



**RAJARATA UNIVERSITY OF SRI LANKA  
FACULTY OF APPLIED SCIENCES**

**B.Sc. (General) Degree in Applied Sciences  
First Year - Semester I Examination – March 2021**

**COM 1201 – Principles of Program Design**

**Answer all questions**

**Time: Two (02) hours**

1.

(a) Briefly describe three (3) benefits of flow charts.

(06 marks)

(b) Briefly discuss following data types with examples.

- I. Integer
- II. Character
- III. Boolean

(06 marks)

(c) What will be the output of the following pseudocodes?

```
I.  integer i
    set i = 5
    do
    print i + 5
    i = i - 1
    while (i not equal to 0)
    end while
```

(02 marks)

II.     integer n  
       string a  
       set a = "rajarata"  
       n = stringLength(a)  
       print (n+5)

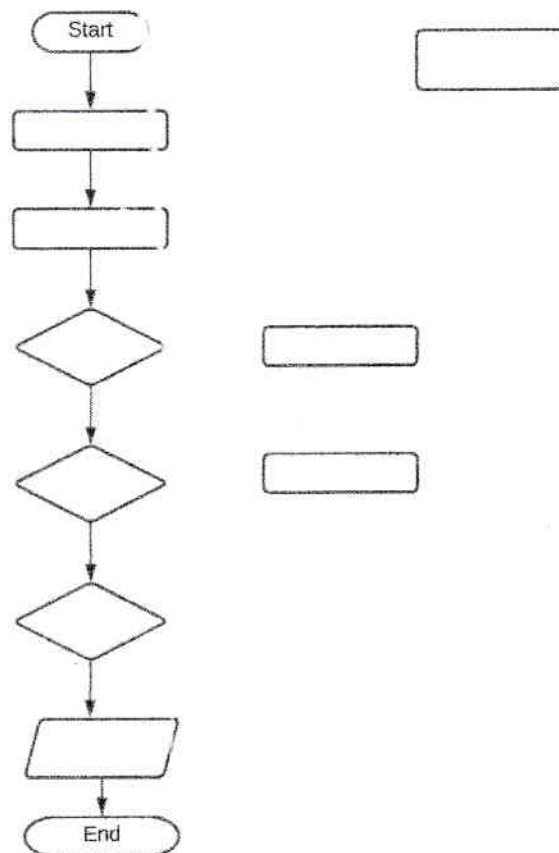
(02 marks)

III.    integer a, b  
       set a = 17, b = 9  
       a = a mod (a-3)  
       b = b mod (b-3)  
       a = a mod 1  
       b = b mod 1  
       print a + b

(02 marks)

- (d) The following incomplete flowchart shows a snake and ladder game. Use the information given below to fill in the blocks and to draw the missing arrows to complete the flowchart.

- I. Move up the ladder
- II. Reached the last block of the game
- III. Give dice to next player
- IV. Move the coin
- V. You are the winner
- VI. Throw the dice
- VII. Landed on snake head
- VIII. Slide down to the tail of the snake
- IX. Landed on the bottom of the ladder



(07 marks)

2. Draw a flowchart and write the pseudocode to perform the following operations.

(a) Insert numbers 7, 5, 8, 2, 1 into a list.

(10 marks)

(b) Sort the above list in descending order.

(10 marks)

(c) Delete number 5 from the ordered list.

(10 marks)

3. Draw a flowchart and write the pseudocode to display following patterns.

(Hint :Use loops)

(a) \* \* \* \* \*

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\* \* \* \* \*

\* \* \* \* \*

(10 marks)

(b) \* \* \* \* \*

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\* \* \* \* \*

\* \* \* \*

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(10 marks)

(c) \* \* \* \*

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(10 marks)

4.

(a) Briefly discuss the following terms.

- I. Imperative programming
- II. Procedural programming
- III. Object Oriented Programing

(03 marks)

(b) Compare and state the differences between functional programing and mathematical programming?

(02 marks)

(c) Write a pseudocode and draw the flowchart to implement a program that performs the following:

- I. Ask user to enter a number.
- II. If the number is between 0 and 10, write the word blue.
- III. If the number is between 10 and 20, write the word red.
- IV. If the number is between 20 and 30, write the word green.
- V. If it is any other number, write that it is not a correct color option

(10 marks)

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