



C Sample Paper

Answer All Questions

Time: 03Hrs

1.

A. Write the outputs of each of the following expression.

Note: p , q , r are integer variables and initial value of p is 10 and q is 3

a) `r=p++ + q ++;`

`printf("%d",r);`

b) `r=p-- % q;`

`printf("%d",r);`

c) `r= --p / --q;`

`printf("%d",r);`

d) `r = ++p * q ++;`

`printf("%d",r);`

(4 marks)

B. Allow the user to input 2 integer values x and y. Program should calculate and display power as the output.

E.g. If user input x=5 and y=3 system will display output (x^y) as 125

(6 marks)

C. Answer the following:

- What is the general format of a 'for loop', on which occasions you can use a 'for loop'?
- Write a single printf statement to display the values of an integer X and float variable Y.
- Declare and assign values for four different variables with four different data types.
- What are the assignment operators and when we can use them?
- Explain the general format and the use of a 'switch' conditional structure.

(2 x 5 = 10 marks)



2.

- A. In C language functions can be written in four different ways. Use **adding 2 numbers (Calculating the sum)** as an example and write four different functions to explain the behavior and use four different function types. (Function and the main method)
- (8 marks)
- B. Create a function to provide three integers as parameters to a function and find and return the highest number. Input 3 numbers in the main function, call the function and display the highest number.
- (6 marks)
- C. Compare and contrast the differences between 'recursion' vs. 'iteration'. You can use a sample program to explain the answer.
- (6 marks)

3.

- A. Write a single C program to perform the following tasks;
- I. Input 10 float values and store them in an array
(4 marks)
- II. Display the values of the above array
(4 marks)
- III. Find and display the minimum value
(4 marks)
- B. Write a C program to declare a multi-dimensional array with the size of 3 x 4. Input values to the array and display the average value.
(8 marks)

C - Sample Paper (18.2)

$$p = 10 ; q = 3$$

(A) a) $r = p++ + q++$
 $= 10 + 3$
 $= \underline{\underline{13}}$

$p++$ (post increment)
doesn't change

$++p$ (pre increment)
changes

b) $r = p-- \% q$
 $= 10 \% 3$
 $= \underline{\underline{1}}$

$\%$ modulus

$/$ divide
(quotient)

c) $r = --p / --q$
 $= 9 / 2$
 $= \underline{\underline{4}}$

(it cannot be 4.5 because datatype is int)

d) $r = ++p * q++$
 $= 11 * 3$
 $= \underline{\underline{33}}$

(B) #include <stdio.h>

$y = \text{exponent}$
 $x = \text{base}$

int main() {

int x, y, c, power = 1;

printf("Enter value for x and y");

scanf("%d %d", &x, &y);

for (c = 1; c <= y; c++)

{

power = power * x;

}

printf("Answer is %d \n", power);

* Refer
loops.

(c)

a) What is the general format of for loop, on which occasions you use a 'for loop'?

```
→ for ( expression 1 ; expression 2 ; expression 3 )  
{  
    // body  
}
```

* For is used to represent an iteration or repetition within a program.

b) Write a single printf statement to display the values of an integer x and float variable y.

```
→ printf ( " %.d %.f " , x , y ) ;
```

OR,

```
printf ( " x = %.d y = %.f " , x , y ) ;
```

c.) Declare and assign values for four different variables with four different data types.

```
→ int a = 10 ;  
   char b = 'c' ;  
   float c = 12.5 ;  
   double d = 58752.62
```

* use single quote
for single character
e.g. 'c'

d) What are the assignment operators and when we use them?

→ + =

- =

* =

/ =

Assignment operators are used to write an arithmetic expression in a short form

Ex: $x = x + 10$ as $x += 10$

e.) Explain the general formula and the ^(1 mark) use of a switch conditional structure. ^(1 mark)

→ switch (<variable>)

*Study a program using switch.

```
{  
    case <option 1> : //statement ; break ;  
    case <option 2> : //statement ; break ;  
    case <option 3> : //statement ; break ;  
    default : statement ;  
}
```


②

- 1.) Use adding 2 numbers as an example and write four different functions to explain the behavior and use four different function types.

