B.E. (Information Technology) Third Semester (C.B.S.)

Programming Logic & Design Using C

P. Pages : 2

NIR/KW/18/3328

Time : Three Hours

* 1747 *

Max. Marks : 80

Notes :
1. All questions carry marks as indicated.
2. Solve Question 1 OR Questions No. 2.
3. Solve Question 3 OR Questions No. 4.
4. Solve Question 5 OR Questions No. 6.
5. Solve Question 7 OR Questions No. 8.
6. Solve Question 9 OR Questions No. 10.
7. Solve Question 11 OR Questions No. 12.

1. a) Explain the different characteristics of algorithm. **4**

b) Explain Decision making concepts using example. **5**

c) What is flow chart? Explain various symbols used in flow chart. **5**

OR

2. a) Write a program to display all Armstrong number between 1 to 500. **8**

b) Explain the concept of Break and continue statement with example. **6**

3. a) Write a user defined function to copy one string in to another string using pointer. **7**

b) Explain call by value and call by reference with an example. **6**

OR

4. a) Explain following concepts. **7**
i) One dimensional array Vs. multidimension array.
ii) Linear Vs. Binary search.

b) Write a program to generate Fibonacci series using recursion. **6**

5. a) What is string? Explain string related library function with one example of each? **7**

b) Differentiate between structure and union. **3**

c) Explain pointer to structure. **3**

OR

6. a) Explain following function and its purpose. **6**
i) strcmp ( )
ii) strlwr ( )

b) Give the different preprocessor directives used in C. Give example for each. **7**

7. a) What are the different types of files? Also explain different opening modes of file. 7

b) Explain the concept of text file and binary file. Differentiate. 6

OR

8. a) Write a short note on 13
   i) Bitwise operator.
   ii) Enumerated data type.
   iii) Type casting.
   iv) Volatile qualifies.

9. a) Explain dynamic memory allocation in detail. 7

b) Write a graphics program with following options. using menu driven. 6
   i) Rectangle.
   ii) Circle
   iii) ARC

OR

10. a) Explain following standard graphics methods **any three.** 6
   i) moveto ( )
   ii) putpixel ( )
   iii) getimage ( )
   iv) setpixel ( )

b) Explain "Command line arguments" with an example. 7

11. a) Explain in detail elementary TSR's. 7

b) Explain the steps to Call ROM – BIOS functions. 7

OR

12. a) Explain Dangling pointer in detail. 7

b) Explain different types of pointers. with example. 7

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