



M 2497

Reg. No. :

Name :

I Semester B.A./B.Sc./B.Com./B.B.A./B.B.A.T.T.M./B.B.M./B.C.A./B.S.W./B.A.
Afsal UI Ulama Degree (CCSS-Reg./Supple./Improv.)
Examination, November 2012
COMPLEMENTARY COURSE IN COMPUTER SCIENCE
1C01 CSC : Introduction to it and C Programming

Time : 3 Hours

Max. Weightage : 21

SECTION – A

(Answer **all** questions. Weightage for a bunch of 4 questions is 1)

- I. 1) ROM stands for
- 2) Mouse is also called a
- a) Pick b) Pack c) Park d) Puck
- 3) Pictorial representation of algorithm is called
- 4) Out of the following which is a header file in C ?
- a) stdinput.h b) stdio.h c) stderrs.h d) none of these
- II. 5) In C unconditional jump is performed by _____ statement.
- 6) In C a function can return _____ number of values to the called point
- a) 2 b) 3 c) 1 d) 5
- 7) _____ type of variables retain their values even after function is exited.
- 8) In C if $p = 5$ and if address of p is 5000 then $\&p$ is _____
- a) 5000 b) 1000 c) 0 d) 5 (2×1=2)

P.T.O.



SECTION – B

(Answer **any 5** questions. **Each** question carries a weightage 1)

9. What is RAM ?
10. Define impact printers.
11. Define flow chart.
12. What is library function in C ?
13. What is the use of break statement in C ?
14. Define a function in C.
15. Define multidimensional array.
16. What is a pointer variable ?

(5×1=5)

SECTION – C

(Answer **any 5** questions. **Each** question carries a weightage 2)

17. Explain details of analogue computers.
18. Explain the organization of CD ROM.
19. Compare between machine language and high level language.
20. Explain various data types in C with example.
21. Explain the working of various if loop in C with example.
22. Explain what is function prototype with example.
23. What is static variables in C ? Explain.
24. Explain difference between structure and union with example.

(5×2=10)

SECTION – D

(Answer **any 1** question. Question carries a weightage 4)

25. Explain various methods for passing structure to function with examples.
26. Write a program in C to add a matrix with its transpose.

(1×4=4)