G.H Raisoni College of Engineering and Management,
Wdghbli Pune

F.Y. B. TECH

LAG -I

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Department - IT

Term/ Section - WINTER TER- 2020 / C.

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Subject Name/ Code - COMPUTER PROGRAMMING (UCOL101)

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CO que:

CO2 1) Explain features of c programming language

Answer: C is an Mid-Level programming language. It is most basic language. It is also portable language. There are 32 keyword in ANSI C and also has many built in function.

C is structed-based. It means that the issue or complex problems are divided into smaller blocks or functions. The use of algorithm and data structures in c has made program computation very fast and smoth.

c also provides dynamic memory allocation. It is also case sensitive.

Debugging, testing and maintenance is easy.

It also fast due to its various data types and functions.

CO1  2.) Write short note on data type in C.

Answer: The data type present in C allows the programmer to use a particular type of data for the execution of particular function or program.

ANSI C has four classes of data type:

1. Primary data type
   En: int, char etc.

2. User-defined data type
   En: main

3. Derived data type
   En: Array, functions

4. Empty data set.

PRIMARY DATA TYPES
INTEGRAL TYPE

| INTEGER & CHARACTER | RANGE | SIZE (bytes) |
|---|---|---|
| 1. int or signed int | -32769 to 32767 | 2 |
| 2. Unsigned int | 0 to 65535 | 2 |
| 3. short int or signed short int | -128 to 127 | 1 |
| 5. Long int | -214_8 to 2147_7 | 4 |

| | | |
|---|---|---|
| float | 3.4E-38 to 3.4E38 | 4 |
| Double | 1.7E- -- | 8 |
| Long double | 3.4E -- | 10 |

Character Data Type: It is usually stored in 8 bits = 1 byte.
Void Data Type: It has no value.

CO2. 3.) What is meant by algorithm? Explain it properties

Answer: Algorithm is an step-by-step procedure, which defines a set of instructions to be executed.

The characteristics and properties of a algorithm are:

1. Precision - the steps are precisely stated
2. Uniqueness - result of each step should be unique.
3. Finiteness
4. Input - It must take input.

CO1 4.) Write short note on Flowchart.

Answer: A flowchart is an graphical representation of the problem solving process which is solved by using algorithm and various geometrical shapes.

It gives us step-by-step procedure for solution of a problem.

Various shapes and arrows are used to make a meaning ful flowchart. The arrows shows the flow of a solution.

It is also used to specify the method of solving a problem. To plan the sequence of a program.

CO2  5. Write a C program to perform addition of two number.

Answer: 
```c
#include <stdio.h>
int main()
{
    int n1, n2, add;
    printf("Enter the first number: ");
    scanf("%d", &n1);

    printf("Enter the second number: ");
    scanf("%d", &n2);

    add = n1 + n2;  // Calculating addition.

    printf("%d + %d = %d", n1, n2, add);
    return 0;
}
```