# PROGRAMMING FOR PROBLEM SOLVING (CSE 1001)

Time Allotted: 2½ hrs Full Marks: 60

Figures out of the right margin indicate full marks.

Candidates are required to answer Group A and any 4 (four) from Group B to E, taking one from each group.

Candidates are required to give answer in their own words as far as practicable.

### Group - A

1.

Answer any twelve:  $12 \times 1 = 12$ Choose the correct alternative for the following (i) What is the output of the following program? void main() { int x=40;y=40;z=80;if(x!=y && y < z)printf("\n Hello world"); else printf("\nWelcome"); (a) Hello world (b) Good by (c) Compile time error (d) None of these How many byte/s does "char" data type occupies in memory? (ii) (a) 1 (b)8 (c)10(d) 4. In which part of the program compilation process macros are dealt with? (iii) (a) Assembly (b) Pre-processing (c) Linking (d) None of these. What would be the output of the following code snippet? (iv) for (i=1; i<=5; i++) { if (i%2!=0)continue; printf("%d",i); (a) 24 (b) 135 (c) 1 2 3 4 5 (d) No output. Which of the following is used as a string termination character? (v)

(c) / 0

(d) \t.

(b) \0

(a) \n

(vi)		ring declarations and ession for str[4]?	nd an assignment s	statement, which one is the
	<u> </u>	(b) *p + 4	(c) $*(p + 4)$	(d) p[3]+1.
(vii)	Which escape ch	naracter can be use (b) \b	d to begin a new lin	ne in C? (d) \n.
(viii)	What will be the #define SQUARI int main ( ) {	output of the follo E(X) X * X	wing C code?	
	return 0;	d", SQUARE(3+2)	);	
	} (a) 25	(b) 11	(c) 22	(d) Compilation error
(ix)	In C language, Fi	LE is of which data (b) char *	- 1	(d) unsigned long int
(x)	The operator &8 (a) Assignment	& is an example for (b) Increment	-	(d) Rational
	1	Fill in the blanks wit	th the correct word	
(xi)	The expression	7 + 10 % 6 / 2 eval	uates to	
(xii)	The full form of	RAM is	·	
(xiii)	-	when used before t		able in a c program, then it
(xiv)	The output of the void main()	e following progra	m will be	·
	{ char *p="Hello v char *q;	vorld";		
	p++;			
	q = p; q++;			
	printf("\n %s, % }	ós",p,q);		
(xv)	The memory siz	e of a double prec	ision floating point	t number is bytes
		Grou	p - B	
(a)		ne differences betw nory and Secondary		
	(ii) Compiler an	•		[(CO1,CO2)(Understand/LOCQ)]

2.

- (b) Draw a flowchart to find the sum of all even numbers within the range of 100 to 500, including both endpoints. [(CO3)(Understand/LOCQ)]
- (c) Find the binary and hexadecimal equivalent of a decimal number (7886)<sub>10</sub>.

[(CO1,CO2,CO3)(Apply/IOCQ)]

5 + 4 + 3 = 12

- 3. (a) Convert the following numbers from one number system to the specified one:
  - (i)  $(31.125)_{10} = (?)_2$

5.

(ii) (34465361)<sub>8</sub>=(?)<sub>16</sub> (iii) (1111.11)<sub>2</sub>=(?)<sub>10</sub>

[(CO2)(Understand/LOCQ)]

- (b) Find the IEEE 754 single precision floating point representation of the decimal number -12.65. [(CO1,CO2)(Apply/LOCQ)]
- (c) Why do we prefer 2's complement over 1's complement? [(CO2)(Understand/LOCQ)]

(2+2+2)+4+2=12

## Group - C

- 4. (a) Write a C program to check whether a number taken as input is a palindrome number or not? A palindrome number is a number (such as 121) that remains the same when its digits are reversed. [(CO4,CO5)(Understand/LOCQ)]
  - (b) Differentiate between "break" and "continue" statements with examples. How is break statement different from exit () statement? [(CO4,CO5)(Remember/LOCQ)]
  - (c) Write a complete C program to find the sum of first n terms of the following series where the value of n is a user input.

