

4 Marks or 3 Marks

Chapter-1

1. What is token ? List any four tokens in 'c'.
2. What is keyword? List any four keywords of 'c' ?
3. Write c program to find greatest of 2 numbers using conditional operator.
4. Explain relational operators supported by 'c'. Write c program illustrating its use.
5. Explain any four data types in 'c'?
6. State the use of increment and decrement operators .Also give difference between i++ and ++i statement with example.
7. State the logical and relational operators with its meaning.
8. What is constant ? Explain symbolic constant.
9. Explain any two bitwise operators.
10. Explain special operators of C with example.
11. What is formatted i/o? Explain any two user defined data types of C.
12. What is conditional operator?
13. Write the rules for constructing integer constant.
14. Define variable with syntax.
15. Write program to accept string from user and print message.
16. What is operator precedence and associability.

Chapter-2

17. Write a program to find area of rectangle.
18. State what the use of break and continue statements.
19. Write a program to find whether the character entered through keyboard is vowel or not.
20. Write a program to print the following pattern.

```
*  
  
**  
  
***
```

\*\*\*\*

21. Write a program to print Fibonacci series using while loop.
22. Write a program to find whether entered number is even or odd.
23. Explain use of else if ladder with example.
24. Write a program which will print largest of three numbers.
25. Differentiate between if and switch statement.

PIC [17212] Question Bank (Unit Test 2) CM2G

Chapter 3:

1. What is Array? How to declare and initialize one dimensional array?
2. State difference between array and loop?
3. Write a program to find transpose of two (2\*2) matrices?
4. Explain declaration and initialization of string variables?
5. Write a program to read a string from keyboard and find whether it is palindrome or not?
6. Explain standard library function strlen (), strcmp (), strcpy () with syntax and example?
7. Define two dimensional arrays; explain initialization of two dimensional array?
8. Write a program for addition of 2\*2 matrices?

Chapter 4:

1. Define :
  - I. Function Definition
  - II. Function Body
  - III. Function Call
  - IV. Function prototype
2. Difference between call by value and call by reference method?

3. What is function? Explain the need of function?
4. What is recursion? Write a program to find out factorial using recursion?
5. What is structure? How to declare and initialize structure?
6. Declare a structure 'Book' having data members title, author and price. Accept this data for one book and display the accepted data?
7. What are Storage classes? Enlist Storage classes available in C?
8. Explain global and local variable?
9. With example explain array of structure?
10. List different categories of function Give example of with argument and no return values?
11. Write a program to declare the structure student having data member variables as roll no, name, marks. Accept the data for 5 students and display it?

Chapter 5:

1. Write a program to swap the values using pointer?
2. Define the term pointer? How to declare the pointer?
3. Explain the concept of pointers arithmetic operation with example?
4. List advantages of pointer?
5. What is significance of \*and & operator? Give example how to use it?
6. Explain meaning of following statement with reference pointers
  1. int \* p, x;
  2. x=10;
  3. \*p=x;
  4. p=&x;