

ACHARYA INSTITUTE OF TECHNOLOGY

Soladevanahalli, Bengaluru-560107 Department of AI & ML UNIT TEST- I

Subject with Code: BPOPS103 | Title: Principles of Programming Using (| Date: 11/11/2024 Semester/Section: I-Sec-O AY:2024-2025(ODD) Max Marks: 25 Time: 1.00Hrs

Note: Answer all questions. (each question carries 5 marks)

	Note: Answer an questions (each question carries 3 marks)								
Qn	Questions	со	BTL						
1	What is a computer? Write 4 the characteristics of a computer.								
	OR								
2	List and explain the different types of input devices.	CO1	L1						
		Π	1						
3	Write a structure of a C program with an example.								
OR									
4	What are variables? how they are declared and initialised with an example.	CO2	L1						
5	What is variable? What are the rules to construct variables? Classify the following as valid/invalid Identifiers. i) num2 ii) \$num1 iii) +add iv) a_2 v) 199_space vi) _apple vii) #12	CO1	L1						
	OR								
6	Draw a flowchart and write a C program which takes as input p,t,r. Compute the simple interest and display the result.	CO2	L3						
7	With a neat diagram explain the basic structure of a computer.	CO1	L2						
OR									
8	What is a token? What are different types of tokens available in C language? Explain.	CO1	L1						
9	Write a C program to demonstrate the use of printf and scanf statements to read and print values of variables of different data types.	CO2	L1						
OR									
10	Develop an algorithm to find the area and perimeter of a circle. Also define an algorithm.	CO2	L2						

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Course Outcomes:					
CO1	Elucidate the basic architecture and functionalities of a computer and also recognize the hardware parts.				
CO2	Apply programming constructs of C language to solve the real-world problem.				
co 3	Explore user-defined data structures like arrays in implementing solutions to problems like searching and sorting.				
CO4	Explore user-defined data structures like structures, unions and pointers in implementing solutions.				
CO5	Design and Develop Solutions to problems using modular programming constructs using functions.				
Bloom's Taxonomy Level (BTL):					
L1 – Remembering (R), L2 – Understanding (U), L3 – Apply (A), L4 – Analysis (AN), L5 –					
Evaluate(E), L6 - Create (C)					

Faculty in Charge	Module Coordinator	Test Coordinator	Head of the Department