 $S = 1 - 1/3 + 1/9 - 1/27 + 1/81 - 1/243 + \dots$ 

[(CO4,CO5)(Apply/LOCQ)]4 + (2 + 2) + 4 = 12

(a) What is type conversion in C language? Explain it with a suitable example.

[(CO2,CO4)(Apply/IOCQ)]

(b) Write a C program to find the sum of all digits of an integer number.

[(CO3,CO4,CO5)(Apply/IOCQ)]

(c) Write a C program to find the sum of the following series (without using pow library function), where x and n will be given as input:

Sum=  $x+x^2+x^4+x^8+x^{16}$  ...... up to **n**<sup>th</sup> **term** 

[(CO3,CO4,CO5)(Apply/HOCQ)]

# 2 + 4 + 6 = 12

## Group - D

- 6. (a) Write a C program that reads a line of text containing both uppercase and lowercase letters, stores it in a suitable array, and then outputs it in all uppercase letters. [(CO4,CO5)(Apply/IOCQ)]
  - (b) What are function prototypes? Where and why are the prototypes normally used? [(CO4)(Remember/LOCQ)]
  - (c) How is an array name interpreted when it appears as an argument to a function? Explain with a suitable example. [(CO5,CO6)(Analyze/HOCQ)]

4 + (2 + 2) + 4 = 12

- 7. (a) Do you think that any array of character is a string? Give reason to support your answer. [(CO2,CO4,CO6)(Understand/IOCQ)]
  - (b) Write a program to concatenate (or merge) two strings into a single string [(CO3,CO4,CO6)(Apply/IOCQ)]
  - (c) Explain how a pointer can be used to allocate and access a 1D array of integer, with an appropriate example. [(CO2,CO3,CO4,CO6)(Apply/IOCQ)]
  - (d) Write a C program to implement a function to swap two integer variables, using call by address function calling method. [(CO4,CO6)(Apply/HOCQ)]

2 + 4 + 3 + 3 = 12

#### **Group - E**

8. (a) Define a structure for a 2 dimensional geometric point having x and y coordinate. Write a C program using the above defined structure to find the distance between any two geometric points  $(x_1, y_1)$  and  $(x_2, y_2)$  where the distance formula -

Distance = 
$$(x_1 - x_2)^2 + (y_1 - y_2)^2$$

[(CO2,CO3,CO4,CO6)(Apply/HOCQ)]

(b) Various modes of creating, appending and accusing files in C along with a suitable C program as example. [(CO2,CO4,CO6)(Understand/IOCQ)]

6 + 6 = 12

9. (a) Write a C program to copy the contents of a text file to another text file where the source and destination file names will be entered by the user.

[(CO4,CO6)(Apply/HOCQ)]

(b) Define a structure called '*Distance*' comprising of two integer attributes: '*feet*' and '*inches*'. Write a program that takes input for two distances in feet and inches, calculates their sum, and displays the result in feet and inches.

[(CO4,CO6)(Apply/IOCQ)]

6 + 6 = 12

Cognition Level	LOCQ	IOCQ	HOCQ
Percentage distribution	38.54	35.42	26.04

#### Course Outcome (CO):

After the completion of the course students will be able to

- CSE1001.1: Remember and understand the functionalities of the different hardware and software components present in a computer system, the standard representations of various types of data in a computer system.
- CSE1001.2: Illustrate how a computer system with one way of representation can be converted to one another equivalent representation.
- CSE1001.3: Construct flow charts for any arithmetic or logical problems in hand.
- CSE1001.4: Remember and understand the C programming development environment, writing, compiling, debugging, linking and executing a C program using that development environment, basic syntax and semantics of C programming language and interpret the outcome of any given C program.
- CSE1001.5: Use loop constructs, conditional branching, iteration, recursion to solve simple engineering problems.
- CSE1001.6: Apply pointers, arrays, structures, files to formulate simple engineering problems.

<sup>\*</sup>LOCQ: Lower Order Cognitive Question; IOCQ: Intermediate Order Cognitive Question; HOCQ: Higher Order Cognitive Question.