

"प्रश्न-पत्र पर क्रमांक (रोल नम्बर) के अतिरिक्त कुछ भी न लिखे, अन्यथा इसे अनुचित साधनों का प्रयोग माना जायेगा तथा नियमों के अनुसार कार्यवाही की जायेगी।"

*"Do not write anything on question-paper except Roll Number, otherwise it shall be deemed as an act of indulging in unfair means and action shall be taken as per rules."*

Roll No. ....

B.C.A. (I)

1702

Prog. C

**B.C.A. (PART - I) EXAMINATION - 2020**

**Paper-II**

**BCA-102 : PROGRAMMING WITH C**

**Time - Three Hours**

**Maximum Marks - 80**

Note:- (1) Question No. 1 is compulsory . Attempt any FOUR questions from the remaining questions .

(2) All questions carry equal marks .

नोट:- (1) प्रश्न संख्या एक अनिवार्य है। शेष प्रश्नों में से किन्हीं चार को हल कीजिये।

(2) सभी प्रश्नों के अंक समान हैं।

1.
  - (a) What is debugging ?
  - (b) What is top down approach ?
  - (c) What is Preprocessor directive ?
  - (d) Define symbolic constant ?
  - (e) What is modular programming?
  - (f) What is array ? Write syntax of multidimension array.
  - (g) Define flowchart ? And algorithm ?
  - (h) Write the structure of C programming with example .
2.
  - (a) What are Token ? Explain various Tokens used in C language .
  - (b) What do you understand by flowchart ? Explain various symbol used to prepare flowchart .
3.
  - (a) What is operator ? Explain various operator's in C language using suitable example .
4.
  - (a) What are data types ? Explain various data types in C language .
  - (b) Write a C program to check whether number is odd or even .
5. What is String ? Example various string handling function's with example in C language .
6.
  - (a) Write a programme in C language to add two matrices 2X2.

- (b) Write a C programme to read an integer number & reverse it using function .
7. (a) Write short notes on :
- (a) Recursive functions
  - (b) Storage class specifiers
- (b) Explain the syntax of switch statement . Give suitable example .
8. Write short notes :
- (a) Structure
  - (b) Pointer
  - (c) Nested if
  - (d) getch () , Putchar () , getche () , get char () ,
  - (e) Characteristics of good programming