



- 2C. Illustrate the working of binary search to find 33 in the given set of numbers **6, 13, 14, 25, 33, 43, 51, 53, 64, 72, 84, 93, 95, 96, 97**. Show all intermediate computations.

(4+3+3 = 10 marks)

- 3A. Write a C function **sum2PN()** which takes each element from the 2D integer array as a parameter and print each element expressed as the sum of 2 prime numbers (all possible combinations). In the main function, read the 2-dimensional integer array, replace each element in the original array with its square if it cannot be expressed as the sum of 2 prime numbers, otherwise retain the element and display the resultant in matrix form.

Original Matrix:	Desired output	Final modified Matrix
11      22	22 = 3 + 19	121    22
27      34	22 = 5 + 17	729    34
	22 = 11 + 11	
	34 = 3 + 31	
	34 = 5 + 29	
	34 = 11 + 23	
	34 = 17 + 17	

- 3B. A programmer wants to write a program that will perform reversing the elements of an integer array. Write a C function, **exchange(int \*p, int \*q)**, that exchanges two integer values without any additional variables, which takes two pointers p and q containing the addresses/locations of the two integer elements of an array and then it exchanges the values in those two locations. Write a C program to read an integer array with n elements, reverse the array elements using the above function **exchange** and display the resulting reversed array. Do not use any additional functions.
- 3C. A cumulative-zero-sum is a point where the sign of the cumulative sum of a mathematical function is zero. Example: the function values 3, 2, -4, -1, 3, 1, -4, 5 has cumulative-zero-sum at the value -1 (i.e. 3 + 2 -4 -1) and -4. The number of cumulative-zero-sum is 2 in this case. Write a C function which takes a matrix, its dimension m, n, and a pointer to a 1-D array as arguments to compute the number of cumulative-zero-sums for each row. The number of cumulative-zero-sum for each row must be stored in the 1-D array.

Example: m=3, n=8

Input:

```
3   2   -4   -1   3   1   -4   5
1  -1   4   -4   3   -3  -4   4
3   2   4    1   3   1   4   5
```

Output:

The 1-D array contains

```
2
4
0
```

(4+3+3 = 10 marks)

- 4A. Write a C program with the following requirements:  
Create a structure '**address**' to read the address of the employee with **House\_No**, **Street\_Name**, **Place\_name** as members. Create another structure 'employee' with name, position, salary, address (structure) as its members. Using an array of structures, read 10 employee details. Read a place name from the user and display the name of the employees who belong to that place.

(4 marks)

- 4B. With the help of recursion call tree, predict the output of the following C program. What are the different cases in a recursive function?

```

#include<stdio.h>
int fn(int i, int p)
{
    if(i==0) return 0;
    else if(i%2) return fn(i/2, 2*p)+p;
    else return fn(i/2, 2*p)-p;
}
int main()
{
    printf("%d",fn(24,1));
    return 0;
}

```

(2+1 = 3 marks)

- 4C. Define the type of cybercrime involved in the “Creation of email message with forged sender address”.

Write a C program to create a 1D array of 4 elements. E.g.  $X = \{1, 2, 3, 4\}$ . Create a 2D array  $Y(3 \times 4)$  size in which the second and third row are respectively, Row 2 = 2 x (row1) Row 3 = 3 x (row1). i.e.  $Y = \{1, 2, 3, 4; 2, 4, 6, 8; 3, 6, 9, 12\}$ . Use pointer to print the address of each 1D array and also print the values of each element.

(1+2 = 3 marks)

