

## 6026

## **BOARD DIPLOMA EXAMINATION, (C-16)** OCT/NOV-2018 DCME—FIRST YEAR EXAMINATION

## PROGRAMMING IN 'C'

*Time* : 3 hours [Total Marks: 80

## PART—A

 $3 \times 10 = 30$ 

- **Instructions:** (1) Answer **all** questions.
  - (2) Each question carries **three** marks.
  - (3) Answers should be brief and straight to the point and shall not exceed five simple sentences.
  - **1.** List the sections that constitute structure of C-Program.
  - **2.** Define an Identifier. Give the rules to form identifiers.
  - **3.** Write the syntax for getchar() and putchar() functions.
  - Write the syntax for nested if statement.
  - Differentiate between for lop and do-while loop.
  - How do you declare and initialize one dimensional array?
  - 7. List any three String handling functions.
  - **8.** Define Recursion with an example.
  - **9.** List any three rules for pointer arithmetic.
- **10.** List any three file input functions.

/6026 1 [Contd... PART-B  $10 \times 5 = 50$ 

- **Instructions:** (1) Answer any **five** questions.
  - (2) Each questions carries **ten** marks.
  - (3) Answers should be comprehensive and the criteria for valuation are the content but not the length of the answer.
- **11.** a) Explain implicit type conversion rules.
  - b) List and explain various storage classes.
- **12.** a) Write a C program to read any three integers and print the largest among them using. If-clse-if statement.
  - b) Write the syntax and example of switch Statement.
- **13.** a) Write a C program to read an integer number and print reversal of the number.
  - b) Explain while loop with syntax and example.
- **14.** Write a C program to read integer values to a one dimentional array and print them in reverse order.
- **15.** Expalin functions with arguments and no return value with a sample C program.
- 16. Explain how to pass pointers as function arguments with a sample C program.
- 17. Define structure. Explain how to declare and access members of structure with a sample program.
- **18.** Write a C program to create and display the contents of a text file.

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