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44 (1) BCA-HC-1016/1.3 (O)

2022

(Held in 2023)

INTRODUCTION TO C PROGRAMMING

Paper : BCA 1.3/BCA-HC-1016

Full Marks : 80/60

Time : Three hours

The figures in the margin indicate full marks for the questions.

1. Answer the following questions : 10
- (i) Define 'Nested if' with suitable example.
 - (ii) If a is a double precision floating point number variable, then $a = 15/2$ will return _____ ? (Fill in the blank)
 - (iii) How are "=" and "==" operators different in C ?
 - (iv) Define 'bitwise operator' with suitable example.
 - (v) Write the full form of ASCII.

Contd.

- (vi) Which 'keyword' is used to prevent any changes in the variable within C program ?
- (vii) What are the results of logical or relational expressions in C ?
- (viii) "scanf()" is a predefined function in _____ reader file. (Fill in the blank)
- (ix) What is the lowest precedence operator in C ?
- (x) If `int a = 10; *P = &a;`
`*P++ & P++` stores _____ and _____.
 (Address of a is 3000 in memory)

2. Differentiate the following with suitable example : **(any five)** 2×5=10

- (a) Call by value and call by reference
- (b) Array and structure
- (c) Dynamic and static memory allocation
- (d) Break and continue statement
- (e) Actual and formal parameters
- (f) Switch case and if-else ladder

3. Write the output of the following program segment (assume no syntax error) :

2×5=10

```
(a) void main ()
    {
        float f = 0.2;
        if (f == 0.2)
            printf("Equal");
        else
            printf("Not Equal");
        getch ();
    }
```

```
(b) void main ()
    {
        int i=0;
        do
        {
            i++;
            if (i==2)
                continue;
            printf("In while loop");
        }
        while (i<2)
        printf("%d", i);
        getch ()
    }
```



```

(c) # include < stdio.h >
void calculate (int x, int y)
{
    int temp = x + y;
    x+ = temp;
    if (y! = 200)
        printf ("%d", temp);
}
void main ()
{
    int A = 50, B = 20;
    calculate (A, B);
    printf ("%d \n %d \n", A, B);
}

```

(d) Struct size_dt

```

{
    int i;
    char c;
};
union u_dt {
    int i;
    char c;
};
printf ("size of the structure is %u \n", size of (struct size_dt));
printf ("size of the union is %v", size of (union u_dt));

```

```

(e) void main ()
    {
        int i=2, j=3, k;
        k=++i + j++;
        printf ("%d %d %d", i, j, ++k);
        getch ();
    }

```

4. Answer the following questions : **(any four)**
 $3 \times 4 = 12$

- (a) What is structure ? Explain with example.
- (b) How to declare and initialize an array ?
- (c) Write the differences between compiler and interpreter.
- (d) Explain different file access modes.
- (e) How to declare and initialize a pointer ?
 What is pointer dereferencing ? Which pointer in C can act as a generic pointer ?

5. State True **or** False : 8

- (a) '# define' is known as preprocessor compiler directive.
- (b) The maximum value that an integer constant can have varies from one compiler to another.

- (c) The return type of malloc function is void.
- (d) Functions can return more than one value at a time.
- (e) Are the three declarations `char **apple`, `char *apple []`, and `char apple [][]` same ?
- (f) 'remove (variable_name)' is used to free the allocated memory.
- (g) Any expression terminated by a semi-colon is a statement.
- (h) 'malloc()' returns a null if it fails to allocate the requested memory.

6. Answer the following questions :

[For CBCS students **only two** questions to be answered from Q. No. 6] $5 \times 2 = 10$

[For Non-CBCS students **only six** questions to be answered from Q. No. 6] $5 \times 6 = 30$

- (i) Define functions in C. What are different types of functions ? Define function prototype and function definitions. Give *one* example of user defined function (with syntax).

- (ii) Write a C program to generate the following series :
- 0, 1, 1, 2, 3, 5, 8, 13 (30 terms)
- (iii) Write a program to test whether a string is palindrome or not. (without using library functions)
- (iv) Write a recursive and a non-recursive function to calculate factorial of a number.
- (v) Write a program in C to multiply *two* 3×3 matrix and display the output.
- (vi) Write a C program to reverse the digit of a number.
- (vii) Write a C program to concatenate *two* strings without using library function.
- (viii) Write a C program to perform linear search on an array of integers.
- (ix) What is command line argument ? Why is it used ? Write a C program to add *two* numbers using command line argument.
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