# Ajay Kumar Garg Engineering College, Ghaziabad

# Department of CSE

## Sessional Test-2

Course: B.Tech

Semester: V

Session: 2017-18

Section: CS-1,2,3, IT-1,2

Subject: Principles of Programming Language

Sub. Code: NCS-503

Max Marks:50

Time:

2 hour

Note: Answer all the Sections.

### Section-A

A. Attempt all the parts.

 $(5 \times 2 = 10)$ 

- (1) What do you mean by Type Coercion? Explain with example
- (2) Define sequence control. What are its different types.
- (3) Mention the components of referencing environment.
- (4) What is simple list?
- (5) What are the two storage management issues that can arise in data structures.

#### Section-B

B. Attempt all the parts.

(5X 5 = 25)

- (6) What do you mean by virtual origin in an array descriptor? Give the formulas for VO and address of the A[i][j][k] element of the array A[LB<sub>1</sub>:UB<sub>1</sub>, LB<sub>2</sub>:UB<sub>2</sub>, LB<sub>3</sub>:UB<sub>3</sub>] stored in row-major order and having base address as α.
- (7) Define Chomsky's hierarchy of grammars. Explain each grammar briefly.
- (8) What do you mean by static and dynamic scoping? Give the output of the Program 1 in each case: a) static scoping, and b) dynamic scoping used.

```
\begin{array}{lll} & & & \text{void main()} \\ & & & \text{void main()} \\ \{ & & & & \text{int x=2, y=3;} \\ & & & & \text{f();} \\ & & & & \text{printf(```%d %d``, x, y);} \\ \} \end{array}
```

#### Program 1

- (9) Write the brief note on:
  - a. public, private and protected access specifiers used in inheritance.
  - b. Activation Record
- (10) What do you mean by call-by-value, call-by-reference and call-by-value-result? What will be the output of the Program 2 in each case, a) call-by-name parameter passing technique b) call-by-value parameter passing technique.



int n; main()
{
 P(int k)
 {
 printf("%d", k);
 n=n+1;
 printf("%d", k);
}

 Program 2

Section-C

C. Attempt all the parts.

 $(2 \times 7.5 = 15)$ 

(11) Discuss about the fundamentals of functional programming language. Write a recursive LISP program having two inputs, an atom and a list, and checks whether the atom is the member of the list or not?

(12) Write the short note on any four:

a. Implementation of Switch case

b. Friend class

c. Individualization

d. Type 2 Grammar

e. Let construct in Functional Programming