

1BIT4 - Developing Programming Logic and Techniques Paper - IV

P. Pages : 2

GUG/W/18/1423

Time : Three Hours



Max. Marks : 80

- Notes :
1. All questions are compulsory and carry equal marks.
 2. Draw neat and labelled diagram wherever necessary.
 3. Avoid vague answers and write specific answer related to questions.

1. EITHER.

- a) Computers can understand only machine language (i.e. 0 and 1). Explain. **8**
- b) Explain the event based approach of programming language. **8**

OR

- c) What are the three basic classification of translator? Explain them. **8**
- d) What is the rule of linker and loader during the execution of a program. **8**

2. EITEHR.

- a) Write an algorithm and draw the flowchart to find the factorial of a given number. **8**
- b) What is process? Explain various types of process available to solve a problem. **8**

OR

- c) Write an algorithm and draw a flowchart to convert temperature from degree celcius to Fahrenheit. **8**
- d) Write a note on complexity of an algorithm. **8**

3. EITHER.

- a) Explain the hierarchy of operators? List the precedence of arithmetic operators. **8**
- b) Write a note on following with proper syntax and example. **8**
 - i) If-Statement
 - ii) Nested if statement.

OR

- c) Define loop? Explain various types of loops supported by high level language. **8**
- d) What is the use of exit and break statement in programming language. **8**

4. EITHER.

- a) Write an algorithm/pseudo code to find longest element of an given array. **8**

- b) What are the different methods of sorting on array? Distinguish between internal and external sorting. 8

OR

- c) Write an algorithm/pseudo code to find the reverse of an array. 8
- d) How we can represent a matrix using two dimensional array? Explain with example. 8

5. Solve all questions.

- a) Differentiate between interpreter and compiler. 4
- b) What are the advantages and disadvantages of algorithm. 4
- c) Differentiate between if-else and switch statement. 4
- d) What are the different types of arrays supported by high level languages. 4
