

Question Bank

Advance Programming in C

BCA II Sem (MCRPV)

2BCA3

UNIT I

Q.1 What is pointer ?Explain defferent types of operation on pointer.

Q.2 Explain the features of pointer.

Q.3 Explain the address operator (&) and indirection operator(*).

Q.4 Explain the pointer to function and pointer as function arguments.

Q.5 Explain the pointer to pointer with example.

Q.6 Explain the following are

(a) malloc()

(b) calloc()

(c) Free()

(d) realloc()

Q.7 What do you mean by DMA? Explain its type with example.

Q.8. What do you mean by pointer to structure & pointer with structure?

Q.9 What do you mean by pointer & string?

UNIT II

Q.1 What is file ?Explain its type .Write commands for defining file, closing file, opening file

Q.2 Explain Input/Output operation on file with example.

Q.3 Write a program to produces a third file DATA which hold a single sorted ,merged list of these two list.

Q.4 write a program that takes a command line argument.

Q.5 What is flushing stream? Write aprogram demonstrate it.

Q.6 Explain the following are

(a) fseek

- (b) ftell
- (c) rewind

Q.7 Explain the file function for a file.

UNIT II

Q.1 What do you mean by preprocessor directive ?Explain its advantage.

Q.2 What do you mean by macros ? Explain its type.

Q.3 Explain conditional compilation directive .

Q.4 Explain the following are

- (a) #if (b) #else (c) #elif (d) #ifdef (e) #undef
- (f) # error (g) #line (h) ##preprocessor operator.

Q.5 What do you mean by header file.?Explain its different types of header file..

UNIT IV

Q.1 What do you mean by computer graphics ?and explain its graphics mode

Q.2 what do you mean by various function of graphics.?Explain in detail.

Q.3 What do you mean by initgraph() function?

Q.4 What do you mean by display text in graphics mode

Q.5 Explain the following are

- (a) floodfill() (b) line() (c) moveto () (d) line to() (e) linerel()

Q.6 Explain the line drawing function with example.

Q.7 Explain the following are

- (a) floodfill() (b) Polygon() (c) Arcs () (d) Circle() (e) Rectangle()

Q.8 Explain function to fill color

Q.9 What do you mean by justifying Text?

UNIT V

Q.1 What do you mean by ROM BIOS Routine. ?Explain its working .I

Q.2 Explain the Registers for passing Arguments to BIOS Routine.

Q.3 Explain the following are

- (a) int86()
- (b) IVT
- (c) Intdos()

Q.4 Explain the Memory size and clearing screen using int86(0) function.

Q.5 Explain the working with mouse and keyboard.

Q.6 Explain the working with DOS Routine.

Q.7 Explain the following are

- (a) Renaming file
- (b) Deleting file
- (c) Create directory
- (d) Delete Directory

