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[Total No. of Questions: 09] Uni. Roll No.

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Program: B.Tech. Semester: 1,2/(2018)

Name of Subject: Programming for Problem Solving

Subject Code: ESC-104

Paper ID: 15935

Time Allowed: 03 Hours

Max. Marks: 60

NOTE:

1) Parts A and B are compulsory

2) Part-C has Two Questions Q8 and Q9. Both are compulsory, but with internal choice

3) Any missing data may be assumed appropriately

Part - A

[Marks: 02 each]

Q1.

- a) Define an algorithm and explain the characteristics of a good algorithm.
 - b) Analyze the following pseudocode and determine its output when the input value of x is 10, what will be printed?

START

READ x

IF x > 10 THEN

PRINT "x is greater than 10"

ELSE IF x = 10 THEN

PRINT "x is equal to 10"

ELSE

PRINT "x is less than 10"

ENDIF

END

- c) Discuss an array in C, and how does it differ from a variable? Provide an example of declaring and initializing an array of integers.
- d) Show an example of declaring and initializing a pointer to an integer.

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e) Illustrate the difference between call by value and call by reference.

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f) What will be the result of fibonacci(4)?
int fibonacci(int n) {
  if (n <= 1)
    return n;
  else
    return fibonacci(n - 1) + fibonacci(n - 2);
}</pre>
```

Part - B

[Marks: 04 each]

- Q2. Explain the steps involved in compiling and executing a C program.
- Q3. Write a C program to implement a simple calculator using switch-case.
- Q4. Compare and contrast linear search and binary search with suitable examples.
- Q5. What are structures in C? Write an example to declare and initialize a structure.
- Q6. Implement a program to sort an array using the bubble sort technique.
- Q7. Demonstrate the code if you have a function that calculates the square of a given number and returns the result. A programmer uses this function in a program to find the area of a square by calling calculateSquare(sideLength). The program will print the result using printf("Area of the square is: '%d", area); What would be the output if sideLength is 5?

Part - C

[Marks: 12 each]

Q8. Write a program to evaluate a mathematical expression involving arithmetic operators, considering operator precedence. Explain the logic used to handle precedence and associativity.

OR

Explain the process of developing a program from an algorithm. Write a detailed algorithm, flowchart, and C program to calculate the factorial of a given number

Q9. Develop a program to demonstrate how to use pointers to swap the values of two variables. Include comments in the code explaining each step.

OR

Design a structure to store student details (name, roll number, marks) and write a program to display the details of students scoring above 75%.
