

TB141100

Reg.No.....

Name.....

**B.Sc DEGREE (C.B.C.S.S) EXAMINATION, NOVEMBER 2014**  
**COMPUTER APPLICATIONS - FIRST SEMESTER**  
**CORE PAPER -1**  
**CAIPC-PROGRAMMING IN C**

Time: 3 Hours

Maximum Marks: 80

**PART A**

*Answer all questions, each question carries 1 mark*

- 1 Sequence of instructions to solve a problem is called.....
- 2 The symbol used in flowchart to represent the input .....
- 3 The value of  $-7\%-3 =$ .....
- 4 .....is the conditional operator
- 5 Unsigned integer size is .....
- 6 Example of a exit control loop is.....
- 7 Uses of go to statement is.....
- 8 A function call itself a function is called.....
- 9 Dynamic memory management allocate or deallocate memory at .....time
- 10 Pointer hold ..... of a variable.

(10x1=10)

**PART B**

*Answer any Eight questions in one or two sentences, each question carries 2 marks*

- 11 Define bottom up approach.
- 12 Explain keyword and identifier with example.
- 13 What is meant by type definition?
14. Write a program to find the factorial of a given no?
15. Define gets() and puts().
16. Define jump statement in C.
17. What is meant by an array ?

(P.T.O)

18. Explain union in C.
19. What is meant by structure in C ?
20. Define command line argument.
21. Difference between ftell() and frewind().
22. Define malloc() and calloc().

(8x2=16)

### **PART C**

*Answer any **six** questions, each question carries 4 marks*

23. Explain the features of a good computer program.
24. Explain different type of constants.
25. Define entry controlled loop.
26. Write a program to find the sum of two matrices
27. Explain string handling functions.
28. Explain call by value and call by reference.
29. Design a structure employee record with no,name,department,salary accept 3 employees read details and print the details.
30. Explain important file handling operation.
31. Write a program to copy the content of file to another file.

(6x4 = 24)

### **PART D**

*Answer any **TWO** questions, each question carries 15 marks*

- 32 Explain different type of operators.
- 33 Explain decision making statement.
- 34 Explain storage classes with egs.
- 35 Write a program to read the values from the keyboard and store the numbers in one file. Read the same file and store odd numbers and even numbers in separate files.

(2x15 = 30)