

## SECTION-A (Objective Question)

## Q.1 Select the Correct Answer.

1. \_\_\_\_\_ is a relatively simple high-level language that was developed to help students learn programming.  
(a) BASIC (b) COBOL (c) C (d) All of the above
2. In preparing a program, one should first,  
(a) plan the solution (b) document the program  
(c) code the program (d) define the problem
3. During the development of a program, drawing a flowchart is means to  
(a) plan the solution (b) define the problem  
(c) code the program (d) analyse the problem
4. A pictorial representation of a problem is called \_\_\_\_\_.  
(a) a flowchart (b) an algorithm  
(c) a pseudocode (d) None of the above
5. Which of the following is not one of the three program logic constructs?  
(a) simple sequence (b) condition  
(c) loop (d) go to
6. What do you call the step by - step solution to a programming problems?  
(a) recipe (b) structure chart (c) syntax (d) algorithm
7. Which of the following is an example of initialising a variable?  
(a) num =2 (b) int num; (c) num < 2; (d) int num = 2;
8. Floating point variable are used instead of integers to  
(a) avoid being too specific about what value a number has  
(b) permit the use of decimal points in numbers  
(c) make possible the use of even numbers  
(d) conceal the true of the numbers
9. Which of the following is an arithmetic operator?  
(a) + (b) & (c) && (d) <
10. Are the following expressions true or false?  
(a) 1 > 2 (b) 'a' < 'b' (c) 1 = = 2 (d) '2' = = '2'
11. Precedence determines which operators \_\_\_\_\_  
(a) is most important (b) is used first  
(c) is fastest (d) distinguish different types of variable
12. Structured programming \_\_\_\_\_  
(a) is hard to follow but worth while  
(b) calls for one way in, one way out structures  
(c) relies heavily on if -else statements
13. Which of these expressions are true  
(a) 0 (b) 1 (c) 5\*3 < 15 (d) -1
14. These statement if (x = 0) printf("X =0");  
(a) is corrects syntax (b) is correct syntax, but x = 0 will never print  
(c) causes a run-time error (d) has no effect on the program
15. Assuming x does not equal 0, the statement while (x == 0) printf ("x==0) while (x==0)  
(a) is an infinite loop (b) will never output  
(c) causes a syntax error (d) will output once
16. A single statement for loop is terminated with a \_\_\_\_\_.  
(a) right bracket (b) right brace  
(c) comma (d) semicolon
17. The statement for (x =0, x<1, x++) printf ("x =0")  
(a) is an infinite loop (b) will never output  
(c) causes a syntax error (d) will output once
18. A global variable is defined a declaration  
(a) in main ( ) only (b) in the first function that uses it  
(c) in any function that uses it (d) outside of any function

SECTION-B  
(Short Answer)

Note: Attempt any EIGHT questions.

- Q.2 What is the difference between low level language and high level language?
- Q.3 Define FOR loop with its syntax
- Q.4 Define C as an object oriented language.
- Q.5 Write a program that prints even numbers from 2 to 20.
- Q.6 Write a program that prints numbers from 1 to 10 their squares and cubes side by

side.

- 2.7 Write steps for solution of a program Also define them.
- 2.8 Identify and correct the errors in each of the following statement.  
(i) Print f("The value is % d/n & number)  
(ii) Scant f ("% d %d " & number/, number 2)  
(iii) If (C>7);  
Print f("C is less than 7/n);  
(iv) /\* program to determine the largest of two integer\*  
(v) Print ("The sum is % d/n " x+y);
- 2.9 Write short notes on any three of the following  
(i) Function  
(ii) Identifiers  
(iii) Format specifiers  
(iv) Switch statement
- 2.10 Define the origin of C-language.
- 2.11 Briefly describe the between of C-language.