[Total No. of Questions - 9] [Total No. of Printed . .ges - 2] (2126)

16018(D) - 0 DEC 2016

B. Tech 1st Semester Examination

Principle of Computer Programming & C++ (NS)

BE-104

Time: 3 Hours Max. Marks: 100

The candidates shall limit their answers precisely within the answerbook (40 pages) issued to them and no supplementary/continuation sheet will be issued.

**Note:** Attempt any one question from section A, B, C and D. Section E is Compulsory. Each question caries 20 Marks.

#### **SECTION - A**

- 1. Define Computer. Draw a block diagram of a Computer. Explain the function of each block. (20)
- 2. Define program, programming language, and Software. Explain the Operating System and its functions. (20)

### **SECTION - B**

- What are the different types of programming languages?
   Differentiate between these different types of the languages.
   Also explain the role of linker and loader. (20)
- 4. Give the advantages and disadvantages of the followings:
  - (i) Flow chart
  - (ii) Pseudo Code
  - (iii) Algorithm (20)

# SECTION - C

- Compare object oriented programming vs procedure oriented programming with concrete example. Write a program to find the largest element out of n elements entered by user, without making use of arrays. (20)
- Explain the different types of operators used in C++ with necessary examples. Also explain the concept of Operator overloading in C++ with example. (20)

## SECTION - D

- 7. What are the different decision making and looping statements used in C++? Write a program that prompts the user to enter an integer n, and then n floating-point numbers. As the numbers are read, the program will calculate the average of the positive numbers only. (20)
- 8. What is pointer? What kinds of operations are allowed on pointers? How we can declare and initialize two dimensional array using pointers? Write a program to sort an array of n elements using pointer. (20)

## **SECTION - E**

- 9. Explain the following with suitable example.
  - (i) Call by references & call by value.
  - (ii) Scope rule for a variable.
  - (iii) DOS.
  - (iv) Polymorphism.

 $(4 \times 5 = 20)$