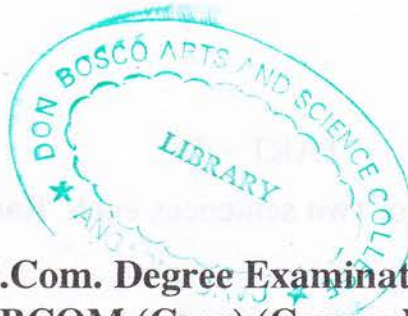




Reg. No. :

Name :



III Semester B.Com. Degree Examination, November 2010
BCOM (Core) (Course No. 3)
3B05COM : PROGRAMMING IN C (D-Computer Application)

Time : 3 Hours

Total Weightage : 20

PART – A

This Part consist of **two** bunches of questions carrying **equal** Weightage of **one**.
Each bunch consist of **four** objective type questions. Answer **all** questions :

- I. 1. The key word 'int' means
a) interest b) intel c) integer d) into
2. Every program statement in C language must end with
a) semi colon b) comma c) full stop d) question mark
3. The number of key words available in C
a) 8 b) 16 c) 32 d) 64
4. The break statement is used to exit from
a) an if statement b) a for loop
c) a program d) the main () function [W=1] [W.G.P.=4×1×1=4]
- II. 5. Do-while loop is useful when we want the statement within the loop must be executed
a) only once b) at least once
c) more than once d) none of these
6. A sequenced collection of related data items is known as
a) pointer b) array c) function d) union
7. The process of arranging the elements of an array in order is known as
a) looping b) branching c) sorting d) searching
8. The region where a variable is actually available for use is referred to as
a) scope b) switch
c) location d) site [W=1] [W.G.P.=4×1×1=4]

P.T.O.



PART – B

Answer **any six** questions in **one** or **two** sentences **each**. Each question carries a Weightage of **one** :

9. What are constants in 'C' ?
10. Explain the basic structure of a 'C' program.
11. What is meant by declaration of a variable ?
12. What are relational operators ?
13. What are the different forms of 'If' statement ?
14. What is a data structure ?
15. What are automatic variables ?
16. Explain the concept of structures within structures. [W=6×1=6] [W.G.P.=6×4×1=24]

PART – C

Answer **any four** questions. Each answer should **not** exceed **one** page. Each question carries a Weightage of **two** :

17. State the rules for identifiers in C.
18. Give the general form of a simple 'if statement'.
19. Explain jumps in loops.
20. What are character strings ? Point out the common operations performed on character strings.
21. Distinguish arrays and structures.
22. State the methods by which the value of a structure can be transferred from one function to another. [W=4×2=8] [W.G.P.=4×4×2=32]

PART – D

Answer **any one**. Each question carries a Weightage of **four**. Answer should **not** exceed **four** pages :

23. Briefly describe the three elements of user-defined functions.
24. What are pointers ? Explain the concept and merits of pointers. [W=1×4=4] [W.G.P.=1×4×4=16]