INSTITUTE OF AERONAUTICAL ENGINEERING
(Autonomous)
Dundigal, Hyderabad - 500043
COMPUTER SCIENCE AND ENGINEERING
TUTORIAL QUESTION BANK

| Course Title | PROGRAMMING FOR PROBLEM SOLVING |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Course Code | ACSB01 |  |  |  |  |
| Programme | B.Tech |  |  |  |  |
| Semester | AE ${ }^{\text {ME }}$ |  |  |  |  |
|  | II CSE \| IT | ECE |EEE |  |  |  |  |
| Course Type | Foundation |  |  |  |  |
| Regulation | IARE - R18 |  |  |  |  |
| Course Structure | Theory |  |  | Practical |  |
|  | Lectures | Tutorials | Credits | Laboratory | Credits |
|  | 3 | 0 | 3 | 4 | 2 |
| Chief Coordinator | Mr. P Ravinder, Assistant Professor |  |  |  |  |
| Course Faculty | Dr. J Sirisha Devi, Associate Professor, CSE Dept <br> Dr. R ObulaKonda Reddy Associate Professor, CSE Dept <br> Mrs. K Laxmi Narayanamma, Assistant Professor, IT Dept. <br> Mrs. B Padmaja Assistant Professor, CSE Dept <br> Dr. M Purushotham Reddy, IT Dept <br> Mr. Ch Suresh Kumar Raju Assistant Professor, CSE Dept. |  |  |  |  |

## COURSE OBJECTIVES:

## The course should enable the students to:

| I. | Learn adequate knowledge by problem solving techniques. |
| :--- | :--- |
| II. | Understand programming skills using the fundamentals and basics of C Language. |
| III. | Improve problem solving skills using arrays, strings, and functions. |
| IV. | Understand the dynamics of memory by pointers. |
| V. | Study files creation process with access permissions. |

## COURSE OUTCOMES (COs):

| CO 1 | Describe the concept of computer system, analyze a given problem, develop an algorithm, fundamental <br> programming constructs, identify data representation formats, and describe operators and their <br> precedence associativity. |
| :--- | :--- |
| CO 2 | Understand decision making control statements and loop control statements. |
| CO 3 | Describe the concept of homogeneous derives data types, strings and functions. |
| CO 4 | Understand pointers and heterogeneous data types and its necessity. |
| CO 5 | Describe the concept of file system, file system modes and functions. |

## COURSE LEARNING OUTCOMES (CLOs):

Students, who complete the course, will have demonstrated the ability to do the following:

| ACSB01.01 | Identify and understand the working of key components of a computer system. |
| :--- | :--- |
| ACSB01.02 | Analyze a given problem and develop an algorithm to solve the problem. |
| ACSB01.03 | Describe the fundamental programming constructs and articulate how they are used to develop a <br> program with a desired runtime execution flow. |
| ACSB01.04 | Gain knowledge to identify appropriate C language constructs to write basic programs. |
| ACSB01.05 | Identify the right data representation formats based on the requirements of the problem. |
| ACSB01.06 | Describe the operators, their precedence and associativity while evaluating expressions in program <br> statements. |
| ACSB01.07 | Understand branching statements, loop statements and use them in problem solving. |
| ACSB01.08 | Learn homogenous derived data types and use them to solve statistical problems. |
| ACSB01.09 | Identify the right string function to write string programs. |
| ACSB01.10 | Understand procedural oriented programming using functions. |
| ACSB01.11 | Understand how recursion works and write programs using recursion to solve problems. |
| ACSB01.12 | Differentiate call by value and call by reference parameter passing mechanisms. |
| ACSB01.13 | Understand storage classes and preprocessor directives for programming |
| ACSB01.14 | Understand pointers conceptually and apply them in C programs. |
| ACSB01.15 | Distinguish homogenous and heterogeneous data types and apply them in solving data processing <br> applications. |
| ACSB01.16 | Explain the concept of file system for handling data storage and apply it for solving problems |
| ACSB01.17 | Differentiate text files and binary files and write the simple C programs using file handling <br> functions. |
| ACSB01.18 | Identify the right string function to write string programs. |
| ACSB01.19 | Understand procedural oriented programming using functions. |
| ACSB01.20 | Understand how recursion works and write programs using recursion to solve problems. |

TUTORIAL QUESTION BANK
MODULE - I
INTRODUCTION
Part - A (Short Answer Questions)

