Exam.Code:0002 Sub. Code: 0186

2071

B.A./B.Sc. (General) Second Semester Information Technology

Paper - B: Computer Programming Using C

Time allowed: 3 Hours

Max. Marks: 65

NOTE: Attempt <u>five</u> questions in all, including Question No. IX (Unit-V) which is compulsory and selecting one question each from Unit I-IV.

x-x-x

UNIT - I

- I. a) What is the use of functions for modular designing in C language?
 - b) Classify the Programming languages.

(6,7)

- II. a) What are the different strategies used in program design?
 - b) What do you mean by Documentation of a program? How is it beneficial? (6,7)

<u>UNIT - II</u>

- III. a) What are the scope rules of local and global variables?
 - b) Explain the different categories of operators and their precedence in C. (6,7)
- IV. a) Differentiate:
 - i) One dimensional and two dimensional arrays
 - ii) While loop and do-while loop
 - b) What are static and automatic storage classes? Give their class specifiers for data types. (6,7)

<u>UNIT - III</u>

- V. a) What are user defined functions? What are Call by value and Call by reference?
 - b) What is a pointer variable? How do you declare it? What are the pointer operators? How do you declare an array of pointers? (6,7)
- VI. a) Write an algorithm for Recursive 'Tower of Hanoi' problem.
 - b) What are command line arguments in C? How do you use them? (6,7)

<u>UNIT - IV</u>

VII.	a) How do you declare a file pointer in C program? How do you open and close a file?	
	b) Describe the various string I/O functions in C language.	(6,7)
VIII.	a) What is structure? How do you define a structure in C program? How do you access the fields of a structure?	
	b) How do you define a macro in C? Give examples.	(6,7)
	<u>UNIT - V</u>	
IX.	Attempt the following:-	
	a) What is type Casting?	(2)
	b) What is the use of math.h?	(2)
	c) What is a flow chart?	(2)
	d) What are break and continue statements?	(2)
	e) What is exit()?	(2)
	f) What are malloc() and calloc()?	(2)
	g) A is a variable that contains the address of a variable.	(1)