



Name : .....

Roll No. : .....

Invigilator's Signature : .....

**CS/B.TECH(CSE-OLD)/SEM-3/CS-301/2012**

**2012**

**PRINCIPLES OF PROGRAMMING LANGUAGES**

*Time Allotted : 3 Hours*

*Full Marks : 70*

*The figures in the margin indicate full marks.*

*Candidates are required to give their answers in their own words  
as far as practicable.*

**GROUP – A**

**( Multiple Choice Type Questions )**

1. Choose the correct alternatives for the following :

$$10 \times 1 = 10$$

- i) The break statement causes an exit
  - a) only from innermost loop
  - b) only from innermost switch
  - c) from innermost loop or switch
  - d) none of these.
- ii) Which of the following can not be passed to a function ?
  - a) Reference variable      b) Arrays
  - c) Class objects          d) Header files.



- iii) The function `fopen ( )` returns
- a) Nothing
  - b) a pointer to file
  - c) a value 0 or 1
  - d) NULL.
- iv) The library function `exit ( )` causes an exit from
- a) the loop in which it occurs
  - b) the block in which it occurs
  - c) the function in which it occurs
  - d) the program in which it occurs.
- v) The scope resolution operator usually
- a) resolves ambiguity
  - b) specifies a particular class
  - c) tells what base class a class is derived from.
  - d) limits the visibility of variables to a certain function.
- vi) The minimum number of temporary variables needed to swap the contents of two variables is
- a) 1
  - b) 2
  - c) 3
  - d) 0.





**GROUP – B**

**( Short Answer Type Questions )**

Answer any *three* of the following.  $3 \times 5 = 15$

2. What will be the output of the following 'C' codes ?

a) void main ( )

```
{  
    int I,x,*ptr;  
    i = 5;  
    ptr = &i;  
    x = *ptr+ + + +*ptr;  
    printf(“%d”,x);  
}
```

b) void main ( )

```
{  
    int a = 10, b = 20, c = 30;  
    printf (%d\n%d\n%d\n);  
}
```

3. a) What are the things specified by the variables storage class ?

b) What are the differences between auto and static storage classes ?



4. a) What are the differences between procedural and object oriented programming languages ?
- b) Write down the differences between array of pointer and pointer to array.
5. a) Why do we get error message “L value required” and “R value required” in function main ( ) ?
- b) Why do we use void pointer ?
6. a) What is C preprocessor ?
- b) When we should follow recursion and when we should avoid it ? Explain.

### GROUP – C

#### ( Long Answer Type Questions )

Answer any *three* of the following.  $3 \times 15 = 45$

7. a) Write a C program to multiply two  $2 \times 2$  matrices.
- b) Compare and contrast among inline, macro and function.
- c) Write a C program to calculate the g.c.d. of two numbers using recursion.  $6 + 4 + 5$



8. a) What is the difference between void pointer and NULL pointer ?
- b) Write a program to sort a sequence of n numbers using dynamic memory allocation.
- c) What are the advantages and disadvantages of dynamic memory allocation over static memory allocation ?
- 3 + 8 + 4
9. a) Read an array of N element and find the maximum and minimum among them and their position.
- b) What is self referential structure ? Explain with example.
- c) What is copy constructor ?
- 9 + 4 + 2
10. a) Explain the concept of operator overloading and function overloading in C++ language. Give examples.
- b) Explain private, public, protected access specifier in the context of oops.
- 9 + 6



11. Write short notes on any *three* of the following :

- a) Polymorphism
- b) Debugging
- c) Friend function
- d) Dynamic memory allocation
- e) Random files.

=====