



**UNIVERSITY COLLEGE TATI (UCTATI)**

**FINAL EXAMINATION QUESTION BOOKLET**

COURSE CODE	: FEP 1023
COURSE	: INTRODUCTION TO PROGRAMMING
SEMESTER/SESSION	: 3 - 2023/2024
DURATION	: 3 HOURS

**Instructions:**

1. This booklet contains 4 questions. Answer **ALL** questions.
2. All answers should be written in answer booklet.
3. Write legibly and draw sketches wherever required.
4. If in doubt, raise up your hands and ask the invigilator.

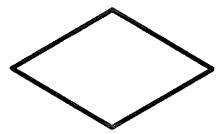
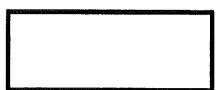
**DO NOT OPEN THIS BOOKLET UNTIL YOU ARE TOLD TO DO SO**

**THIS BOOKLET CONTAINS 8 PRINTED PAGES INCLUDING COVER PAGE**

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**QUESTION 1**

a) Identify the name of the following flowchart block:

- i.  ..... (1 mark)
- ii.  ..... (1 mark)
- iii.  ..... (1 mark)

b) Determine “correct” or “wrong” for each of the following number declaration.

- i. signed char LED = 128; → Correct / Wrong (1 mark)
- ii. int value = -1; → Correct / Wrong (1 mark)
- iii. byte i = 65535; → Correct / Wrong (1 mark)

c) State the name for each of the operators below:

- i. <= (1 mark)
- ii. // (1 mark)

d) Write a declaration program for the following parameter:

- i. S1 at P3.3 (1 mark)
- ii. Sev\_seg at P1 (1 mark)

## INTRODUCTION TO PROGRAMMING (FEP 1023)

e) Figure 1 shows a water tank level indicator system.

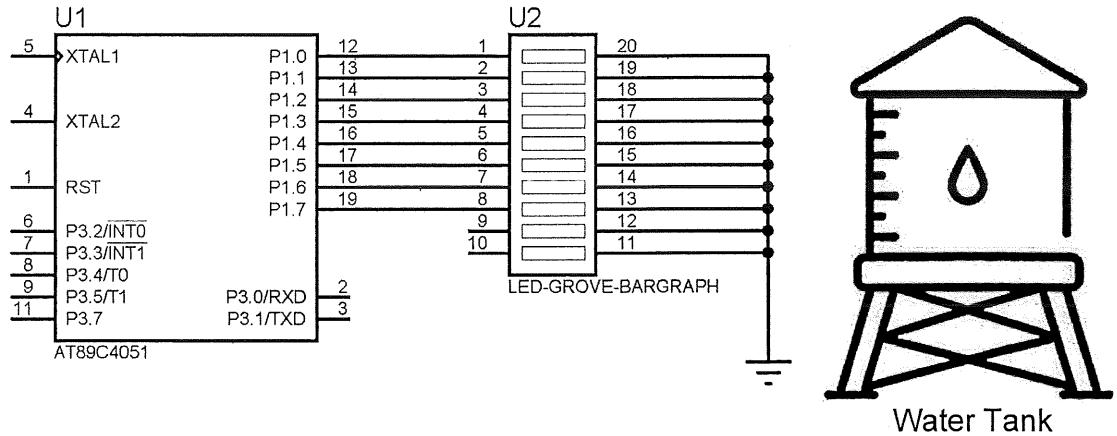


Figure 1

Based on Figure 1:

- i. Illustrate the flow chart to turn ON LED bar-graph to indicate the level of water is *increasing* and *decreasing* continuously. (5 marks)
- ii. Produce a program to turn ON LED based on flow chart at question 1 e) i. (10 marks)

**QUESTION 2**

- a) The program code below has five syntax errors. Identify the errors by circling the error location in the program code.

```
#define led at P1_0_bit;
sbit SW1 at P3_2_bit;

void main()
{
    while(0)
    {
        whiel(SW1==1)
        {
            led=1;
            delay ms(1000);
            led=0;
            delay_ms(1000);
        }
    }
}
```

(5 marks)

b)

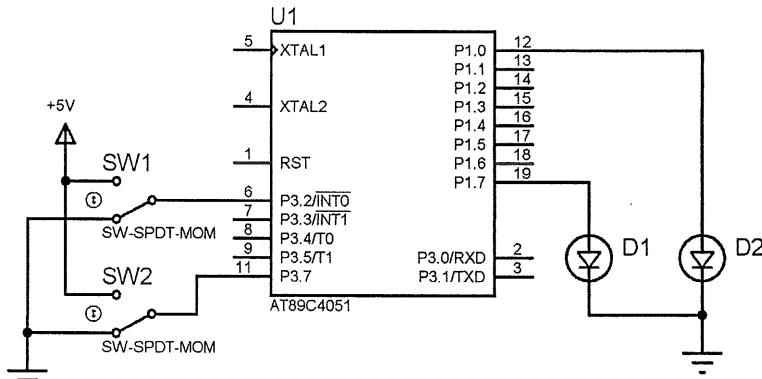


Figure 2

Based on schematic circuit in Figure 2:

- Illustrate the flow chart to turn ON both LED simultaneously 3 times when either switch 1 OR switch 2 is pressed once.  
(12 marks)
- Produce a program based on flow chart at question 2 b) i using if method to check the switch condition.  
(8 marks)

**QUESTION 3**

- a) Produce a `for` loop program to count 0 until 99. (5 marks)
- b) Based schematic circuit in Figure 3, the system is used for counting process as follows:
- Count up from 0 to 3 when SW1 pressed (1) once.
  - Count Down from 3 to 0 When SW2 pressed (1) once.
  - When both switch released (0), turn ON only segment G.
  - Store the data value for each number for 7-segment in ARRAY.

