

## DECEMBER 2006

Code: C-05 / T-05

**Subject: PROGRAMMING &  
PROBLEM SOLVING THROUGH' C  
Max. Marks: 100**

Time: 3 Hours

**NOTE: There are 9 Questions in all.**

- Question 1 is compulsory and carries 20 marks. Answer to Q. 1. must be written in the space provided for it in the answer book supplied and nowhere else.
- Out of the remaining EIGHT Questions answer any FIVE Questions. Each question carries 16 marks.
- Any required data not explicitly given, may be suitably assumed and stated.

**Q.1 Choose the correct or best alternative in the following: (2x10)**

a. If an integer needs two bytes of storage, then the maximum value of a signed integer is

- |                |                |
|----------------|----------------|
| (A) $2^{16}-1$ | (B) $2^{15}-1$ |
| (C) $2^{16}$   | (D) $2^{15}$   |

b. Literal means

- |                 |                       |
|-----------------|-----------------------|
| (A) a string    | (B) a string constant |
| (C) a character | (D) an alphabet       |

c. If 'y' is of integer type then the expressions

$3*(y-8)/9$  and  $(y-8)/9*3$

- (A) must yield the same value.  
 (B) must yield different values.  
 (C) may or may not yield the same value.  
 (D) none of the above.

d. In the following code fragment

```
int x, y = 2, z, a;
x=(y*=2) + (z=a=y);
printf("%d",x);
```

- (A) prints 8  
 (B) prints 6  
 (C) prints 6 or 8 depending on the compiler  
 (D) is syntactically wrong

e. A possible output of the following program fragment is

```
for (i=getchar(); i=get.char())
if (i=='x') break;
else putchar(i);
```



- b. What is a compiler? What type of errors can be detected by it? How does it differ from an interpreter? (2+3+3)
- c. What is a subroutine? How do subroutines help in program writing? (2+2)
- Q.3** a. Define the term 'complexity of an algorithm; and explain worst-case and average case analysis of an algorithm. (2+4)
- b. Write an algorithm to reverse the digits of an integer. (4)
- c. Write a C program to generate a series of Armstrong numbers. A number is an Armstrong number if the sum of the cube of its digit is equal to the number. (6)
- Q.4** a. Write a C program to generate the following series:  

$$\text{sum} = x + \frac{x^2}{2!} + \frac{x^4}{4!} \dots \frac{x^n}{x!}$$
 (8)
- b. What is bubble sort? Write a program to sort a list of n elements of an array using bubble sort. (8)
- Q.5** a. Explain the difference between a function declaration and function definition. (4)
- b. What is a pre-processor? Which pre-processor is used to define a macro? (4)
- c. What are the different storage classes in C? (4)
- d. Differentiate between recursion and iteration. (4)
- Q.6** a. Differentiate between pointer (\*) and address (&) operator using examples. (4)
- b. Write a program to find the highest of three numbers using pointer to function. (6)
- c. Differentiate between
- Static variables and auto variables.
  - Execution error and compilation error. (6)
- Q.7** a. Explain the use of structures with pointers. (5)
- b. Can a structure be used within a structure? Give appropriate examples to support your answer. (6)
- c. What are the different modes in which a file can be opened? (5)
- Q.8** a. Write a C program to insert a new node at a specified position in a link list. (8)
- b. Distinguish between the functions islower() and tolower().

(2)

c. Write a C program that reads two strings and copies the smaller string into the bigger string. (6)

- Q.9** a. Explain black box testing. (4)
- b. Why is C standard library needed? (4)
- c. What are the functions of the following header files:
- (i) ctype.h
  - (ii) string.h (4)
- d. Differentiate between call by reference and call by value. (4)