



**Winter Examinations 2018/ 2019**

<b>Exam Code(s)</b>	3BCT1
<b>Exam(s)</b>	3rd Year Examination Computing Science and IT
<b>Module Code(s)</b>	CT331
<b>Module(s)</b>	Programming Paradigms
Paper No.	1
Repeat Paper	No
External Examiner(s)	Professor Jacob Howe
Internal Examiner(s)	Professor Michael Madden *Dr. Finlay Smith

**Instructions:** Answer any 3 questions. All questions will be marked equally.

<b>Duration</b>	2 hours
<b>No. of Pages</b>	4
<b>Discipline(s)</b>	IT
<b>Course Co-ordinator(s)</b>	

**Requirements:** None

**PTO**

1)

- a) In 'C', what do the following types define? Define a variable for each of the types and assign it a suitable value.
  - i) `char`
  - ii) `char *`
  - iii) `char **`(6 marks)
- b) In relation to 'C' answer the following questions using suitable examples:
  - i) What are the differences between stack memory and heap memory? How are they accessed in 'C'? (4 marks)
  - ii) What is the purpose of the *typedef* keyword? (3 marks)
- c) Write 'C' code that defines a structured type called *moduleStruct* with members that store the name of the module as a character array, the number of students taking the module as an integer, the names of the students taking the module as a pointer to an array of strings and the results for the students stored as an array of floats. Write a function called *deleteModule* that accepts a pointer to a *moduleStruct* instance and frees all of the memory associated with the structure. (12 marks)

2)

- a) What are the differences between the type modifiers *short*, *long*, *signed* and *unsigned*. Do they always have an effect? (6 marks)
- b) How can function pointers be useful? Write code snippets to illustrate your answer. (4 marks)
- c) How can the function *sizeof()* be used to make writing generic functions easier? How could *sizeof()* be used to help make code platform independent? (6 marks)
- d) How can function pointers be used to write generic functions? Illustrate your answer with code snippets. What are the advantages of using function pointers? (9 marks)

**PTO**

3)

- a) What are the differences between Lisp, Scheme and Racket? (3 marks)
- b) Describe the differences between the functions *append* and *list* in Scheme? (3 marks).
- c) Write a non tail recursive function in Scheme which takes 2 arguments (a list and a number) and returns a list of all of the numbers in the list less than the number. You can assume that each item in the list is a number and that there are no nested lists. For example, if the function is called *less\_than*:

*(less\_than '(2 4 6 8 10) 7) returns (2 4 6)*  
(8 marks)

- d) Write a tail recursive version of your answer to part c). Make sure both your versions return lists with the elements in the same order. (11 marks)

4)

- a) How are Higher Order functions handled in Scheme? How does this differ from 'C'? (6 marks)
- b) What are the advantages and disadvantages of tail recursion in Scheme? (4 marks)
- c) How does functional programming differ from sequential programming? (4 marks)
- d) Write a tail recursive function in Scheme that accepts a list of numbers and returns a list with all of the odd numbers doubled and all of the even numbers left alone. For example, if the function is called *double\_odd*:

*(double\_odd '(1 2 3 4)) returns (2 2 6 4)*  
(11 marks)

5)

- a) Describe the differences and similarities between facts, rules and queries in Prolog. Illustrate your answer with examples. (4 marks)
- b) How is the Closed World Assumption used in Prolog? What effect does it have on the facts that need to be provided to Prolog programs? (6 marks)
- c) Write Prolog facts and rules that find the sum of odd number in a list, for example:

?- *sumOddNumbers([1, 2, 3, 4, 5], Sum).*  
*Sum = 9*  
(15 marks)

**PTO**

6)

a) Describe the similarities and differences between lists in Prolog and Scheme. Use examples to illustrate your answer. (6 marks)

b) Write code in Prolog that deletes the last element in a list. For example:

```
?-delete_last([1, 2, 3, 4, 5], X).
```

```
X = [1, 2, 3, 4]
```

(9 marks)

c) Write Prolog code which succeeds if all of the elements of its first list argument are members of its second list argument. For example:

```
?-subset([3, 2, 7], [1, 2, 3, 4]).
```

```
no
```

```
?-subset([3, 2, 1], [1, 2, 3, 4]).
```

```
yes
```

Would your code work if some of the elements of either list were also lists?  
(10 marks)