| S No | Questions | ```Blooms Taxonomy Level``` | Course Outcomes | Course <br> Learning <br> Outcomes <br> (CLOs) |
| :---: | :---: | :---: | :---: | :---: |
| 1 | List the two major components of a computer system? | Remember | CO 1 | ACSB01.01 |
| 2 | Identify the steps in creating and running a C program? | Remember | CO 1 | ACSB01.03 |
| 3 | What are the different types of computing environments? | Remember | CO 1 | ACSB01.02 |
| 4 | Define a flowchart and the symbols used in it? | Understand | CO 1 | ACSB01.03 |
| 5 | State the preperties of an algorithm? | Remember | CO 1 | ACSB01.02 |
| 6 | List out the generations of computers? | Understand | CO 1 | ACSB01.02 |
| 7 | What are the different types of computer programming languages? | Understand | CO 1 | ACSB01.02 |
| 8 | Write the various classes of data types ANSI C supports? | Remember | CO 1 | ACSB01.05 |
| 9 | State which of the following are valid identifiers. If invalid, state the reason. <br> 1. sample1 <br> 2. data_7 return <br> 3. \#fine 91-080-100 <br> 4. name \&age <br> 5. _val | Understand | CO 1 | ACSB01.05 |
| 10 | What are the C tokens? | Remember | CO 1 | ACSB01.05 |
| 11 | List out the rules for identifiers? | Remember | CO 1 | ACSB01.05 |
| 12 | What is type casting and list its types? | Understand | CO 1 | ACSB01.05 |
| 13 | Write the basic structure of a C program? | Understand | CO 1 | ACSB01.05 |
| 14 | Define ternary or conditional operator with an example? | Understand | CO 1 | ACSB01.06 |
| 15 | Find the value of x in the following expression? $\mathrm{x}=3 / 2 \% 6-3 / 9$; | Understand | CO 1 | ACSB01.06 |
| 16 | List out the bit-wise operators in C? | Understand | CO 1 | ACSB01.05 |
| 17 | Write the size and range of the fundamental data types? | Remember | CO 1 | ACSB01.05 |
| 18 | Explain the various key words related to data types and loops? | Remember | CO 1 | ACSB01.04 |
| 19 | List out logical operators used in C language? | Understand | CO 1 | ACSB01.06 |
| 20 | Write the basic escape sequence characters and its meaning with example? | Remember | CO 1 | ACSB01.06 |
| Part - B (Long Answer Questions) |  |  |  |  |
| 1 | Explain the fundamental data types along with its size and range? | Understand | CO 1 | ACSB01.03 |
| 2 | Explain bit-wise operators with example? | Understand | CO 1 | ACSB01.05 |
| 3 | Explain the following functions with example? <br> i. getc() <br> ii. putc() <br> iii. gets() <br> iv. puts() | Understand | CO 1 | ACSB01.06 |
| 4 | Explain the salient features and applications of C language? | Understand | CO 1 | ACSB01.05 |
| 5 | Explain the modifiers used for data types in C language? | Understand | CO 1 | ACSB01.06 |
| 6 | Explain type conversions in C with example? | Understand | CO 1 | ACSB01.06 |
| 7 | Find the output of the following expression step by step by mentioning operator precedence and associativity in each step $17-8 / 4 * 2+3-++5$ | Remember | CO 1 | ACSB01.05 |
| 8 | Write a C program to find the size of primary data types using size of operator? | Understand | CO 1 | ACSB01.06 |
| 9 | Write a C program to calculate the area of a sphere where $\mathrm{A}=4 \pi \mathrm{r}^{2}$ by taking radius as input from the user? | Understand | CO 1 | ACSB01.04 |


| 10 | Write a C program to read the temperature in Fahrenheit and convert it Into Celsius by using the formula $\mathrm{C}=(\mathrm{F}-32) \times 5 / 9$ | Understand | CO 1 | ACSB01.06 |
| :---: | :---: | :---: | :---: | :---: |
| 11 | Explain the special operators in C with example? | Understand | CO 1 | ACSB01.05 |
| 12 | Write a C program to find the area of a Circle and also draw a flowchart for it? | Understand | CO 1 | ACSB01.04 |
| 13 | Write a C program to swap two numbers with and without using a third variable? | Understand | CO 1 | ACSB01.06 |
| 14 | Write a C program to calculate the sum of N natural numbers without using a loop? | Understand | CO 1 | ACSB01.05 |
| 15 | Draw a flowchart to find the factorial of a given number? | Understand | CO 1 | ACSB01.06 |
| 16 | Write a C program to find the volume of a Cone by reading the inputs radius and height from the user where $\mathrm{V}=\pi \mathrm{r}^{2}(\mathrm{~h} / 3)$ | Understand | CO 1 | ACSB01.05 |
| 17 | The price of one kg of Rice is Rs. 40.75 and one kg of Dal is Rs. 72.50. Write a C program to get these values from the user and display the prices as follows: | Understand | CO 1 | ACSB01.04 |
| 18 | Explain the various operators used in c programming and exemplify the use of ternary operator | Understand | CO 1 | ACSB01.04 |
| 19 | Distance between two points (x1, y1) and (x2, y2) is governed by the formula D2 $=(x 2-x 1) 2+(y 2-y 1) 2$ <br> Write a C program to compute D given the coordinates of the points. | Understand | CO 1 | ACSB01.04 |
| 20 | The total distance travelled by a vehicle in $t$ seconds is given by distance $=u t+(a t 2) / 2$ Where $u$ is the initial velocity (meters per second), a is the acceleration (meters per second). Write a C program to calculate the distance travelled, given the values of $u$ and $a$. | Understand | CO 1 | ACSB01.04 |
| Part - C (Problem Solving and Critical Thinking Questions) |  |  |  |  |
| 1 | What does the following statement do, justify your answer? $\mathrm{x}=\mathrm{x} \mid 1 \ll$ n; <br> i. $\quad$ Sets $x$ as $2^{n}$ <br> ii. Sets $(n+1)^{\text {th }}$ bit of $x$ <br> iii. Toggles $(\mathrm{n}+1)^{\text {th }}$ bit of x <br> iv. Unsets $(\mathrm{n}+1)^{\text {th }}$ bit ofx | Understand | CO 1 | ACSB01.05 |
| 2 | ```#include <stdio.h> int main(voi d) { int }\textrm{a}=1; int b=0 b = a++ + a++; printf("%d %d",a,b); return 0; } i. 36 ii. Compiler Dependent iii. }3 iv. }3``` | Understand | CO 1 | ACSB01.05 |
| 3 | ```What is the output of following program? int main() { int }\textrm{a}=1;\mathrm{ int }\textrm{b}=1 int c = a \| --b; int d = a-- && --b; printf("a = %d, b = %d, c = %d, d= %d", a, b, c, d); return 0; }``` | Understand | CO 1 | ACSB01.05 |


