

(2½ Hours)

[Total Marks: 75]

- N. B.: (1) **All** questions are **compulsory**.
 (2) Make **suitable assumptions** wherever necessary and **state the assumptions** made.
 (3) Answers to the **same question** must be **written together**.
 (4) Numbers to the **right** indicate **marks**.
 (5) Draw **neat labeled diagrams** wherever **necessary**.
 (6) Use of **Non-programmable** calculators is **allowed**.

1. Attempt any three of the following:

15

- Discuss any two of the following
 - Machine Level Language
 - Assembly Language
 - Procedural Language
- What do you understand from simple program logic? Discuss with suitable example.
- What is program development life cycle? Explain its various stages.
- Define keywords and identifiers in C language? What are the rules for writing identifiers?
- What are desirable characteristics required for writing a program?
- What are constants in c? Discuss various types of constants used in c.

2. Attempt any three of the following:

15

- Evaluate the following
 - `int i=10;`
`even=(i%2==0)? 1 :0;`
 - `a=5,y=10`
`a+=y+1`
- What do you understand from precedence/hierarchy of operators in c? Write down the precedence of operators in c.
- What do you understand from library functions? Discuss the use of following functions
 - `getch()`
 - `putch()`
- What is `printf()`? Discuss various format strings which can be used with `printf()` giving suitable examples.
- What will be the output from following statements where
`a=10,b=5,c=10.5,ch='y',y=20.2,z=80`
 - `printf("A=%d\n B=%d\nC=%f",a,b,c);`
 - `printf("x=%c,y=%f,z=%d",ch,y,z);`
- Write an interactive C program to accept three numbers from user and find their sum and average.

3. Attempt any three of the following:

15

- What are control statements? Explain branching, selection and looping.
- Explain the use of while loop with programming example.
- What is a switch case statement? Write a program to input number of the day and it should print name of the day.(eg. Input 1 and program should print Monday)
- What is a function? Discuss difference between function prototype and function definition.
- What is recursion? Write a program to find factorial of a number using recursion.

f. Write a c program to print following pattern

```
*****  
****  
***  
**  
*
```

4. Attempt any three of the following:

15

- a. What do you understand from storage classes? Discuss the use of auto and static storage class.
- b. What following statements will do if s1="Good" and s2="Morning". Also write the output.
N=strcmp(s1,s2);
L=strlen(s2);
strcpy(s3,s2);
strcat(s1,s2);
printf("string1=%s \t string2=%s",s1,s2);
printf("N-%d \t Length=%d",N,L);
- c. What are preprocessors in c language? List various preprocessors and explain any two of them.
- d. What is a macro? Write a small program to show the use of a macro.
- e. What is an array? What are advantages of using arrays? Discuss one-dimensional array.
- f. Write a c program to swap two numbers using call by value method.

5. Attempt any three of the following:

15

- a. What is a pointer? How a pointer can be declared and assigned address? Also explain use of Null pointer.
- b. Consider the following code snippets and write their output
 1.

```
int x=50,y=45;  
int *ptrx;  
ptrx=&x;  
y=*ptrx;  
*ptrx=30  
printf("\nx=%d\ty=%d",x,y);
```
 2.

```
int x=14;  
int *ptrx=&x;  
printf("\nOriginal values:x=%d\t ptrx=%d",x,ptrx);  
ptrx++;  
printf("\nValues after incrementing: x=%d\t ptrx=%d",x,ptrx);  
Assume that address of x is 110
```
- c. Write are pointer arrays? How data can be read and written using a pointer array? Explain with suitable example.
- d. What is a structure? How can we pass a structure to a function? Explain with example.
- e. What is a union? Discuss its advantages and disadvantages over structure.
- f. Write a c program to demonstrate the use of union.