

Fundamentals of Computer and Programming

Total Marks: 30
[10]

1. Explain in brief the classification of computers according to their functionality.
2. Describe different types of registers with their functions used in the processing by computer.
3. Explain different types of ROM.
4. Draw a flowchart to input five numbers through keyboard that compute and display the sum of even number and product of odd number.
5. Explain interconnection of units with CPU.

1. Add the hexadecimal number $(A27E9)_{16}$ and $(6FB43)_{16}$
2. Perform $(-48)_{10} - (23)_{10}$ using 2's complement.

1. The format specifier %g is used for ____ data type.
2. The ____ operator returns the number of bytes the operand occupies.
3. The specification %[] is used for reading a string that contain ____.
4. Array index should be ____ data type.

1. `int x=10; float y=4.25; x=y%x;`
2. `switch(1.2) {...}`
3. `scanf("\n"%f",root);`
4. `x=y=z=0.5,2.0-.5.35;`

```
main()
{
  int x=2,y,z;
  -x++;
  y = -x++;
  printf("%d%d",x,y);
  z=x+/-y;
  printf("%d",z);
}
```

```
a) main()
{
    printf("%c %c",67+32,90-25);
}
```

```
b) main()
{ int i=1,j=2,k=3;
  printf(" %d", !(j+k)>(i+5));
}
```

```
Salary = (x!=40) ? ((x<40) ? (4*x+100) : (4.5 *x +150)) : 300;
```

1. To generate the series: 9, 28, 65, 126, ... upto 10 terms
2. To generate the pattern :

1
10
110
1100
12210

Handwritten multiplication problems for 2 and 3:

- $$\begin{array}{r} 2 \times 24 = 48 \\ 2 \times 12 = 24 \\ 2 \times 6 = 12 \\ 2 \times 3 = 6 \\ 2 \times 1 = 2 \\ 2 \times 0 = 0 \end{array}$$
- $$\begin{array}{r} 2 \times 23 = 46 \\ 2 \times 11 = 22 \\ 2 \times 5 = 10 \\ 2 \times 2 = 4 \\ 2 \times 1 = 2 \\ 2 \times 0 = 0 \end{array}$$