EXTERNAL LEARNING 3

Date of submission: 11/11/2019

Learning outcomes:

- Develop a solution through a modular/structured programming approach.
- Write, debug and execute C programs for simple applications using a text editor.

Important instructions:

- Assignment has to be submitted on time else marks will be deducted.
- The assignment must be submitted along with the evaluation sheet.
- All answers must be handwritten, except for programming questions. You may take the printout of the source code along with the output.
- EACH INDIVIDUAL MUST INDEPENDENTLY SOLVE THE QUESTIONS. IF FOUND COPYING, STRICT PUNISHMENT WILL BE GIVEN.

Questions:

1. Explain function pointers with an example program.
2. Write the function prototypes/declaration of any five in-built functions (math.h, string.h etc).
3. Compare iteration and recursion. How are they similar and different?
4. Explain call stack. Show any one example of call stack using a recursive function.
5. What do you mean by programming paradigm? What is the basic underlying idea of modular programming? What other programming paradigms exist? Give some examples.