

BCA First Semester Examination, Dec.-2018

THIRD PAPER

Programming in 'C'

Paper Code:- 1731

Time Allowed: Three Hours

Maximum Marks.70

(1) No supplementary answer book will be given to any candidate. Hence the candidates should write the answers precisely in the main answer book only.

(2) All the parts of one question should be answered at one place in the answer book.

(Attempt all six questions.)

Part I (Question No. 1 & 2) is compulsory & Part II (Question No. 3, 4, 5 & 6) has internal choice.

Part-I

1. Answer any 10 questions. Each question carries 1 mark.

10x1= 10

(Words limit up to 20 words each)

- a) What does Static Variable mean?
- b) What is a Pointer?
- c) What do you mean by Structure?
- d) What is the use of Typedef?
- e) What is Recursion?
- f) What is Dynamic Memory Allocation?
- g) What is the purpose of realloc?
- h) Define an Argument.
- i) What are built in Functions?
- j) What are C tokens?
- k) What are the types of file?
- l) Can we initialize unions?

2. Answer all the questions. Each question carries 5 marks.

4x5 = 20

(Words limit up to 50 words each)

- a) Difference between an array name and a pointer variable?
- b) Write short note on: Structure and Union.
- c) What are the differences between Malloc() and Calloc()?
- d) What is Storage Class? What are the different storage classes in C?

P.T.O.

Part-II

Unit-I

3. What do you mean by Operator? Explain various types of Operators. **3+7**

OR

Write short note on:

- (i) Data types
- (ii) Decision making

5+5

Unit-II

4. Explain calling a function with example. **10**

OR

What do you mean by Pointers? Explain how we can use Pointers. **10**

Unit-III

5. C Program to print a string using pointer. **10**

OR

Difference between Pass by Reference and Pass by Value? Where does global, static, and local, register variables, free memory and C Program instructions get stored? **10**

Unit-IV

6. What do you mean by Union? Explain how we can access union members, give examples also. **10**

OR

Explain File handling and various types of files. **10**
