USCST02 - Computer Science Paper-II (Programming Logic & Techniques & Introduction to C)

P. Pages : 2

Time : Three Hours

1678

Max. Marks : 50

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Notes :
1. All the questions are compulsory and carry equal marks.
2. Draw neat and labelled diagrams wherever necessary.
3. Avoid vague answers and write the answers relevant and specific to questions only.

Either:

1. a) Write a note on-
   i) Machine language.
   ii) Assembly language. **5**

   b) Explain translator in detail. **5**

OR

   c) Differentiate between- Compiler & Interpreter **5**

   d) Explain -
   i) Object oriented programming language.
   ii) Event driven programming language. **5**

Either:

2. a) Write the advantages and disadvantages of algorithm. **5**

   b) Draw a flowchart for finding simple interest. **5**

OR

   c) Explain various symbols of flowchart. **5**

   d) Write an algorithm to find factorial of a given number. **5**

Either:

3. a) Explain increment and decrement operator with example. **5**

   b) Write a 'C' program to find area of circle. **5**

OR

   c) Explain the conditional operator with suitable example. **5**

   d) Write a 'C' program to find volume of a sphere. **5**

Either:

4. a) Explain in detail else-if ladder Give example. **5**

b) Write a 'C' program to check number is prime or not. **5**

OR

c) Write the use of break and continue in looping statement. **5**

d) Write a program to check number is positive or negative using ternary operator. **5**

5. Attempt all the questions.

a) Write a note on Linker. **2½**

b) Explain in brief problem Analysis. **2½**

c) Write a short note on Type casting. **2½**

d) Differentiate between while and do-while. **2½**

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