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	D	
	a)	<p><code>strlen()</code> :- <code>strlen()</code> is a pre-defined function in <code>string.h</code> library. <code>strlen()</code> takes the string and calculate the length of the null character (<code>'\0'</code>) i.e it does not count null character.</p> <p>for eg: for a string "subject" ; strlen <code>strlen</code> will give output as 7</p>
	b)	<p><code>strcmp()</code> :- <code>strcmp()</code> is a pre-defined function in <code>string.h</code> library. <code>strcmp()</code> takes two string and compare them. for eg. <code>strcmp</code></p> <p>if <code>strcmp()</code> is equal to zero, both the string are equal</p> <p>if <code>strcmp()</code> > 0 ; then string 1 is greater than string 2 [<code>strcmp(string1, string2)</code>]</p> <p>if <code>strcmp()</code> < 0 ; then string 1 is smaller than string 2 [<code>strcmp(string1, string2)</code>]</p>

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```
printf("The greatest number is '%d'", greatest);
```

```
return 0;
```

```
}
```

Here, if $a > b$ is true, greatest will be a
else greatest will be b if $a > b$ is
false.

then

if $\text{greatest} > c$ is true, greatest will be
 b

else if $\text{greatest} > c$ is false, greatest will
be c .



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	Q4

Q4

A. Different type of data type modifiers is:-

- i) short :- i) It is used with ^{Integer data} ~~Integer~~ type
ii) short takes less memory than their regular counterpart
iii) short stores less value than their regular counterpart.
- ii) long :- i) It is used with Integer data type
ii) long takes more memory than their regular counterpart.
iii) long may stores more amount of variables than their regular counterpart
- iii) ~~at~~ long long :- i) It is used with Integer data type.
ii) long long takes more memory than long data type modifier
iii) It can also hold more amount of variable than long data type modifier.

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Output:-

Enter the number : 23

Entered number is prime.



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Output:

Enter the number : 2

Enter power : 3

2 raised to power of 3 is 8.



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Q6.

A

#include <stdio.h>

int main()

{

int ar, ac;

// To get number of rows and column.

printf("Enter the number of rows:");

scanf("%d", &ar);

printf("Enter the number of column:");

scanf("%d", &ac);

int matrix[50][50], r, c;

To input // square matrix condition
if (ar == ac)

{

printf("Enter valid matrix");

}

else

{

// to input matrix row by row

for(r=0; r<ar; r++)

{ printf("Enter row %d", r);

for(c=0; c<ac; c++)

{

scanf("%d", &matrix[r][c]);

}

}



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Output

Enter the number of rows: 3

Enter the number of column: 3

Row 1:

1

2

3

Row 2:

1

2

3

Row 3:

1

2

3

Matrix is:

1 1 1

2 2 2

3 3 3

Transpose matrix is

1 2 3

1 2 3

1 2 3.



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#include <stdio.h>

~~int main~~

struct Employee

{

int EmployeeNo;

char EmployeeName[50];

int Experience;

int Salary;

};

int main()

{

struct Employee e[100];

int i; // To input or store details

for(i=0; i<100; i++)

{

printf("\n Employee - No:");

scanf("%d", &e[i].EmployeeNo);

printf("\n Employee - Name:");

scanf("%s", e[i].EmployeeName);

printf("\n Employee Experience:");

scanf("%d", &e[i].Experience);

printf("\n Salary:");

scanf("%d", &e[i].Salary);

}

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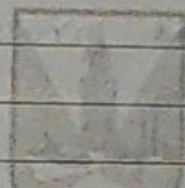
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3
return a;

4



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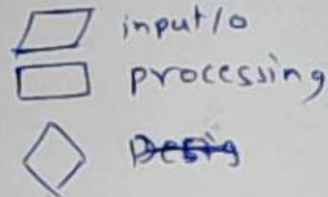
Rough Work

Start.
Enter
take number

rem = number % 10;
sum = sum + rem;
number = number / 10;

print sum;

end. stop.



$$\begin{cases} b^2 > 4ac \\ b^2 = 4ac \\ b^2 < 4ac \end{cases}$$

$$-\frac{b^2 \pm \sqrt{b^2 - 4ac}}{2a}$$

$$-(ab \times b) \quad (\alpha \times 2a) + b =$$

$$-(\text{pow}(b, 2) +$$

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Re-Evaluator Sheet

Exam Date _____

Program Code & Name _____

Subject Code & Name _____

Year / Semester _____

Question wise Marks given by Re-Evaluator			
Q. No.	Marks		
1		8	
2		9	
3		10	
4		11	
5		12	
6		13	
7		14	
		Total	

Name & Signature of Re-Evaluator with Date

Sr. No. 232842197