

Time : 2½ Hours]**[Total Marks : 70****Section-A**

1. Select the appropriate choice from given answers : 20
- (1) The graphical representation of any problem is known as _____
- (a) Algorithm (b) Flowchart
(c) Chart (d) None of these
- (2) The techniques which are used to solve any problem definition by analyzing any problem are known as _____
- (a) Programming techniques (b) Algorithmic techniques
(c) Pre-programming Tech. (d) All of these
- (3) In dry run table, the columns headed with _____.
- (a) Column names (b) Constants
(c) Variable names (d) None of these
- (4) BCPL stands for _____
- (a) Basic Common Programming Language
(b) Basic Contributing Pre-Prog. Language
(c) Basic combined Programming Language
(d) None of these
- (5) Keywords are also known as _____
- (a) Tokens (b) Special words
(c) Reserved words (d) Identifiers
- (6) When we want to unconditionally branch in a program _____ is used.
- (a) if...else (b) switch ... case
(c) goto statement (d) else if ladder
- (7) In switch case construct _____ is used to transfer the control out of switch case.
- (a) continue (b) default
(c) break (d) none of these

- (8) Which pre processor is used to include header file ?
(a) include (b) #include
(c) #define (d) define
- (9) Which header file should be included to use puts() ?
(a) stdio.h (b) conio.h
(c) math.h (d) string.h
- (10) Function declaration means _____
(a) Declaration (b) Definition
(c) Execution (d) Prototype
- (11) The function calling contains _____ arguments.
(a) Formal (b) Actual
(c) (a) and (b) both (d) Dummy
- (12) The Array Index always starts from _____
(a) 1 (b) n
(c) 0 (d) Depends on size
- (13) Character Array = _____
(a) String (b) Array of Characters
(c) Characters (d) None of these
- (14) _____ is a collection of elements having different datatype.
(a) Array (b) Structure
(c) UDF (d) None of these
- (15) Struct stud
{
int roll_no;
char nm[20];
};
Here roll_no & nm is _____.
(a) Variables (b) Constants
(c) Structure variable (d) Members of structure
- (16) A structure can be used to store _____.
(a) Multiple Values (b) Record
(c) One value (d) None of these

(17) struct Employee

```
{  
    int e_id;  
    char nm [20];  
    char desg[25];  
};
```

struct Employee E;

What is the size of the variable E ?

- (a) 2 bytes (b) 4 bytes
(c) 47 bytes (d) None of these

(18) Declaration of the structure type variable as an array type means ?

- (a) Array within structure (b) Array of structure
(c) Structure within Array (d) None of these

(19) To associate the members of the structure with structure variable _____ operator is used.

- (a) [.] dot (b) [*]
(c) [=] (d) None of these

(20) Which function is used to clear the previous output from the output screen ?

- (a) clrser () (b) clrscr ()
(c) fflush () (d) gets ()

Section-B

1. (a) Attempt the following (any **three**) :

6

- (1) What is pre-programming Technique ? List out the pre-programming tools.
- (2) What is an Algorithm ? What are the facilities provided by the algorithm ?
- (3) What is Language Translator ? List out all.
- (4) What is constant ? List out the types of constant.
- (5) What is an operator ? List out all the operators available in C.
- (6) What is Decision Making Statement ? List out all the Decision Making Statements.

(b) Attempt the following (any **three**) :

9

- (1) What is Flowchart ? Explain with all the available symbols.
- (2) What is keyboard ? List out all.
- (3) Explain : Conditional operator with an example.
- (4) Explain : Character Array.
- (5) Explain : Pre-processors
- (6) Explain : #define

- (c) Attempt the following (any **two**) : 10
- (1) List out all the tokens available in C and explain any three tokens in brief.
 - (2) List out various control structure. Explain switch.. case in brief.
 - (3) Explain scope of variable.
 - (4) Explain : Array within structure.
 - (5) Explain : character array and any two built-in functions for handling it.

2. (a) Attempt the following (any **three**) : 6

- (1) Explain : Dry Run Table
- (2) Explain : "C is a Middle Level Language."
- (3) Explain symbolic constant.
- (4) What is Data type ? List out all the basic Data types.
- (5) Write a code for 1, 10, 2, 9, 3, 8, 4, 7, 5, 6
- (6) Explain the working of if else with an appropriate example.

- (b) Attempt the following (any **three**) : 9

- (1) Explain the compilation process of C program.
- (2) Explain : Constant & explain anyone with an example.
- (3) What is UDF ? Explain Function without argument without return value with an example.
- (4) Accept 10 numbers in an array sort it and display it.
- (5) Explain : Modular Programming.
- (6) What is Token ? Explain any one with example.

- (c) Attempt the following (any **two**) : 10

- (1) Explain basic structure of C program.
- (2) Explain : for loop with an example.
- (3) Accept one number from user and find if it is Armstrong or not.
- (4) Get a character in lower case form user and display it in upper case.
- (5) Explain : Storage Classes