| 4 | ```Predict the output of the below program: int main() { printf("%d", 1<< 2 + 3 << 4); return 0; }``` | Understand | CO 1 | ACSB01.06 |
| :---: | :---: | :---: | :---: | :---: |
| 5 | ```Predict the output of following program? int main() { int x = 10; int y = 20; x += y += 10; printf (" %d %d", x, y); return 0; }``` | Understand | CO 1 | ACSB01.06 |
| 6 | ```Predict the output of following program? int main() { int a = 0; int b; a = (a == (a == 1)); printf( "%d", a); return 0; }``` | Understand | CO 1 | ACSB01.05 |
| 7 | ```Predict the output of following program? int main() { int y = 0; int x = (~y == 1); printf("%d", x); return 0; }``` | Understand | CO 1 | ACSB01.06 |
| 8 | ```Predict the output of following program? int main() { int a = 2,b=5; a =a^b; b =b^a; printf("%d %d",a,b); return0; }``` | Understand | CO 1 | ACSB01.06 |
| 9 | What is the output of the program? int main() ```{int x = 10, y = 20, z = 5, i; i= x < y< z; printf("%d\n", i); return 0;``` | Understand | CO 1 | ACSB01.06 |
| 10 | ```What is the output of the program int main() \{ int \(\mathrm{X}=40\); \{ int \(\mathrm{X}=20\); printf("\%d ", X); \}printf("\% d\n", X); Return 0; \}``` | Understand | CO 1 | ACSB01.04 |

## MODULE - II

## CONTROL STRUCTURES

## Part - A (Short Answer Questions)

| 1 | What is a control structure? List out their types. | Understand | CO 2 | ACSB01.07 |
| :---: | :---: | :---: | :---: | :---: |
| 2 | Write a C program to check whether number is Prime or Not | Understand | CO 2 | ACSB01.07 |
| 3 | What is the difference between while loop and do-while loop | Understand | CO 2 | ACSB01.07 |
| 4 | Write a C program to check whether a number is positive or negative. | Understand | CO 2 | ACSB01.07 |
| 5 | ```Find the output of the following code? int main() { int i = 1; for(; i< 4; i++); printf("%d", i); return 0; }``` | Understand | CO 2 | ACSB01.07 |
| 6 | What is nested for and write the syntax of nested for loop. | Understand | CO 2 | ACSB01.07 |
| 7 | ```Find the output of the following code? int main() { int a; for(a = 5; --a;) printf("\n%d", a); return 0; }``` | Understand | CO 2 | ACSB01.07 |
| 8 | State the difference between entry controlled and exit controlled loop with example? | Remember | CO 2 | ACSB01.07 |
| 9 | Write the usage of break and continue statement with example? | Remember | CO 2 | ACSB01.07 |
| 10 | ```Find the output of the following code? int main() { int a = 1, b=2, c=3, d= 4, e; if(e= (a & b \| c^d)) printf("%d", e); return 0; }``` | Understand | CO 2 | ACSB01.07 |
| 11 | ```Find the output of the following code? int main() { int a=1,b=2,c=3,d=4; if (d>c) if (c>b) printf("%d %d", d, c); else if (c > a) printf("%d %d", c, d); if (c>a) if (b<a) printf("%d %d", c, a); else if (b < c) printf("%d %d", b, c); }``` | Understand | CO 2 | ACSB01.07 |
| 12 | ```Find the output of the following code? void main() { int choice = 3; switch(choice) { default: printf("default");``` | Understand | CO 2 | ACSB01.07 |


