Unit-1 Questions

1. Explain the primary reasons to study programming language.
2. What is role of programming language?
3. Explain the organization of conventional computer.
4. What are the different classes of binding times? Explain with example.
5. Explain functional and logic programming paradigms with example.
6. Explain the concept of binding in programming languages.
7. What are the different ways by which computer might be constructed. Explain with example of web application.
8. Illustrate the Impact of Machine Architecture on Programming languages.
   a. Hardware,
   b. Firmware and
   c. Software.
9. Why programmers prefer one language over another? **Or**
   Explain attributes of a good language in detail.
10. Explain criterion "cost use" in different things for a program.
11. Explain any two language paradigm with example.

Unit-2 Questions

1. Explain ordinal type: Enumeration with C++ example.
2. Explain following concepts with example:
   - Overloaded unary operator
   - Short circuit evaluation.
3. What are the design issues for subprograms?
4. Explain different subscript bindings and array categories.
5. Explain in brief concept of associative arrays with example.
6. What is ADT? Write ADT for singly linked list.
7. How are arithmetic expressions formed? Explain Operator precedence rules and operator associativity rules with examples.
8. What are different parameter passing methods in programming languages.
9. What are the user defined ordinal data types? Explain with examples.

10. Differentiate between Discriminated and Free Union data types with examples.
11. What are Subprograms? List and explain the design issues for sub-programs.
12. What are the different Primitive Data types? Explain with the examples of syntax, size and ranges.
13. What are the differences between Union and Structure types?
14. Write Short note on
    a) Short Circuit Evaluation
    b) Mixed Mode Assignment
    c) Unconditional Branching.
    d) Selection and Iterative statement