



GUG/S/15/3363

B.Sc. (With Credits)-Regular-Semester 2012 Sem V

B.Sc. 3517-I Electronics Paper - II
Elective - I (C-programming-I)

P. Pages : 3

Time : Three Hours

Max. Marks : 50

- Notes :
1. All questions are compulsory and carry equal marks.
 2. Use either ANSI C or TURBO C for program writing.

1. EITHER

- a) What are the different data types supported by 'C' language. Give their memory sizes and ranges. What is constant? List out the types of constants. **6+4**

OR

- b) What are variables? State the rules for defining variables in 'C' language. Differentiate between local and global variables. **2+5**
+3

2. EITHER

- a) What is an expression? How can the value of expression be converted to different data types? Describe the precedence and associativity of operators in 'C' language.

**2+3
+5**

OR

- b) Explain the following operators with suitable examples.
i) Bitwise Shift operator
ii) Logical operator.

5+5

3. EITHER

- a) What is the purpose of goto statement? Why is the use of goto statement is generally discouraged in 'C' language? Discuss switch statement used for decision making with the help of suitable example.

**3+2
+5**

OR

- b) What is branching? Explain decision making with simple 'if' statement and 'if-else' statement. Write a program in 'C' language to find largest of three variables using 'if-else' statement.

6+4

4. EITHER

- a) What do you mean by program looping? **5+5**
Explain 'for' loop statement with the help of suitable example. Write a program in 'C' language to generate first N-terms of Fibonacci series.
Given Fibonacci series is 1, 1, 2, 3, 5, 8, 13, ---N terms.

OR

- b) Describe while and Do-while statement with the help of suitable example. Also state their differences. Explain 'break' and 'continue' statement in detail. **5+5**

5. a) Distinguish between compiler and interpreter **2½**
b) Differentiate between pre increment and post increment operator in 'C' with an example. **2½**
c) Explain the statements used for reading and writing a character in 'C' language with example. **2½**
d) Explain types of Jump in loops. **2½**
