

## ES202-Introduction to Computers and Programming in C

Subject Name Time: 01Hr

Maximum marks: 30

Note: Attempt questions as per Instructions. Non-programmable Calculator allowed.

## SECTION-A (Attempt any two questions, Each of 05 Marks)

Q 1 Perform the following operation

(i)  $111010111 + 101110111$ (ii)  $111110-110011$ 

(iii) Subtract 1101001 from 101101001 using 2's complement

(iv)  $(3456.625)_{10} = (?)_8$ (v)  $(11111010100.01010110)_2 = (?)_{16}$ 

Q 2 List and explain five standard input-output devices.

Q 3 Differentiate:

(a) Keywords and identifiers

(b) While and do-while

## Section-B((Attempt any One question, Each of 10 Marks)

Q 1 (i) What is the output of the following

```
(a) #include <stdio.h>
int main()
{
    int x, y = 5, z = 5;
    x = y == z;
    printf("%d", x);
    return 0;
}
```

1 (Ans)

```
(b) #include <stdio.h>
int main()
{
    int a = 10, b = 20, c = 30;
    if (c > b > a)
    {
        printf("TRUE");
    }
    else
    {
        printf("FALSE");
    }
    return 0;
}
```

~~True~~ (Ans)

False

```

(c)
#include <stdio.h>
int main()
{
    int i;
    for (i = 1; i <= 10; i++) {
        printf("Hello\n");
        continue;
        printf("world");
    }
    return (0);
}

```

Hello (10 times)

```

(d) #include <stdio.h>
int main()
{
    int a = 055, b = 55;
    printf("%d%d", a, b);
    return (0);
}

```

4555 (Ans)

```

(e)
#include <stdio.h>
int main ()
{
    int x;
    x = 5 > 8 ? 10 : 1 ! = 2 < 5 ? 20 : 30;
    printf ("Value of x: %d", x);
    return 0;
}

```

X = 30

(ii) What are the features of C Programming Language?

Q 2 (i) Write a C program to check whether a triangle is Equilateral, Isosceles or Scalene.

(ii) Discuss the precedence and associativity of the logical operators (&&, ||, !) in C. How do they affect the evaluation of logical expressions?

### Section-C (Compulsory, 10 Marks)

Q 1 (i) Write a C program to convert a binary number into a decimal number

(ii) Write a program to find the sum of following series:

$1! + 2! + 3! + 4! + \dots + n!$