Total No. of Questions: 6

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Enrollment No.....



Faculty of Science

End Sem (Odd) Examination Dec-2019

BC3CO02 Problem Solving and Programming-I

Programme: B.Sc. (CS) Branch/Specialisation: Computer

Science

Duration: 3 Hrs. Maximum Marks: 60

Note: All questions are compulsory. Internal choices, if any, are indicated. Answers of Q.1 (MCQs) should be written in full instead of only a, b, c or d.

```
Q.1 i.
             Terminal symbol in a flowchart indicates:
                                                                                 1
             (a) End
                                          (b) Processing
             (c) Input/Output
                                          (d) Decision
            Pseudo code is used for:
                                                                                 1
             (a) Denoting the program flow
             (b) Program code
             (c) For coding the program
             (d) To write program steps
            A C variable cannot start with:
                                                                                 1
             (a) A number
                                          (b) A special symbol
             (c) Both (a) and (b)
                                          (d) An alphabet
            Which one of the following is not a correct variable type?
                                                                                 1
             (a) Float
                           (b) Char
                                          (c) Int
                                                         (d) Real
             #include<stdio.h>
                                                                                 1
             int main()
             int i = 1;
             switch(i)
             printf("This is c program.");
             case 1:
             printf("Case1");
             break;
             case 2:
             printf("Case2");
```

P.T.O.

	break;			
	}			
	return 0;			
	}			
	(a) Error: No default specified			
	(b) Error: Invalid <i>printf</i> statement after <i>switch</i> statement			
	(c) No Error and prints "Case1"			
	(d) None of these			
۷i.	#include <stdio.h></stdio.h>	1		
	int main()			
	{			
	int i=1;			
	while()			
	{			
	printf("%d\n", i++);			
	if(i>10)			
	break;			
	}r			
	eturn 0;			
	}			
	(a) There should be a condition in the <i>while</i> loop			
	(b) There should be at least a semicolon in the <i>while</i>			
	(c) The <i>while</i> loop should be replaced with <i>for</i> loop			
	(d) No error			
vii.	What is an array in C language?	1		
	(a) A group of elements of same data type			
	(b) An array contains more than one element			
	(c) Array elements are stored in memory in continuous locations			
	(d) All of these			
viii.	The string function to copy a string to another is:			
	(a) strlen() (b) strcopy()			
	(c) strcpy() (d) strcat()			
х.	What is the size of a C structure?	1		
	(a) C structure is always 64 bytes			
	(b) Total bytes of all the elements of the structure			
	(c) Equal to the size of largest element in the structure			
	(d) None of these			

	х.	The keyword used to define a C macro is: (a) Def (b) Definition (c) Define (d) Defay	1
Q.2	i. ii. iii.	Attempt any two: What is algorithm? Write down its advantages. Explain flowcharts in detail with its symbols used. Draw a flowchart to find the Fibonacci series till terms<=1000	5 5 5
Q.3	i. ii. iii.	Attempt any two: What is data type, explain the basic data types used in C in detail. Write a brief note on storage classes in C, with examples. What do you mean by type conversion in C, explain implicit and explicit type conversion with examples?	
Q.4	i. ii. iii.	Attempt any two: Explain various operators used in C, with examples. Write a C program to find the factorial of a given number. Explain break, continue, goto and exit statements with examples.	5 5 5
Q.5	i. ii. iii.	Attempt any two: What is array, types of arrays and explain memory mapping of 1D and 2D arrays. Write a C program for addition of two 2D array (matrix). Explain the following library functions with examples: Strlen(), strcpy(), strcat() and strcmp()	5 5 5
Q.6	i.	Attempt any two: Write down a C program to enter a student record with following information about the student: Name, address, mobile no., course, fee	5
	ii.	Explain #include, #define, #undef, #pragma pre-processor directives. explain Macro with example	5
	iii.	Explain structure and union in C, compare structure and union with each other.	5

Marking Scheme

BC3CO02 Problem Solving and Programming-I

Q.1	i.	Terminal symbol in a flowchart indicates:		1
	ii.	(a) End Pseudo code is used for:		1
	11.	(c) For coding the program		1
	iii.	A C variable cannot start with:		1
	111.	(a) A number		1
	iv.	Which one of the following is not a correct variable	e type?	1
	-,,	(d) Real	oppo.	_
	v.	#include <stdio.h></stdio.h>		1
		int main()		
		(d) None of these		
	vi.	#include <stdio.h></stdio.h>		1
		int main()		
		(a) There should be a condition in the <i>while</i> loop		
	vii.	What is an array in C language?		1
		(d) All of these		
	viii.	The string function to copy a string to another is:		1
		(c) strcpy()		
	ix.	What is the size of a C structure?		1
		(b) Total bytes of all the elements of the structure		
	х.	The keyword used to define a C macro is:		1
		(c) Define		
Q.2		Attempt any two:		
	i.	Definition of algorithm	2 marks	5
		Its advantages	3 marks	
	ii.	Flowcharts in detail with its symbols used		5
		Five symbols 1 mark for each	(1 mark * 5)	
	iii.	Flowchart to find the Fibonacci series till terms<=1	000	5
		I/O	2 marks	
		Logic	3 marks	
Q.3		Attempt any two:		
`	i.	Definition of data type	2 marks	5
		Three data types used in C		
		1 mark for each (1 mark * 3)	3 marks	
		,		

	ii.	Definition of Storage classes	0.5 mark	5
	iii.	Three storage classes in C with example 1.5 marks for each (1.5 marks * 3) Definition of type conversion in C	4.5 marks 1 mark	5
	111.	Implicit type conversion with examples	2 marks	
		Explicit type conversion with examples	2 marks	
Q.4		Attempt any two:		
	i.	Operators used in C, with examples		5
		1 mark for each operator	(1 mark * 5)	_
	ii.	C program to find the factorial of a given number	2 1	5
		Input / Output	2 marks	
	iii.	Logic Break, continue with example	3 marks	5
	111.	Goto and exit statements with example	2 marks	3
		Goto and exit statements with example	2 marks	
Q.5		Attempt any two:		
	i.	Definition of array	1 mark	5
		Types of arrays	1 mark	
		Memory mapping of 1D and 2D arrays	3 marks	
	ii.	C program for addition of two 2D array (matrix)		5
		Input / Output	2 marks	
		Logic	3 marks	_
	iii.	Strlen(), strcpy(), strcat()		5
		1 mark for each (1 mark * 3)	3 marks	
		strcmp()	2 marks	
Q.6		Attempt any two:		
Q .0	i.	C program to enter a student record		5
		Input / Output	2 marks	
		Logic	3 marks	
	ii.	#include, #define, #undef, #pragma pre-processor d	irectives	5
		1 mark for each (1 mark * 4)	4 marks	
		Macro with example	1 mark	
	iii.	Union and structure definition	2 marks	5
		Comparison	3 marks	
