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Roll No .....

**CS-602**

**B.E. VI Semester**

Examination, June 2013

**Principles of Programming Languages**

*Time : Three Hours*

**Maximum Marks : 100**

**Minimum Pass Marks :35**

- Note:** i) Attempt one question from each unit.  
ii) Assume suitable data wherever necessary.

**Unit - I**

1. a) Discuss the issues of language translation. 10
- b) What is passing. Explain its various approaches with its advantages and disadvantages. 10

**OR**

2. a) Explain language evaluation and Beakers Nous form briefly. 10
- b) What are various factors influencing the evolution of programming language. 10

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**Unit - II**

3. a) Explain how dynamic type checking affects system performance and improves flexibility with example. 10
- b) Differentiate records from variant records with suitable example. 10

**OR**

4. a) Explain the following terms: 10
  - i) Strong typing
  - ii) Type coercion
  - iii) Pointers
- b) Explain sequence control within expression and statements. 10

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### Unit - III

5. Explain the following:

- a) Coroutines
- b) Local referencing environment
- c) Generic sub programming
- d) Activation records.

**OR**

6. a) What are the three semantics models of parameter passing methods? Explain.
- b) Discuss the design issues for function overloaded operators.

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### Unit - IV

7. a) Compare C++ and Java threads.
- b) Explain static and stack based storage management briefly.

**OR**

8. Explain the following:

- a) Monitors.
- b) Garbage collection.
- c) Perl.
- d) Message passing.

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### Unit - V

9. a) What is the purpose of instantiation matching and unification with respect to Logic programming PROLOG?
- b) Discuss the features of prolog.

**OR**

10. a) What are exceptions? How are they handled in Java.
- b) Explain the rules for expression evaluation in functional programming.

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