

19/01/22

ASSIGNMENT - 1

Q.1.

A. Explain Nested If statements

→

When an If statement is used inside another If statement, that set of If statements is called Nested If statements.

→

You cannot have nested 'else' statements. only 'If' statements.

→

If is a concept that is common to almost all programming languages.

eg.

Syntax

```
if ( a == b ) {  
    if ( b = c ) {  
        statements ;  
    }  
    statements ;  
}
```

This If statement is inside the outer one.

eg.

```
#include <stdio.h>
```

```
int main()
```

```
{ int a;
```

```
printf("Enter a number");
```

```
scanf("%d", &a);
```

```
if (a % 2 == 0)
```

```
{ if (a % 5 == 0)
```

```
{ printf("Number is divisible  
by both 2 and 5");
```

```
}
```

```
else if (a % 3 == 0)
```

```
{ printf("Number is divisible  
by both 2 and 3");
```

```
}
```

```
} // Divisibility test.
```

```
return 0;
```

```
}
```



## B. Use of Break statement.

- 
- ① To exit an iteration in any loop
  - ② To end an infinite loop
  - ③ To move on to the next statements after particular 'case' execution of 'Switch case' statements.

④ Def: Break is a keyword that can be used within loops to terminate the 'iteration' of that loop at that point -

⑤ eg. Switch (choice\_1)

```
{
    case 1 : printf("A");
            break;
    case 2 : .....
            break;
    default : .....
}
```

Q.2. What is an array? Give examples and advantages of using arrays.

→

Def:

An ~~are~~ array is a collation of similar data elements stored at contiguous memory locations.

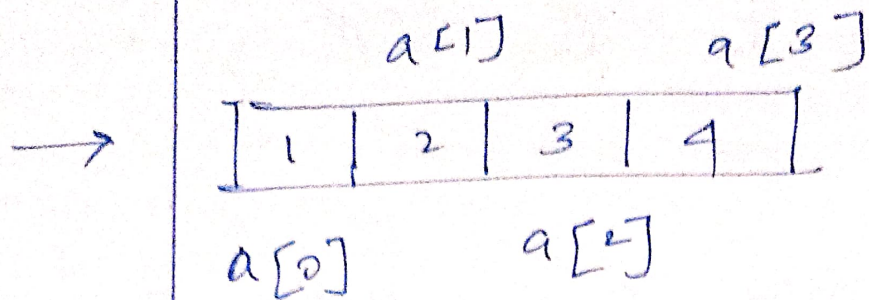
→ It is the simplest data structure where each element is only accessed by using its index number.

Advantages

- ① Multiple data types of the same type can be represented by a single name.
- ② Reduces use of variables.
- ③ Memory efficient.
- ④ Avoids memory overflow and shortage.
- ⑤ Elements can be accessed randomly very fast using this index number.
- ⑥ Using arrays, other data structures like linked list, stacks, ~~queues~~ queues etc can be implemented.
- ⑦ Representing Tables and Matrices.



Q1 → `int a[4] = { 1, 2, 3, 4 };`



(eg.)

```
{ printf ("Enter Roll NO. name of 10 students");  
  int a[10] = ;
```

```
  for (int i = 0 ; i < 10 ; i++)
```

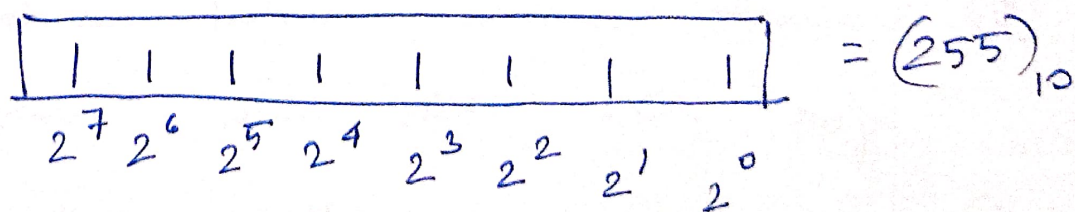
```
  { scanf ("%d", &a[i]);  
  }
```

```
  return 0;
```

```
}
```

Q. Explain signed and unsigned data representation

→ Data in Binary is represented as powers of 2.



\* this is an unsigned Binary number  
as ALL bits are used to represent the number

→ There is no need of a 'sign' bit in unsigned numbers.

So max range is

0 to (255)<sub>decimal</sub>

→ Only positive numbers can be represented.

(\*) Signed Numbers :

→ You can represent negative and positive numbers.

→ Range is -127 to +127 for 8 bit integers.

→ Left most bit is used to indicate if number is positive or negative.

LMB ← (1) 0 0 0 0 0 0 0 1

→ (-1)<sub>10</sub>

← (0) 0 0 0 0 0 0 0 1

→ (1)<sub>10</sub>

(1 Rep  
Negative  
No.)

0 Rep  
(+)ve  
Numbers.



Q.9, Convert given Binary number to Hexadecimal :

$$\rightarrow (11001)_2$$

$$= 1 \times 2^0 + 0 \times 2^1 + 0 \times 2^2 + 1 \times 2^3 + 1 \times 2^4$$

$$= (25)_{10}$$

$$\begin{array}{r|l} 16 & 25 \\ \hline 16 & 1 \quad \text{Rem : 9} \\ & 0 \quad \text{Rem : 1} \end{array} \quad \left. \vphantom{\begin{array}{r|l} 16 & 25 \\ \hline 16 & 1 \quad \text{Rem : 9} \\ & 0 \quad \text{Rem : 1} \end{array}} \right\}$$

$$\text{So Hex} = \underline{\underline{(19)_{16}}} = (11001)_2$$
$$= (25)_{10}$$