

D.K.M.COLLEGE FOR WOMEN (AUTONOMOUS), VELLORE-1.

C PROGRAMMING (II ISM)

UNIT I

SECTION-A

2 MARKS

1. Define Constant?
2. Define Variable?
3. Differentiate Constant and Variable?
4. Define Identifier?
5. Define Keyword?
6. What is Expression in C?
7. What is Data type? List the various data types available in C.
8. What is conditional operator?
9. What are relational and logical operators?
10. What is the use of assignment operator?
11. Define operator and operand?
12. Define Input Size?
13. Differentiate Unary and Binary Operators?
14. Define Library Function?

SECTION-B

5 MARKS

1. Discuss about the character set in c programming language.
2. Explain about the data types in C?
3. Discuss about Identifier and Keywords in C?
4. Explain with example about Unary Operators?

5. Explain with an example about conditional Operator ?
6. Explain Library Functions?

SECTION-C

10 MARKS

1. Explain how constants and variables are created in C ? Discuss with example.
2. Discuss about various Operators in C.
3. Explain about the various Library Functions available in C.

UNIT II

SECTION-A

2 MARKS

1. Define Input Function?
2. Define Output Function?
3. Specify the structure of a C Program?
4. What do you mean by flow of Control?
5. Define Control Structure?
6. What are the rules followed in using a goto statement?
7. When you will use the switch statement?
8. Differentiate while() and do while() statements?
9. Specify the syntax of while statement with an example.
10. Specify the syntax of do-while statement with an example?
11. Specify the syntax of for statement with an example?
12. What is the use of break statement?
13. What is the use of continue statement?

SECTION-B**5 MARKS**

1. Discuss about various Input Functions in C
2. Discuss about various Output Functions in C
3. Write a simple program in C to display a Welcome note.
4. Explain about while statement with an example program.
5. Explain about do-while statement with an example program
6. Explain about FOR statement with an example program
7. Discuss about the break and continue statements
8. What is the usage of Goto Statement? Explain with example
9. Explain about Switch case statement with an example program

SECTION-C**10 MARKS**

1. Explain in detail about Input and Output Functions in C with example
2. Explain in detail how to create and execute a program in C with example
3. Explain the various looping controls in C with example
4. Explain the concept behind switch statement with example

UNIT III**SECTION-A****2 MARKS**

1. Define Function?
2. What is Function Prototype?
3. How to pass arguments to Functions?
4. Define Recursion?
5. Define Storage Class?
6. What is the use of Comma Operator?
7. Define File?

8. Define Multi-File?

SECTION-B 5 MARKS

1. Explain about defining Functions with an example?
2. How you access the functions?
3. Discuss about Function Prototype.
4. Discuss about Recursion.
5. Discuss about Storage classes in C
6. What are Multi file programs in C?

SECTION-C 10 MARKS

1. Explain in detail about defining and accessing Functions in C
2. Discuss about Function prototype and how to pass arguments?
3. Differentiate call by reference and call by value arguments with suitable example
4. Discuss in detail about recursion with example
5. Discuss in detail about the storage classes in C.

UNIT IV SECTION-A 2 MARKS

1. Define Arrays?
2. What are the different types of arrays?
3. Represent an array of type integer with maximum of 101 elements.
4. Define String?

SECTION-B 5 MARKS

1. How to define an array? Discuss.

2. Discuss about strings with example
3. What are multi-dimensional array?
4. How arrays can be passed as arguments to a function?

SECTION-C 10 MARKS

1. Discuss in detail about Array and how it can be defined and processes with an example program
2. How arrays can be passed as arguments to a function? Discuss in detail
3. Explain about Multi-dimensional arrays with suitable examples

UNIT V SECTION-A 2 MARKS

1. Define Structure.
2. Define Union
3. What are user-defined data types?
4. Define Self-referential structures.
5. What are Bitwise Operators?
6. Differentiate Structure and Unions

SECTION-B 5 MARKS

1. Explain about Structures with example.
2. Explain about Unions with example
3. Differentiate Structure and Unions with suitable examples
4. Explain about Self-referential structures.
5. What are Bitwise Operators? Explain
6. How structures are passed as arguments to a function? Discuss.

SECTION-C 10 MARKS

1. Explain in detail about structures with example.
2. Explain in detail about Unions with example.
3. How structures are passed as arguments to a function? Discuss with an example.

SEMESTER EXAMINATION – QUESTION PAPER MODEL
C PROGRAMMING

Time : 3 Hours

Max. Marks :75

SECTION –A (10 X 2 =20)

Answer ALL the questions.

1. Define Variable?
2. Define Keyword?
3. What do you mean by flow of Control?
4. Differentiate while() and do while() statements?
5. Define Recursion?
6. What is the use of Comma Operator?
7. Represent an array of type integer with maximum of 101 elements.
8. Define String?
9. What are user-defined data types?
10. Define Self-referential structures.

SECTION –B (5 X 5 =25)

Answer any FIVE of the following questions:-

1. Discuss about Identifier and Keywords in C?
2. Explain Library Functions?
3. Write a simple program in C to display a Welcome note.
4. Explain about Switch case statement with an example program
5. Discuss about Recursion.
6. What are multi-dimensional array?

7. How arrays can be passed as arguments to a function?
8. Explain about Self-referential structures.

SECTION -C (10 X 3 =30)

Answer ALL the questions:-

1. (a) Explain how constants and variables are created in C ? Discuss with example.

(OR)

(b) Explain in detail about Input and Output Functions in C with example.

2. (a) Explain the various looping controls in C with example.

(OR)

(b) Differentiate call by reference and call by value arguments with suitable Example.

3. (a) Discuss in detail about Array and how it can be defined and processes with an example program.

(OR)

(b) Explain in detail about structures with example.