→ No return type, no parameters

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

```
void sum()
```

```
{
```

```
    int x, y, sum;
```

```
    printf("Enter two numbers: ");
```

```
    scanf("%d %d", &x, &y);
```

```
    sum = x + y;
```

```
    printf("The sum is %d", sum);
```

```
}
```

```
int main()
```

```
{
```

```
    sum();
```

```
}
```

→ No return type, with parameters

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

```
void sum(int a, int b);
```

```
{
```

```
    int z;
```

```
    z = a + b;
```

```
    printf("The Sum is %d", z);
```

```
}
```

```
int main()
```

```
{
```

```
    int x, y;
```

```
    printf("Enter two numbers: ");
```

```
    scanf("%d %d", &x, &y);
```

```
    sum(x, y);
```

```
}
```

* value of x goes to a

* value of y goes to b

→ With return type , no parameters

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

```
int sum()  
{
```

```
    int x, y, z;
```

```
    printf("Enter two numbers ");
```

```
    scanf("%d %d", &x, &y);
```

```
    z = x + y;
```

```
    return z;
```

```
}
```

```
int main()
```

```
{
```

```
    int c = sum();
```

```
    printf("The sum is %d", c);
```

```
}
```

→ With return type , with parameters.

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

```
int sum(int x, int y)
```

```
{
```

```
    int z;
```

```
    z = x + y;
```

```
    return z;
```

```
}
```

```
int main()
```

```
{
```

```
    int a, b, c;
```

```
    printf("Enter two numbers ");
```

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

```
    c = sum(a, b);
```

```
    printf("The sum is %d \n", c);
```

```
}
```


B) Create a function to provide three integers as parameters to a function and find and return the highest number. Input 3 numbers in the main function, call the function and display the highest number.

```
→ int findmax (int a, int b, int c)
{
```

```
    int max;
```

```
    if (a > b)
```

```
        max = a
```

```
    else if (b > c)
```

```
        max = b;
```

```
    else max = c
```

```
    return max;
```

```
}
```

```
int main ()
```

```
{
```

```
    int x, y, z;
```

```
    printf ("Enter three numbers: ");
```

```
    scanf ("%d %d %d", &x, &y, &z);
```

```
    int ans = findmax (x, y, z);
```

```
    printf ("The highest is %d \n", ans);
```


(3.)

(A) I.) Input 10 float values and store them in an array

```
→ int main() {  
    float arr[10];  
    int i;  
    for (i = 0; i < 10; i++)  
    {  
        printf("Enter a value in the element %d", i+1);  
        scanf("%f", arr[i]);  
    }  
}
```

II.) Display the values of the above array.

```
int main()  
{  
    float arr[10];  
    int i;  
    for (i = 0; i < 10; i++)  
    {  
        printf("Enter a value in the element %d", i+1);  
        scanf("%f", arr[i]);  
    }  
→ for (i = 0; i < 10; i++)  
    {  
        printf("%.2f", arr[i]);  
    }  
}
```

III.) Find and display the minimum value.

```
→ float = arr[0];  
for (i = 1; i < 10; i++)  
{  
    if (arr[i] < min)  
        min = arr[i];  
}  
printf("The lowest is %.2f", min);
```

(B) ~~but~~ Declare a multi-dimensional array with the size of 3×4 . Input values to the array and display the average value

```
for (r = 0; r < 3; r++)  
{  
    for (c = 0; c < 4; c++)  
    {  
        printf("Enter a value");  
        scanf("%d", &v[r][c]);  
        sum = sum + v[r][c];  
    }  
}
```

3 x 4

0				
1				
2				
	0	1	2	3

* row by row.

```
avg = (float) sum / 12;  
printf("The Average is %.2f \n", avg);
```