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PT Set No 174

Directions: Study the following information carefully and answer the questions given beside.

A machine has a grid of buttons which are in the form of a 5×3 matrix. The row of the matrix are denoted by alphabets P, Q, R, S and T from top to bottom in the same order and the columns are denoted by the symbols %, # and * from left to right in the same order.

The first column is represented by % and has 5 numbers which are consecutive multiples of 25 starting from 75, from top to bottom.

The second column is represented by # and has 5 numbers which are consecutive multiples of 45 starting from 90, from top to bottom.

The third column is represented by * and has 5 numbers which are consecutive multiples of 20 starting from 80, from top to bottom.

The machine is connected to musical device, which has five musical tones F, G, H, J and K. Each tone plays after receiving a signal of certain frequency based on the conditions given below.

Conditions:

- I. If all the values in the string are even, then each value in the string is divided by 5 and after that, only odd digits of the values are added.
- II. If only two values in the string are odd and the rest are even, then only the odd values are added and after that the result is divided by 5.
- III. If the signal has at least one value that is a multiple of 12, then each value in the string is divided by 5 and after that unit digits of each value is deleted and finally tens digits of all the values are added.

Each signal is transmitted in a single string X or Y or two strings X and Y. The resultant value gives the frequency. If there are two strings, then the values are added.

Note:

- I. If none of the conditions to calculate the frequency are following, then the values are simply added and finally the result is divided by 5 to get the frequency.
- II. If only X or Y is given, then only string is taken as the input. If condition I or II is follow along with condition III, then the frequency is calculated using condition III.

III. If the resultant value is less than 35, then only F plays, if it is in between 35 to 75, then G plays, if it is in between 76 to 125, then only H plays, if it is in between 126 to 180, then only J plays, if it is greater than 180, then only K plays.

Example:

$$X = P \# R \% Q * S * T\%, Y = Q \# R \% P * S \# T *$$

P# denotes value in Row-P and Column #, which is equal to 90.

This has only two odd values, so condition II follows i.e. only odd values are added and the result is divided by 5. Here sum=125+175=300 and then 300/5=60 i.e. frequency of X

Y=135 125 80 225 160

None of the conditions follow, so the values are simply added and the result is divided by 5. Here sum=135+125+80+225+160=725 and then 725/5=145 i.e. frequency of Y

 \rightarrow X + Y = 60 + $\frac{145}{205}$ = 205 which is greater than 180, thus tone K will play.

1. Which of the following values of X will play tone J?

A. S* P# T% R% Q * B. P* T# Q% S# R* C. Q# P% T* R# S% D. T% S* R% P% Q# E. R# P* S% Q* T *

2. Which of the following tone will play when string Y=S% T# Q* P# R%?

A. Tone K B. Tone J C. Tone H D. Tone F E. Tone G

3. Which of the following values of Y along with string X=P* R# Q% T# S* will make tone K play?

A. Q* T% R# S# P% B. T* Q# P% S* R% C. T# S# R% Q# P* D. All the above E. None of the above

4. String X=S* Q% P* T*? What minimum value should come in place of "?" in the string so that tone H plays?

A. S% B. R# C. Q# D. S# E. R*

5. String X=R% Q* P* S# Q% and string Y=T* P% Q# S% T#. Which values of string X and string Y should be interchanged so that tone G plays?

A. Q% and T# B. P* and P% C. Q* and T* D. Q% and T* E. None of the above

Correct Answers:

1	2	3	4	5
D	В	E	С	Е





Common explanation:

References:

A machine has a grid of buttons which are in the form of a 5×3 matrix.

The row of the matrix are denoted by alphabets P, Q, R, S and T from top to bottom in the same order and the columns are denoted by the symbols %, # and * from left to right in the same order.

The first column is represented by % and has 5 numbers which are consecutive multiples of 25 starting from 75, from top to bottom.

The second column is represented by # and has 5 numbers which are consecutive multiples of 45 starting from 90, from top to bottom.

The third column is represented by * and has 5 numbers which are consecutive multiples of 20 starting from 80, from top to bottom.

Inferences:

From above statements/information we can form Table (Matrix 5×3) as shown below,

Table-1					
	%	#	*		
Row/Column	consecutive multiples	consecutive multiples	consecutive multiples		
	of 25 from 75	of 45 from 90	of 20 from 80		
Р	75	90	80		
Q	100	135	100		
R	125	180	120		
S	150	225	140		
Т	175	270	160		

Keep this table-1 and given condition/note/example in mind while solving the questions given beside.



Answers:

1. Following the common explanation, we get "T%S*R%P%Q#".

If X= T% S* R% P% Q# and then J will play as shown below

Hence, option D is correct.

