Register No.

Time: 3 Hours
Maximum Marks:100

I. Fill in the blanks. Answer ALL questions. (10 x 1 = 10)

1. The pictorial representation of a program is called _____

2. _____ is used to translate the programs written in assembly language into machine language.

3. Automatic variables are declared within the _____

4. _____ is a simple data structure that allows adding and removing elements in a particular order.

5. != is an _____ operator.

6. A data structure whose elements are of same data type is called _____

7. A quantity which may vary during program execution is called _____

8. The concept of artificial intelligence is introduced in _____ generation computers.

9. _____ in C refers to fixed values that do not change during program execution.

10. _____ is a tree data structure in which each node has at most two children.

II. Explain briefly. Answer any TEN questions. (10 x 4 = 40)

1. Define Algorithm.

2. What are the different characteristics of a computer system?

3. Briefly explain about C character set.

4. How to declare a variable in C?

5. Define Library functions.

6. Briefly explain about different Type conversions in C.

7. Define Modular Programming concept.

8. How to pass arguments to a function?

9. Write a C program to find the Simple Interest.

10. What you meant by Linked List?

11. Define Recursion.

12. Describe about Bitwise Operators.

13. Define a Pointer.

III. Answer any FIVE questions. Explain in detail. (5 x 10 = 50)

1. Explain in detail about Flow Chart.
2. Explain about different Operators in C.
3. Describe about looping statements in C.
4. Write a C program to find the sum of first natural numbers up to 100.
5. Compare Array and Structure.
6. Describe about different File Operations in C.
7. Explain about Tree Traversal.

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