## 2014

# Basic Computation & Principles of Computer Programming

Time Alloted: 3 Hours

Full Marks: 70

The figure 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 any ten of the following:

10x1=10

- i) 'C' is often called a
  - a) Object oriented language
- b) System software
- c) High level language
- d) None of these.

- ii) ALU is a part of
  - a) memory
- b) CPU
- c) output device
- d) input device.
- iii) Which will be the output?

```
void main()
{
     int x = 7, y=5
     X = y++ + x++;
     y = ++y + ++x;
     printf("%d%d", x, y);
}
```

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[Turn over]

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```
a) 12 14
                         b) 12 20
                                         c) 97
                                                         d) 12 19.
    The < < operator is used for
iv)
         a) one return statement
         b) two return statements
         c) more than two return statements
         d) Left shifting
     Which one of the following is a Bitwise operator?
v)
                         b) >=
         a) <
                                         c) &&
                                                         d) <<.
vi)
     The output of
         int fact = 1;
         for(i = 0; i < fact; i++)
         {
                   fact = fact *1;
                   printf("%d", fact);
         }
         is
         a) 24 .
                                   b) 5
         c) infinite loop
                                   d) none of these.
vii) which one is the correct output?
         char a[] = "computer";
         printf("%d", strlen(a));
         a) 9
                         c) 8
                                                         d) 11
                                         b) 10
viii) 'C' allows a three-way transfer of control with the help of
         a) unary operator
         b) comparison operator
         d) ternary operator
         c) relational operator
     The size of a printer to a float array of size 10 is:
ix)
         a) 40 Byte
                                   b) 4 Byte
         c) 2 Byte
                                   b) None of these.
     The union holds
x)
         a) value of one member at a time
         b) values of multiple members at a time.
```

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- c) Not value but a address of one member at a time
- d) Addresses of multiple members at a time.

## **GROUP - B**

( Short Answer Type Questions )
Answer any three of the following.

3x5 = 15

(5)

- 2. Explain precedence and associativity of operators with suitable examples. (5)
- 3. Discuss about basic data types used in C.
- 4. Distinguish between structure and union. (5)
- 5. What is recursion? Explain with an example. (5)
- 6. Differentiate : (i) Compiler and Interpreter. (ii) Post increment and Pre increment operator.

21/2+21/2=5

#### **GROUP - C**

(Long Answer Type Questions)
Answer any three of the following.

3x15=45

- 7. a) What is ternary operator? Explain with an example.
  - b) Explain "Call by Value" and "Call by Reference" with example.
  - c) Write a C function to swap two integer data and call the function from the main() function.

(5+5+5)

- 8. a) Write a C program to generate n Fibonacci numbers using recursion function.
  - Write a C program to complete the Trace of a user inputted matrix.
  - c) What do you mean by algorithm? Explain with an example.

(5+5+5)

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[Turn over]

- 9. a) Convert
  - i) (427)<sub>10</sub> to octal
  - ii) (110010.1011), to hexadecimal
  - iii) (12.32)<sub>10</sub> to Binary
  - iv) (234), to (?),
  - b) Subtract 10111 from 110011 using 2's complement method.
  - c) Draw the logic diagram and truth table of NAND and XOR gate.

(5+5+5)

- 10. a) Distinguish between Static Array and Dynamic array.
  - b) Write a C program to copy the content of a text file "file1.txt' into another "file2.txt" into another "file2.txt".
  - c) Write a C program to find the GCD of two numbers.

(5+5+5)

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

(3X5)

- a) Dynamic memory allocation
- b) Pointer
- c) Storage Class
- d) Macro
- e) Two Dimensional Dynamic Array

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