

17212

21819

3 Hours / 100 Marks

Seat No.

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- Instructions :**
- (1) All Questions are *compulsory*.
 - (2) Answer each next main Question on a new page.
 - (3) Illustrate your answers with neat sketches wherever necessary.
 - (4) Figures to the right indicate full marks.
 - (5) Assume suitable data, if necessary.
 - (6) Mobile Phone, Pager and any other Electronic Communication devices are not permissible in Examination Hall.

Marks

1. Attempt any TEN of the following :

20

- (a) Define following terms :
 - (i) Keyword
 - (ii) Token
- (b) Give syntax for switch case statement.
- (c) Define array. State its types.
- (d) Define recursive function.

- (e) Give output for following code :

```
# include <stdio.h>
main()
{
    int a = 5, b = 6, * ptr1, * ptr2;
    ptr1 = &b;
    ptr2 = &a;
    printf ("%d%d", *ptr1,*ptr2);
}
```

- (f) List any four relational operators in 'C'.
- (g) State one difference between the terms variable and constant.
- (h) State the use of continue statement.
- (i) Write syntax and example for strcpy().
- (j) Define structure.
- (k) Give anyone difference between while loop and do-while loop.
- (l) Give output for following code :

```
# include <stdio.h>
main ( )
{
    int i=4;
    if (i= = 5)
        printf("\n I am in Fy");
    else
        printf("\n I am is Sy");
}
```

2. Attempt any FOUR of the following :

16

- (a) List various logical operators and describe use of each with suitable example.
- (b) Describe importance of break statement in switch case statement.

- (c) Write a 'C' program to find whether the entered number is prime or not.
- (d) With suitable example describe how to declare and initialize two dimensional array.
- (e) Write a 'C' program to accept radius and calculate area of circle using function.
- (f) Write a 'C' program to count length of the string using pointer.

3. Attempt any FOUR of the following :

16

- (a) Write an algorithm and draw a flow chart to find whether the entered number is even or odd.
- (b) Describe with example in which case do-while loop is most suitable than while loop.
- (c) Write a 'C' program to accept 10 numbers in an array and display the smallest number from them.
- (d) State categories of function. Describe any one with example.
- (e) Write a 'C' program to display fibonacci series using recursion.
- (f) Define the terms pointer and pointer to array. Also write two advantages of pointer.

4. Attempt any FOUR of the following :

16

- (a) Describe with suitable example how to use increment and decrement operators.
- (b) Write a 'C' program to enter any number between 1 to 7 and display its corresponding week day using switch case statement.
- (c) Describe following functions with its syntax and example :
 - (i) strcmp()
 - (ii) strlen()

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- (d) Write a program in 'C' to define a structure 'Person' with structure members as name and age. Accept this data for one person and display the same.
- (e) Describe the concept of command line argument with example.
- (f) Write a program in 'c' to exchange values of two numbers using pointer.

5. Attempt any FOUR of the following :

16

- (a) Describe conditional operator with syntax and example.
- (b) Write a 'C' program to display cube of 1 to 10 numbers using loop.
- (c) Write a program to find whether the year is leap or not.
- (d) Write a 'C' program to find whether the character entered is a alphabet, digit or special character.
- (e) Differentiate between call by value and call by reference methods. (any four points)
- (f) Describe addition and subtraction operations on pointer. Give suitable example for each.

6. Attempt any FOUR of the following :

16

- (a) Write a 'C' program to accept the marks of three subjects and display total marks and average marks.
 - (b) Describe use of else-if ladder with suitable example.
 - (c) Write a 'C' program to enter a string and a character. Count number of times that character appears in entered string and display the count.
 - (d) Write a 'C' program to define a structure 'cricket' having structure members as playername and battingaverage. Accept and display data for three players.
 - (e) Describe auto and extern storage classes with example.
 - (f) Describe use of for loop with its syntax and example.
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