

Unit Test-II

Semester- 2

Program: **Computer Engineering Group**

Course: **Programming in C (PIC-312303)**

K-Scheme Question Bank

=====

CHAPTER-3 Array and Structure.(CO3)

2 Marks

- 1 Define structure.Give syntax of declaring it.
- 2 .How to declare and initialize a one dimensional array?
- 3 Define character array?
- 4 Define a two dimensional array?How is it declared and initialized?
5. Declare and define a structure having member variables as emp_id,emp_name,salary. 6. Define typedef.

4 Marks

7. Declare structure 'employee' having data members as name,street and city.Accept this data for three employees and display accepted data.
- 8 Implement a C program to accept ten numbers in an array. Sort array elements and display it.
9. State difference between array and structure.
- 10 Define array of structure?Explain with example.
- 11.Explain enumerated data types with examples ?

CHAPTER-4 Functions(CO4)

2 Marks

12. Define function and need of function?
13. Define recursion with an example.
14. List different categories of function.
15. Enlist storage classes in 'C'.
16. State the difference between call by value and call by reference.
17. Define
 - i) calloc() ii) malloc() iii) getchar iv) putchar

4 Marks

18. Implement a C program to find products of two numbers using a function.
19. List string handling functions. Describe any two.
20. Implement a C program to print Fibonacci series starting from 0, 1.
21. Implement a C program to read two strings and find whether they are equal or not.
22. Implement a C program to calculate the factorial of a number using a function.

CHAPTER-5 Pointer(CO5)

2 Marks

23. Explain `int *ptr`.
24. State the use of `&` and `*` operator with respect to pointer.
25. Define pointer with declaration and initialization.

4 Marks

26. Implement a program using a pointer to swap two numbers.
27. Define an advantage of using a pointer.
28. Implement a program which shows pointer arithmetic.
29. Explain array of pointer with example.
30. Explain structure using pointer with example.
31. Implement a program to print value and address using a pointer.
32. Write output for the following programming code:

```
#include<stdio.h>
#include<conio.h>
void main()
{
    int x,y,a,b,*P1,*P2;
```

```
x = 10;
y = 20;
P1 = &x;
P2 = &y;
a = *P1 * * P2 +20;
b = *P1 * *P2 - 20;
printf("x=%d, y = %d", x,y);
printf("a=%d, b = %d", a,b);
}
```

