

'C' Programming

Time : 3 Hours]

[Max. Marks. : 50

Note- Attempt all five question. Symbols have their usual meanings.

1. Write different operators available in 'C'. Explain these operators with one example of each.

OR

- (a) Write a 'C' program to find the average of two numbers.
 (b) Write the size of boolean, char and float data types in 'C'.
2. Assume you want to generate a table of multiples of any given number. Write a program that allows the user to enter the number, and then generates the table, formatting it into 10 columns and 3 lines. Interaction with the program should look like this-

Enter a number : 7

7	14	21	28	35	42	49	56	63	70	77	84
91	98	105	112	119	126	133	140	147	154	161	168
175	182	187	196	203	210						

OR

- (a) Name and describe the usual purpose of three expressions in a 'for' statement.
 (b) Explain the use of 'goto', 'break' and 'continue' statements with the help of one example of each.
3. Write a program that reads a group of numbers from the user and places them in an array of type Float. Once the numbers are stored in the array, the program should average them and print the result. Use pointer notation wherever possible.

OR

- (a) What do you understand by Command line argument? Explain with an example.
 (b) Explain how multidimensional arrays can be initialized using pointers.

4. A phone number, such as (91)731-8900 can be thought of as having three parts: the area code (91), the exchange (731) and the number (8900). Write a program that uses a structure to store these three parts of a phone numbers separately. Call the structure 'phone'. Create for the other one. Then display both number. The interchange might look like this-

Enter your area code, exchange and number : 415 555 1212

My number is (91) 731-8900

You number is (415) 555-1212.

OR

- (a) Write the difference between Structure and Union with an example.
(b) What are Self-referential structures?
5. What are the difference modes in which file can be open? Write the syntax of fopen and fclose.

OR

Write short notes on-

- (a) Standard input and output
(b) Error handling.

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