|  | ```case 1: printf("choice 1");break; case 2: printf("choice 2");break; } }``` |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 13 | ```Find the output of the following code? void main() { char c = 125; do printf("\n%d", c); while(c++);``` | Understand | CO 2 | ACSB01.07 |
| 14 | ```Find the output of the following code? void main() { for(;;) { printf("%d", 10); } }``` | Understand | CO 2 | ACSB01.07 |
| 15 | ```Find the output of the following code? void main() { printf("hi!"); if (!0) printf("bye");``` | Understand | CO 2 | ACSB01.07 |
| 16 | ```Find the output of the following code? void main() { int a = ; ; if(a) printf("test"); else ; printf("again");``` | Understand | CO 2 | ACSB01.07 |
| 17 | ```Find the output of the following code? void main() { int i =1; if(i++, ++i, i--, --i) printf("%d\n", i);``` | Understand | CO 2 | ACSB01.07 |
| 18 | ```Find the output of the following code? void main() { float i; for(i = 0.1;i< 0.4; i += 0.1) printf("%.1f\n", i); }``` | Understand | CO 2 | ACSB01.07 |
| 19 | Explain with example switch case execution process with and without break statement? | Understand | CO 2 | ACSB01.07 |
| 20 | ```Find the output of the following code? void main() { int i = 3; for(i--; i< 7; i = 7) printf("%d", i++); }``` | Understand | CO 2 | ACSB01.07 |
| Part - B (Long Answer Questions) |  |  |  |  |
| 1 | Compare and Contrast while and do while loop? Write a C program to print the odd numbers from X to Y using do while loop? | Remember | CO 2 | ACSB01.07 |
| 2 | An electric power distribution company charges domestic consumers as follows: | Understand | CO 2 | ACSB01.07 |


|  | Consumption Units Rate ofcharge <br> $0-20$ Rs 0.50 perunit <br> $201-400$ Rs $100+$ Rs 0.65 per unit excessof200 <br> $401-600$ Rs 230 plus 0.80 per unit excessof400 <br> 601andabove Rs 390 plus Rs 1.00 per unit excess <br> of600 Write a C program that reads the customer number and  <br> power consumed and print amount to be paid by the customer  <br> (Use else-if ladder)  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 3 | Write a C program to display the traffic control signal lights based on the following. <br> i. If user entered character is R or r then print RED Light Please STOP. <br> ii. If user entered character is Y or y then print YELLOW Light Please Check and Go. <br> iii. If user entered character is $G$ or $g$ then print GREEN Light Please GO. <br> iv. If user entered some other character then print THERE IS NOSIGNAL POINT. | Understand | CO 2 | ACSB01.07 |
| 4 | Admission to a professional course is subject to the following conditions: <br> i. Marks in Mathematics >=60 <br> ii. Marks in Physics $>=50$ Marks in Chemistry $>=40$ <br> iii. Total in all three subjects $>=200$ <br> iv. Total in Mathematics and Physics $>=150$ <br> Given the marks in the three subjects, Write a C program to process the application to list the eligible candidates. | Understand | CO 2 | ACSB01.07 |
| 5 | Write a C program to compute the real roots of a quadratic equation $a x^{2}+b x+c=0$. The program should request for the values of the constants $\mathrm{a}, \mathrm{b}$ and c and print the values of x 1 and x 2 . <br> Use the following rules: <br> i. No solution, if both $a$ and $b$ are zero There is only one root, ifa $=0$ <br> ii. There are no real roots, if $\mathrm{b} 2-4 \mathrm{ac}$ is negative <br> Otherwise, there are two real roots <br> Write a C program to test all the above conditions. | Understand | CO 2 | ACSB01.07 |
| 6 | Write a program that counts from one to ten, prints the values on a separate line for each, and includes a message of your choice when the count is 3 and a different message when the count is 7 . | Understand | CO 2 | ACSB01.07 |
| 7 | Write a C program to calculate commission for the input value of sales amount. Commission is calculated as per the following rules: <br> i. Commission is nil for sales amount Rs5000/. <br> ii. Commission is $2 \%$ for sales when sales amount is greater than 5000and less than equal to 10000 . <br> iii. Commission is $5 \%$ for sales amount greater than 10000 . | Understand | CO 2 | ACSB01.07 |
| 8 | A character is entered through keyboard. Write a C program to determine whether the character entered is a capital letter, a small case letter, a digit or a special symbol using if-else and switch case. The following table shows the range of ASCII values for various characters. <br> Special symbols $0-47,58-64,91-96,123-127$ | Understand | CO 2 | ACSB01.07 |


