

**Subject Code: 2110003**
**Date: 23-05-2018**
**Subject Name: Computer Programming and Utilization**
**Time: 02:30 pm to 05:00 pm**
**Total Marks: 70**
**Instructions:**

1. Question No. 1 is compulsory. Attempt any four out of remaining Six questions.
2. Make suitable assumptions wherever necessary.
3. Figures to the right indicate full marks.

**Q.1 Objective Question (MCQ)**
**Mark**
**(a)**
**07**

1. Keyboard is the \_\_\_\_\_ type of device  
 (a) Input     (b) Pointing     (c) Output     (d) Sound
2. The storage of a character variable is \_\_\_\_\_  
 (a) 2 byte     (b) 1 byte     (c) 8 byte     (d) 0 byte
3. What should be written in the program to get newline on the screen?  
 (a) printf("\n");     (b) echo "\n";  
 (c) printf('\n');     (d) printf("\n ");
4. Which of these have highest precedence?  
 (a) ( )     (b) ++     (c) \*     (d) >>
5. For loop is \_\_\_\_\_.  
 (a) Function Controlled Loop     (b) Entry Controlled Loop  
 (c) Exit Controlled Loop     (d) None of these
6. In flowchart for what purpose  $\diamond$  symbol is used?  
 (a) Processing     (b) Condition     (c) Data flow     (d) Input/output
7. The format string to accept a string is  
 (a) %c     (b) %d     (c) %f     (d) %s

**(b)**
**07**

1. \_\_\_\_\_ is generally used to increase the apparent size of physical memory.  
 (a) Secondary memory     (b) Virtual memory  
 (c) Hard-disk     (d) Disks
2. File manipulation functions in C are available in which header file?  
 (a) streams.h     (b) stdio.h     (c) stdlib.h     (d) files.h
3. What will be the output of following code.  

```

{
    int x = 10, y=15;
    x = x++;
    y = ++y;
    printf("%d, %d \n", x, y);
}
            
```

 (a) 10, 15     (b) 10, 16     (c) 11, 16     (d) 11, 15

5. Which of the following operator is used to select a member of a structure variable  
(a) .(dot) (b) ,(comma)  
(c) : (colon) (d) ;(semicolon)
6. Address stored in the pointer variable is of type \_\_\_\_\_  
(a) Character (b) Integer  
(c) Floating (d) Array
7. \_\_\_\_ converts the programs written in assembly language into machine instructions.  
(a) Machine compiler  
(b) Interpreter  
(c) Assembler  
(d) Converter

- Q.2** (a) Name the major components of computer system and give their function. **03**  
 (b) List out the operators used in C language and explain any three with example **04**  
 (c) 1. Define algorithm and explain different symbols used in flowchart. **03**  
 2. Draw a flow chart that shows how to find root of quadratic equation  $ax^2+bx+c$ . **04**
- Q.3** (a) Describe the four basic data types. How could we extend the range of values they represent? **03**  
 (b) Define variable and constant. Explain different types of constants. **04**  
 (c) Write a C Program to convert temperature from Fahrenheit to Celsius and vice versa. **07**
- Q.4** (a) What is array? Give example and advantages of array. **03**  
 (b) Explain: 1. Nesting if-else statement 2. Use of break statement **04**  
 (c) Write a program in 'C' to print the following pattern using loop statement. **07**  
 1  
 2 2  
 3 3 3  
 4 4 4 4  
 5 5 5 5 5
- Q.5** (a) Explain how string is defined in C. List the various inbuilt string functions. **03**  
 (b) What is pointer? Explain how pointers are declared and initialized. State its advantages. **04**  
 (c) Write a C program to read 10 numbers from user and store them in an array. Display Sum, Minimum and Average of the numbers. **07**
- Q.6** (a) What is structure? Explain with example how to declare a structure and how to initialize it. **03**  
 (b) What is dynamic memory allocation? Show the use of malloc() and calloc() function with their syntax. **04**  
 (c) Explain nested structure and array of structure with example. **07**
- Q.7** (a) Explain recursive function with proper syntax with small example. **03**  
 (b) Describe file management? List the various file handling operations in c **04**  
 (c) Explain call by value (pass by value) and call by reference (pass by reference) with examples in brief. **07**