MCA/M-18 PRINCIPLES OF PROGRAMMING LANGUAGE Paper: MCA-14-23

Time: Three Hours Maximum Marks: 80

Note: Attempt five questions including No. 1 which is compulsory. All questions carry equal marks.

Compulsory Question

- 1.(a) Differentiate between compile-time and run-time binding.
 - (b) What do you mean by scope and lifetime of variables?
 - (c) What is regular grammar?
 - (d) Discuss the need of object-oriented programmi.
 - (e) Name the various stage in translation.
 - (f) What do you mean explicit sequence control?
 - (g) Comment on the need of scripting languages.
 - (h) What are various storage management?

UNIT-I

- 2. (a) Each programmer has its own preference for using a programming language. What are the reason for this?
 - (b) What do you mean by syntax? Explain BNF and Context-free grammar In brief.
- 3. What do you mean by parsing? Expalin various types of parsing using suitable examples for each type of parsing.

UNIT-II

- 4.(a) Describe concept of type checing and type conversion in various languages with suitable examples.
 - (b) What is Chomsky hierarchy? Explain in detail.

- 5. (a) What is finite-state automation? Explain deterministic and non-deterministic FSA using suitable examples.
 (b) Write a short note on program verification and validation.

 UNIT-III
 6. Differentiate between following:
 - (a) Inheritance and polymorphism.
 - (b) Object oriented programming and procedural programming.
 - (c) Data abstraction and information abstraction.
- 7. (a) How the sequence control can be done within an expression? Explain using suitable examples.
 - (b) What is a recursive subprogram? How it is handled using stacks? Expalin.

UNIT-IV

- 8. (a) What are different parameter passing methods? Discuss with examples.
 - (b) How exceptions are handled in programming languages? Explain in brief.
- 9. Write short notes on the following:
 - (a) Coroutines.
 - (b) Distributed processing.
 - (c) XML.