Calculating the frequency for each option				
Expression	Values	Conditions	Frequency calculation	Tone play
If X= S* P# T% R% Q * (Option-A)	X=140 90 175 125 100	Condition-II follows	X=175+125=300 X=300/5=60	G will play
If X= P* T# Q% S# R* (Option-B)	X=80 270 100 225 120	Condition-III follows	X=16 54 20 45 24 X= 1 5 2 4 2 X=1+5+2+4+2=14	F will play
If X=Q# P% T* R# S% (Option-C)	X=135 75 160 180 150	Condition-III follows (refer note-ii)	X=27 15 32 36 30 X=2 1 3 3 3 X=2+1+3+3+3=12	F will play
If X= T% S* R% P% Q# (Option-D)	X=175 140 125 75 135	No condition follow	X=175+140+125+75+135=650 X=650/5=130	J will play
If X= R# P* S% Q* T * (Option-E)	X=180 80 150 100 160	Condition-III follows (refer note-ii)	X=36 16 30 20 32 X=3 1 3 2 3 X=3+1+3+2+3=12	F will play
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2. Following the common explanation, we get "T one J".

For string Y=S% T# Q* P# R%, tone J will play as shown below

Hence, option B is correct.

Calculating the frequency				
Expression	Values	Conditions	Frequency calculation	Tone play
Y= S% T# Q* P# R%	Y=150 270 100 90 125	No condition follow	Y=150+270+100+90+125=735 Y=735/5=147	J will play



3. Following the common explanation, we get "None of the above".

None of the values of Y along with X will make tone K play as shown below.

Hence, option E is correct.

Calculating the frequency for each option with given question				
Expression	Values	Conditions	Frequency calculation	Tone play
X=P* R# Q% T# S*	X=80 180 100 270 140	Condition-III follows (refer note-ii)	X=16 36 20 54 28 X=1 3 2 5 2 X=1+3+2+5+2=13	
If Y= Q* T% R# S# P% (Option-A)	Y=100 175 180 225 75	Condition-III follows	Y=20 35 36 45 15 Y=2 3 3 4 1 Y=2+3+3+4+1=13	X+Y=13+13 X+Y=26 F will play
If Y= T* Q# P% S* R% (Option-B)	Y=160 135 75 140 125	No condition follow	Y=160+135+75+140+125=635 Y=635/5=127	X+Y=13+127 X+Y=140 J will play
If Y= T# S# R% Q# P* (Option-C)	Y=270 225 125 135 80	No condition follow	Y=270+225+125+135+80=835 Y=167	X+Y=13+167 X+Y=180 J will play

4. Following the common explanation, we get "Q#".

For String X=S* Q% P* T* Q#,tone H will play as shown below.

Hence, option C is correct.

Calculating the frequency with missing value from each option				
Expression	Values	Conditions	Frequency calculation	Tone play
If X=S* Q% P* T* S% (Option-A)	X=140 100 80 160 150	Condition I follows	X=28 20 16 32 30 X=1 3 3 X=1+3+3=7	F will play
If X=S* Q% P* T* R# (Option-B)	X=140 100 80 160 180	Condition-III follows (refer note-ii)	X=28 20 16 32 36 X=2 2 1 3 3 X=2+2+1+3+3=11	F will play
If X=S* Q% P* T* Q# (Option-C)	X=140 100 80 160 135	No condition follow	X=140+100+80+160+135=615 X=615/5=123	H will play
If X=S* Q% P* T* S# (Option-D)	X=140 100 80 160 225	No condition follow	X=140+100+80+160+225=705 X=705/5=141	J will play
If X=S* Q% P* T* R* (Option-E)	X=140 100 80 160 120	Condition-III follows (refer note-ii)	X=28 20 16 32 24 X=2 2 1 3 2 X=10	F will play

5. Following the common explanation, we get "None of the above".

None of the interchanges will make tone G play as shown below.

Hence, option E is correct.

Calculating the frequency by interchanging the value from each option				
Expression	Values	Conditions	Frequency calculation	Tone play
If X= R% Q* P* S# T# If Y= T* P% Q# S% Q% (Option A)	X=125 100 80 225 270	Condition II follows	X=125+225=350 X=350/5=70	
	Y=160 75 135 150 100	Condition II follows	Y=75+135=210 Y=210/5=42	X+Y=70+42 X+Y=112 H will play
If X= R% Q* P% S# Q% If Y= T* P* Q# S% T# (Option B)	X=125 100 75 225 100	No condition follow	X=125+100+75+225+100=625 X=625/5=125	
	Y=160 80 135 150 270	No condition follow	Y=160+80+135+150+270=795 Y=795/5=159	X+Y=125+159 X+Y=284 K will play
If X=R% T* P* S# Q% If Y=Q* P% Q# S% T# (Option C)	X=125 160 80 225 100	Condition II follows	X=125+225=350 X=350/5=70	
	Y=100 75 135 150 270	Condition II follows	Y=75+135=210 Y=210/5=42	X+Y=70+42 X+Y=112 H will play
If X=R% Q* P* S# T* If Y=Q% P% Q# S% T# (Option D)	X=125 100 80 225 160	Condition II follows	X=125+225=350 X=350/5=70	
	Y=100 75 135 150 270	Condition II follows	Y=75+135=210 Y=210/5=42	X+Y=70+42 X+Y=112 H will play





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