

Course Code and Title: 21CSS101J: Programming for Problem Solving

Part-A: 10 X 1 Marks (MCQ)

S.No.	Question
1	Every C program consists of _____ function(s). (a) Only one (b) Only two (c) One or two (d) One or many
2	Which of the following is not a correct variable type? (a) Float (b) Real (c) Int (d) Double
3	Which of the following is not a valid C variable name? a) int number; b) float rate; c) intvariable_count; d) int \$main;
4	Which of these is NOT a relational or logical operator? (a) = (b) (c) == (d) !=
5	What will be the output of the following code snippet? <pre>#include <stdio.h> int main() { int a = 3, b = 5; int t = a; a = b; b = t; printf("%d %d", a, b); return 0; }</pre> (a) 3 5 (b) 3 3 (c) 5 5 (d) 5 3
6	What is the output of the following code snippet? <pre>int main() {</pre>

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	<pre>int sum = 2 + 4 / 2 + 6 * 2; printf("%d", sum); return 0; }</pre> <p>(a) 2 (b) 15 (c) 16 (d) 18</p>
7	<p>What will be the output of the following code snippet?</p> <pre>#include <stdio.h> int main() { int a = 3; int res = a++ + ++a + a++ + ++a; printf("%d", res); }</pre> <p>(a) 12 (b) 24 (c) 20 (d) 18</p>
8	<p>Which of the following is true for variable names in C?</p> <p>a) They can contain alphanumeric characters as well as special characters b) It is not an error to declare a variable to be one of the keywords (like goto, static) c) Variable names cannot start with a digit d) Variable can be of any length</p>
9	<p>Operator % in C Language is called.?</p> <p>(a) Percentage Operator (b) Quotient Operator (c) Modulus (d) Division</p>
10	<p>What will be the output of the following code snippet?</p> <pre>void solve() { printf("%d ", 9 / 2); printf("%f", 9.0 / 2); }</pre> <p>(a) 4 4.5000 (b) 4 4 (c) 4.500 4.500 (d) 4.5 4.50</p>

Part- B: 5 X 2 Marks

S.No	Question
1	Define keyword, constant and variable.

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	<p>Keywords</p> <p>Every word in a C program is classified as either a keyword or an identifier. All keywords have fixed meanings predefined in the language and these meanings can not be changed.</p> <p>Identifier / Literals</p> <p>In programming languages, constants are usually called as literals and variables are called as identifiers.</p> <p>Constants / Variables</p> <p>As name suggests, a constant is an entity whose value doesn't change during the course of program execution. A variable, on the other hand, is an entity whose value may change during the course of program execution.</p>
2	<p>Why do we use header files?</p> <p>A header file is a file with extension .h which contains C function declarations and macro definitions to be shared between several source files. There are two types of header files:</p> <ul style="list-style-type: none"> ➤ The files that the programmer writes (user defined) ➤ The files that comes with your compiler.(System header files) <p>Each header file contains information (or declarations) for a particular group of functions. Like stdio.h header file contains declarations of standard input and output functions available in C which is used for get the input and print the output. Similarly, the header file math.h contains declarations of mathematical functions available in C.</p> <p>When we want to use any function in our c program then first we need to import their definition from c library, for importing their declaration and definition we need to include header file in program by using #include. Header file include at the top of any C program.</p>
3	<p>What is variable? Give the rules for variable declaration.</p> <p>A variable name can start with the alphabet, and underscore only. It can't start with a digit. No whitespace is allowed within the variable name. A variable name must not be any reserved word or keyword, e.g. int, goto, etc.</p>
4	<p>Write a C program to check whether the person is eligible to vote.</p> <pre>#include<stdio.h> int main() { int age; printf("Enter your age\n"); scanf("%d", &age); (age >= 18) ? printf("Yes, you are eligible for voting!") : printf("You, you are not eligible for voting!"); return 0; }</pre>
5	<p>Write a C program to find the largest of three numbers</p>

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•	# include <stdio.h>
•	int a, b, c, big ;
•	printf("Enter three numbers : ");
•	scanf("%d %d %d", &a, &b, &c);
•	big = a > b ? (a > c ? a : c) : (b > c ? b : c);
•	printf("\nThe biggest number is : %d", big);
•	}

Part - C: 1 X 5 Marks

S.No.	Question
A	<p>Write a program that prints the numbers 1 to 4 on the same line. Write the program using the following methods.</p> <p>a) Using one printf statement with no conversion specifiers. b) Using one printf statement with four conversion specifiers. c) Using four printf statements.</p> <pre> #include <stdio.h> int main() { int x, y, z, a; // a printf("1, 2, 3, 4\n"); x = 1; y = 2; z = 3; a = 4; // b printf("%d, %d, %d, %d\n", x, y, z, a); // c printf("1, "); printf("2, "); printf("3, "); printf("4\n"); return 0; } </pre>
	OR
B	Display the following checkerboard pattern with eight Printf statements and then display

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the same pattern with as few Printf statements as possible.

```
* * * * *
 * * * * *
* * * * *
 * * * * *
* * * * *
 * * * * *
* * * * *
```

```
int main()
{
    printf("** * * * * *\n");
    printf(" * * * * *\n");
    printf("** * * * * *\n");
    printf(" * * * * *\n");
    printf("** * * * * *\n");
    printf(" * * * * *\n");
    printf("** * * * * *\n");
    printf(" * * * * *\n");

    printf("\n\n");

    printf("** * * * * *\n"
           " * * * * *\n"
           "** * * * * *\n"
           " * * * * *\n"
           "** * * * * *\n"
           " * * * * * ** * * * * * ** * * * * *\n");

    return 0;
}
```

CourseOutcome(CO)andBloom'slevel(BL)CoverageinQuestions

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