| 9 | If cost price and selling price of an item S input through the keyboard, write a program to determine whether the seller has made profit or incurred loss. <br> Write a C program to determine how much profit or loss incurred in percentage. | Understand | CO 2 | ACSB01.07 |
| :---: | :---: | :---: | :---: | :---: |
| 10 | Write a C program to produce the following output? 1 <br> 35 <br> $\begin{array}{lll}7 & 9 & 11\end{array}$ <br> $\begin{array}{llll}13 & 15 & 17 & 19\end{array}$ | Understand | CO 2 | ACSB01.07 |
| 11 | Write a C program for the following: <br> i. To print the reverse of an integer number <br> ii. To check whether the given integer is palindrome or not. | Understand | CO 2 | ACSB01.07 |
| 12 | Write a C program to print the numbers in triangular form. $\begin{array}{lllll}1 & & & & \\ 1 & 2 & & & \\ 1 & 2 & 3 & & \\ 1 & 2 & 3 & 4 & \\ 1 & 2 & 3 & 4 & 5\end{array}$ | Understand | CO 2 | ACSB01.07 |
| 13 | Write a C program to read in two numbers, x and n , and then compute the sum of this geometric progression $1+x+x^{2}+x^{3}+\ldots x^{n}$. For example: if n is 3 and x is 5 , then the program computes $1+5+25+125$. Print $\mathrm{x}, \mathrm{n}$, the sum. Perform error checking. For example the formula does not make sense for negative Exponents - if n is less than 0 . <br> Have your program print an error message if $n<0$,then go back and read in then pair of numbers of without computing the sum. Are any values of x also illegal? If so, test for them too. | Understand | CO 2 | ACSB01.07 |
| 14 | Write a C program to print Armstrong numbers between 1 to n where n value is entered by the user. <br> [Hint: Armstrong number is defined as the sum of cubes of individual digits of a number. e.g. $371=33+73+13$ ] | Understand | CO 2 | ACSB01.07 |
| 15 | Write a C program to generate all prime numbers between 1 and $n$, where n value is supplied by the user. | Understand | CO 2 | ACSB01.07 |
| 16 | Write a C program to print first n lines of the Pascal"s Triangle.Pascal"s triangle is a triangular array of the binomial coefficients. $$ | Understand | CO 2 | ACSB01.07 |
| 17 | Write a C program to print first n lines of Floyd"s Triangle. 1 $\begin{array}{llll} 2 & 3 & & \\ 4 & 5 & 6 & 10 \\ 7 & 8 & 9 & 10 \end{array}$ | Understand | CO 2 | ACSB01.07 |
| 18 | Write a C program to print the following series $1 / 1!+2 / 2!+3 / 3!+\ldots \ldots \ldots \ldots \ldots$ | Understand | CO 2 | ACSB01.07 |
| 19 | Write a C program to compute and display the sum of all integers that are divisible by 6 but not divisible by 4 and lie between 0 and 100 . The program should also count and display the number of such values. | Understand | CO 2 | ACSB01.07 |
| 20 | Write a C program to find the LCM and GCD of two integers? | Understand | CO 2 | ACSB01.07 |
| Part - C (Problem Solving and Critical Thinking Questions) |  |  |  |  |
| 1 | ```Predict the output of the following? int main() { int i = 1024; for (; i; i >>= 1)``` | Understand | CO 2 | ACSB01.07 |


|  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 2 | ```Find the final value of i, j, k from the code? void main() { int i= 5,j=10,k=1;if(++i\| |+j ) k=i +j; else k = i - j; printf("%3d%3d%3d", i, j, k); }``` | Understand | CO 2 | ACSB01.07 |
| 3 | ```Predict the output of the following? void main() { int i, j, k; for(i = 1;i < 3; i++) { for( j = 1; j < 3; j++) { for(k = 1; k < 3; k++) { if(j == k) break; else { printf("%d\t%d\t%d\n", i,j, k); continue; } } } } }``` | Understand | CO 2 | ACSB01.07 |
| 4 | ```Find the error from the code given below: int main() { char check = 'a'; switch(check) { case 'a' \|| 1: printf("IARE"); case 'b' || 2: printf("IIT");break; default:printf("IARE-IIT"); } return 0;``` | Understand | CO 2 | ACSB01.07 |
| 5 | ```Predict how many times IARE will be printed: int main() { int i = -5; while(i<=5) { if(i>=0) break; else { i++; continue; } printf("IARE"); } return 0; } Output: i. }0\mathrm{ ii }10\mathrm{ iii }5\mathrm{ iv }``` | Understand | CO 2 | ACSB01.07 |


| 6 | ```Predict the output of the following? int main() { int i = 3; while (i--) { int i = 100; i--; printf("%d ", i); } return 0; }``` | Understand | CO 2 | ACSB01.07 |
| :---: | :---: | :---: | :---: | :---: |
| 7 | Find the combination of the integer variables $\mathrm{x}, \mathrm{y}$ and z makes the variable a get the value 4 in the following expression? $\mathrm{a}=(\mathrm{x}>\mathrm{y}) ?((\mathrm{x}>\mathrm{z}) ? \mathrm{x}: \mathrm{z}):((\mathrm{y}>\mathrm{z}) ? \mathrm{y}: \mathrm{z})$ <br> i. $x=3, y=4, z=2$ <br> ii. $x=6, y=5, z=3$ <br> iii. $x=6, y=3, z=5$ <br> iv. iv. $x=5, y=4, z=5$ | Understand | CO 2 | ACSB01.07 |
| 8 | ```Predict the output of the following: int main() { int i; goto LOOP; for(i = 0; i< 10; i++) { printf("IARE\n"); LOOP:break; } return 0; }``` | Understand | CO 2 | ACSB01.07 |
| 9 | ```Predict the output of the following: int main() { unsigned short int i = 65000; while(i++ != 0); printf("ans : %d", i); return 0; }``` | Understand | CO 2 | ACSB01.07 |
| 10 | ```Predict the output of the following: #include<stdio.h> int main() { int i = 65; char j='A'; while(i< j); printf(" %d", (i^ j )<< 2); return 0; }``` | Understand | CO 2 | ACSB01.07 |
| MODULE - III |  |  |  |  |
| ARRAYS AND FUNCTIONS |  |  |  |  |
| Part - A (Short Answer Questions) |  |  |  |  |
| 1 | What is an array and write the syntax to declare an array. | Remember | CO 3 | ACSB01.08 |
| 2 | State which of the following multi-dimensional array declaration is correct for realizing a $2 \times 3$ matrix? <br> int m[2][3]; <br> int m[3][2]; <br> int m[3],m[2]; | Understand | CO 3 | ACSB01.08 |
| 3 | Find the output of the following code? | Understand | CO 3 | ACSB01.08 |