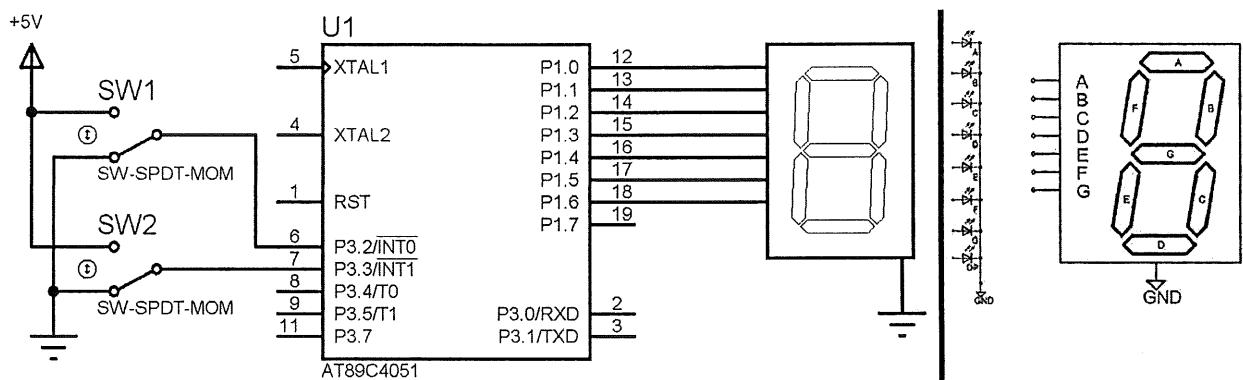


Figure 3

- i. Illustrate the flow chart for the whole process. (8 marks)
- ii. Produce the program for the task given. (12 marks)

**QUESTION 4**

- a) Write a *function declaration* (Prototype) for the following variable:
- i. LED on (1 mark)
  - ii. LED off (1 mark)
  - iii. increasing (1 mark)
  - iv. decreasing (1 mark)
- b) Based on schematic circuit in Figure 4, the LED bar-graph is displaying three LED blinking pattern in sequence as follows:
- Sequence 1 - Start with all LED OFF
  - Sequence 2 – LED is ON from bottom to top one by one.
  - Sequence 3 – LED is ON from top to bottom one by one.
  - Sequence 4 – All LED blinking (ON/OFF) 3 times.
  - Sequence repeats from sequence 1 again.
  - Store a data for each sequence into different function (sub-program).

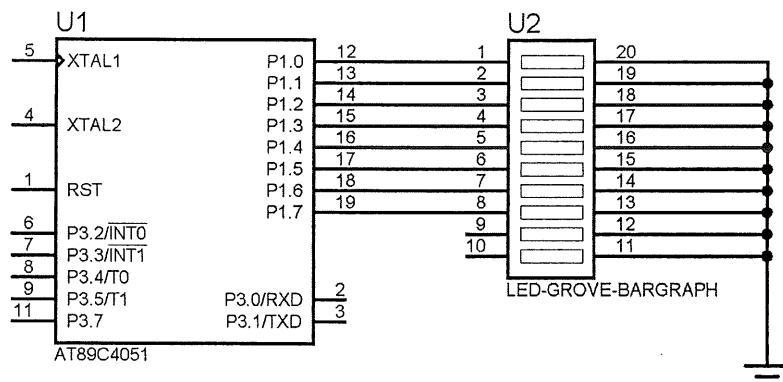


Figure 4

- i. Illustrate the flow chart for the whole process. (7 marks)
- ii. Produce the program for the task given. (14 marks)

-----End of question-----

**ATTACHMENT 1 : CODE FORMATTING****Declaration**

```
#define xxxx P2
sbit suis at P2_3_bit;
int x,y;
int nyala[]={0b00001111,
             0b11110000,
             0b10101010,
             0b01010101};
```

**Prototype**

```
void pattern_1();
```

**Main Program**

```
void main()
{
    while(1)
    {
        pattern_1();  ← Call function
    }
}
```

**Selection**

```
if(suis==1)
{
}

else
{
}
-----
if(suis1==1)
{
}

if(suis2==1)
{
}
-----
if(suis1==1)
{
}

}
```

```
else if(suis2==1)
{
}

else
{
}
```

**Looping**

```
while(suis==1)
{
}
-----
do
{
}
while(suis==1)
-----
```

```
for(int i=0; i>8; i++)
{
}
```

**Function**

```
void pattern_1()
{
}
```

**Array**

```
led=nyala[1];
led=nyala[3];
-----
for(int i=0; i>4; i++)
{
    led=nyala[i];
}
```

---

**ATTACHMENT 2 : INTEGRAL DATA TYPE**

TYPE	RANGE
bool	0,1 (false, true)
sbit	0,1
char	-128 to 127 ('a','b' etc.)
unsigned char	0 to 255 ('a','b' etc.)
byte	0 to 255
int	-32,768 to 32,767
unsigned int	0 to 65,535
word	0 to 65,535
long	-2,147,483,648 to 2,147,483,647
unsigned long	0 to 4,294,967,295
float	-3.4028235E+38 to 3.4028235E+38
double	(currently same as <i>float</i> )