwroot

3. What are the types of permissions for Share & Security of the Drive/Folder?

Permission for Share are Read, Change, Full control

Read can only view but no change in file.

Change can edit the file.

Full control can modify the file. Also delete it.

Security are Read, Write, Delete, Full control, read & execute, modify

Read can only read files

Modify can make changes to file.

List folder contents can view file/folder data's.

Full control can delete, create, modify file.