|  | ```void main()\{ int \(\mathrm{a}[3][2]=\{10,20,30,40,50,60\}\); printf("\%d", a[0][4]); \}``` |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 4 | ```Find the output of the following code? void main() { char s1[] = "jaihind"; char s2[] ="jaipur"; int x; x =strncmp(s1,s2,3); printf("x = %d", x);``` | Understand | CO 3 | ACSB01.09 |
| 5 | ```Find the output of the following code? void main() { char s1[] = "NEW DELHI"; char s2[] ="BANGALORE"; strncpy(s1,s2,4); printf("%s", s1); }``` | Understand | CO 3 | ACSB01.09 |
| 6 | Identify which of the following is used to represent the end of a string? <br> i. Blankspace <br> ii. Nullcharacter <br> iii. Newlinecharacter <br> iv. Last element of thestring | Remember | CO 3 | ACSB01.08 |
| 7 | Identify the string function used to find the sub- string in the main string and also write ites syntax? | Remember | CO 3 | ACSB01.09 |
| 8 | ```Find the output of the following code? void main() { char s1[] = "NEW DELHI"; char s2[] ="NEW"; printf("%d",strstr(s1,s2));``` | Understand | CO 3 | ACSB01.09 |
| 9 | ```Find the output of the following code? void main() { int a[4][3]; printf("%d",sizeof(a)); }``` | Understand | CO 3 | ACSB01.08 |
| 10 | Write the syntax for strcat() and strncat() with example? | Remember | CO 3 | ACSB01.09 |
|  |  |  |  |  |
| 11 | ```Find the output of the following code? void main() { int i, j, a[][3]= {{1,2,3}, {4,5,6}}; for(i=0; i<2; i++) { for(j=0; j < 3;j++) printf("%5d", a[i][j]); printf("\n"); } }``` | Understand | CO 3 | ACSB01.08 |
| 12 | Write various methods of character array initialization with example? | Remember | CO 3 | ACSB01.08 |
| 13 | Write the syntax with example for the following string functions: <br> i. $\quad \operatorname{strcmp}()$ <br> ii. $\operatorname{strrev}()$ | Remember | CO 3 | ACSB01.09 |
| 14 | Write the syntax and initialization procedure for a three dimensional array? | Remember | CO 3 | ACSB01.08 |
| 15 | Find the output of the following code? void main() \{ | Understand | CO 3 | ACSB01.08 |



|  | whether both are equal or first string is greater than the second or the first string is less than the second string. |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 13 | Write a C program to read N unsorted integers and sort them in ascending order. | Understand | CO 3 | ACSB01.08 |
| 14 | Explain the following string handling functions with example: <br> i. $\operatorname{strcpy}()$ <br> ii. strcat() <br> iii. strrev() <br> iv. stremp() <br> v. strupr() | Understand | CO 3 | ACSB01.09 |
| 15 | Write a C program to add a string at the end of another string and display the output. <br> char $\mathrm{a}[20]=$ "hello"; char $\mathrm{b}[10]=$ "World"; <br> Output: <br> "HelloWorld" | Understand | CO 3 | ACSB01.09 |
| 16 | Write C programs that uses both recursive and non-recursive functions: <br> a. Find the sum of n natural numbers <br> b. Find the factorial of a given number | Understand | CO 3 | ACSB01.10 |
| 17 | Write a C program that uses functions to do the following: <br> a. Convert decimal number to binary number <br> b. Convert binary number to decimal number | Understand | CO 3 | ACSB01.11 |
| 18 | Write C programs that uses both recursive and non-recursive functions: <br> a. Find the $\mathrm{N}^{\text {th }}$ Fibonacci number <br> b. Find the reverse of a number | Understand | CO 3 | ACSB01.10 |
| 19 | Write a C program that uses functions to do the following: <br> a. Convert a Roman letter into its decimal equivalent. <br> b. Find $2^{\text {es }}$ s complement of a binary number. | Understand | CO 3 | ACSB01.10 |
| 20 | Write a user defined function which takes an array of sorted integers and returns the median value? <br> [Hint: For odd set of integers there will be a single median and for even set of integers, there will be two middle values and median is the average of the two middle values] | Understand | CO 3 | ACSB01.10 |
| Part - C (Problem Solving and Critical Thinking Questions) |  |  |  |  |
| 1 | ```Predict the output of the following code? int main() { int arr1[]={97, 98, 99, 100, 101, 102, 103, 104, 105}; int i=0; while(i++< < 5) printf("\n %c ", arr1[i++]); return 0; }``` | Understand | CO 3 | ACSB01.08 |
| 2 | ```Find the output of the following code? void main() { int a[3] = {10,20,30}; a[2] = 2; a[2-2] = 2; printf("%d\t%d\t%d", a[0], a[1], a[2]);``` | Understand | CO 3 | ACSB01.08 |
| 3 | ```Find the output of the following code? void main() { char a[5] = "IARE"; int i =0; while(a[i]) printf("%s\n", (a + i++)); }``` | Understand | CO 3 | ACSB01.08 |


| 4 | ```Find error if any: Void main() { int x =5; int a[x]; a[1] = 12; printf("%d", a[1]);``` | Understand | CO 3 | ACSB01.08 |
| :---: | :---: | :---: | :---: | :---: |
| 5 | ```Find the output of the following code? void main() { int x[5] ={1,2,3,4,5}; int i; for(i = 0; i< 20; i++) printf("%d\n", x[i]);``` | Understand | CO 3 | ACSB01.08 |
| 6 | ```Find the output of the following code? void main() { char s1[10] = "abc"; char s2[] = "abc"; if(s1 == s2) printf("yes both strings are same"); else printf("no both are different"); }``` | Understand | CO 3 | ACSB01.09 |
| 7 | ```Find the output of the following code? void main() { char s1[10] = "abc"; char s2[20]; s2 = s1; printf(" %s", s2); }``` | Understand | CO 3 | ACSB01.09 |
| 8 | ```Find the output of the following code? void main() { char s[] = "hello"; int i = 0, n = strlen(s); while(n) { n--; s[i] = s[n]; i++; } printf("%s", s); }``` | Understand | CO 3 | ACSB01.09 |
| 9 | ```Find the output of the following code? void main() { char s[20]; int i; for(i=0; i< 3;i++) i[s]=,,x"; i[s] = " \0"c; puts(s);}``` | Understand | CO 3 | ACSB01.08 |
| 10 | ```Predict the output of the following code? void main() { int a1[10], a2[10]; int i; for(i=1; i<=9; i++) { al[i] = 'A' + i; a2[i] = 'a' + i; printf("%d\n", a2[i] -a1[i]); } }``` | Understand | CO 3 | ACSB01.08 |

## MODULE - IV

## STRUCTURES, UNIONS AND POINTERS

Part - A (Short Answer Questions)

| 1 | Define a structure and state how the members of a structure are accessed with example? | Remember | CO 4 | ACSB01.15 |
| :---: | :---: | :---: | :---: | :---: |
| 2 | Write the major differences between arrays and structures? | Remember | CO 4 | ACSB01.15 |
| 3 | Write an example of nested structure? | Remember | CO 4 | ACSB01.15 |
| 4 | State the difference between a structure and union? | Remember | CO 4 | ACSB01.15 |
| 5 | Write an example of array of structures? | Remember | CO 4 | ACSB01.15 |
| 6 | Write the general format of sending a copy of a structure to the called Function? | Remember | CO 4 | ACSB01.15 |
| 7 | Describe the difference between Structure and Union | Remember | CO 4 | ACSB01.15 |
| 8 | Describe the syntax of nested structure | Remember | CO 4 | ACSB01.15 |
| 9 | ```Find the output of the following? struct { int i; float f; }var; void main() { var.i=5; var.f=9.76723; printf("%d %.2f",var.i,var.f); }``` | Understand | CO 4 | ACSB01.15 |
| 10 | ```Write the output of the following? #include<stdio.h> struct values { int i; float f; }; void main() { struct values var={555,67.05501}; printf("%2d%.2f",var.i,var.f); }``` | Understand | CO 4 | ACSB01.15 |
| 11 | ```Write the output of the following? union A { char ch; int i; float f; }temp; voidmain() { temp.ch='A'; temp.i=777; temp.f=12345.12345; printf("%d", temp.i);``` | Understand | CO 4 | ACSB01.15 |
| 12 | Write the output of the following? void main() <br> \{ <br> struct employee <br> \{ | Understand | CO 4 | ACSB01.15 |


|  | unsigned id: 8; unsigned sex:1; <br> unsigned age: 7 ; <br> \}; <br> struct employee empl=\{203,1,23\}; <br> printf("\%dlt\%dlt\%d",emp1.id,emp1.sex,emp1.age); |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 13 | Write an example for enumerated data type? | Remember | CO 4 | ACSB01.15 |
| 14 | State the default starting value of enumerated set? | Remember | CO 4 | ACSB01.15 |
| 15 | Write the usage of typedef with example? | Remember | CO 4 | ACSB01.15 |
| 16 | Write the value of tulip from the following enumerated flowers? enum flowers \{rose, lily $=5$, lotus, tulip, sunflower); | Remember | CO 4 | ACSB01.15 |
| 17 | State the operator which connects the structure name to its member name? | Remember | CO 4 | ACSB01.15 |
| 18 | ```Consider the following C declaration struct \{ short s[5]; union \{ float y ; long z ; \}u; \} t;``` Assume that objects of the type short float and long occupy 2 bytes, 4 bytes and 8 bytes, respectively. | Remember | CO 4 | ACSB01.15 |
| 19 | Differentiate between structure and union with regard to memory allocation. | Understand | CO 4 | ACSB01.15 |
| 20 | ```Predict the output of following C program #include<stdio.h> struct Point { int x, y,z; }; intmain() { struct Point p1 = {.y = 0, .z= 1,.x =2}; printf("%d %d %d", p1.x, p1.y, p1.z); return0; }``` | Understand | CO 4 | ACSB01.15 |
| Part - B (Long Answer Questions) |  |  |  |  |
| 1 | Write a C program to read your full name, Date of birth and display the same using the concept of nested structure. | Understand | CO 4 | ACSB01.15 |
| 2 | Write a C program to maintain a book structure containing name, author and pages as structure members. Pass the address of structure variable to a user defined function and display the contents. | Understand | CO 4 | ACSB01.15 |
| 3 | A marketing company is having 50 employees and it maintains employee records in terms of their empid, empname, desg, salary, quantity, sales amount. The company gives $10 \%$ hike in salary to the employees if their sales amount is more than $50000 /$-. Write a C program that displays the employee records who got hike in salary. | Understand | CO 4 | ACSB01.15 |
| 4 | IARE College is maintaining student attendance records by storing rollno, stdname, attendance percentage in 5 different subjects. <br> Write a C program using structures to find the average attendance percentage and print the following <br> a. If attendance percentage $>=75$ then print student is eligible for writing final exam. | Understand | CO 4 | ACSB01.15 |


|  | b. If attendance percentage $>=65$ and $<75$ then print studentisincondonationlist. <br> c. Otherwise not eligible for writingexams. |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 5 | ```Consider the declaration of the structure typedef struct { char x; char *y; int z[20]; } status; Discuss whether the following are valid, if invalid, give reason. a. struct statuss1; b. struct statuss2[25]; c. statuss3; d. status s4[20];``` | Understand | CO 4 | ACSB01.15 |
| 6 | Compare and Explain the following with suitable examples: <br> a. Nested Structures <br> b. Array ofstructures | Understand | CO 4 | ACSB01.15 |
| 7 | Explain the following with suitable example: <br> a. self referential structures <br> b. enumerated types | Remember | CO 4 | ACSB01.15 |
| 8 | Write a C program to pass a copy of the entire structure named stores containing members product-name, price and quantity to a function? | Understand | CO 4 | ACSB01.15 |
| 9 | Compare Unions and Structures .Explain the differences with examples. | Remember | CO 4 | ACSB01.15 |
| 10 | What are different ways of assigning values to structure members? Explain each method with examples. | Remember | CO 4 | ACSB01.15 |
| 11 | Explain three different approaches that can be used to pass structures as function arguments. Illustrate each of them with suitable example. | Remember | CO 4 | ACSB01.15 |
| 12 | Define a structure called complex consisting of two floating point numbers x and y and declare a variable p of type complex. Assign initial values 0.0 and 1.1 to the members. | Understand | CO 4 | ACSB01.15 |
| 13 | Define a structure data type called time_struct containing 3 members integer hour, integer minute and integer second. Develop a program that would assign values to the individual members and display the time in the following format: $16: 40: 51$ | Understand | CO 4 | ACSB01.15 |
| 14 | Define a structure named census with the following 3 members: <br> a. A character array city[ ] to store names. <br> b. A long integer to store population of the city. <br> c. A float member to store the literacy level. <br> Write a program to do the following: <br> d. To read details for 5 cities randomly using an array variable. <br> e. To sort the list alphabetically. <br> f. To sort the list based on literacy level. <br> g. To sort the list based on population. <br> c. To display sorted lists. | Understand | CO 4 | ACSB01.15 |
| 15 | Define a structure that can describe a hotel. It should have members that include the name, address, grade, average room charge, and number of rooms. Write functions to perform the following operations: <br> a. To print out hotels of a given grade in order of charges. <br> b. To print out hotels with room charges less than a given value. | Understand | CO 4 | ACSB01.15 |
| 16 | Define a structure called cricket that will describe the following information: Player name ,Team name ,Batting average using cricket, declare an array play program to read the information about all the 50 players and print a team-wise with their batting average. | Understand | CO 4 | ACSB01.15 |


| 17 | Define a slackbyte"? Explain how it affects the implementation of structures through sample code. | Remember | CO 4 | ACSB01.15 |
| :---: | :---: | :---: | :---: | :---: |
| 18 | Explain the meaning and purpose of the following: <br> a. struct keyword <br> b. Typedef keyword <br> c. Sizeof operator | Understand | CO 4 | ACSB01.15 |
| 19 | Compare and contrast structures and unions. Write a C program to maintain a record of „n" student details using an array of structures with four fields(rollno,name, marks and grade). Assume appropriate data type for each field. Print the marks of the student name as input. | Understand | CO 4 | ACSB01.15 |
| 20 | IARE maintains salary details of every employee by storing their name, department, basic pay, da, hra and cca. Store this information in a nested structure and display the salary of an employee. | Understand | CO 4 | ACSB01.15 |
| Part - C (Problem Solving and Critical Thinking Questions) |  |  |  |  |
| 1 | ```Analyze the following program and find out the error in the program? #include<stdio.h> int main() { struct a { float category:5; char scheme:4; }; printf("size=%d", sizeof(struct a)); return 0; }``` | Understand | CO 4 | ACSB01.15 |
| 2 | ```Predict the output of the program? #include<stdio.h> int main() { struct value { int bit1:1; int bit3:4; int bit4:4; }bit={1, 2, 13}; print("%d, %d, %d\n", bit.bit1, bit.bit3, bit.bit4); return 0;``` | Understand | CO 4 | ACSB01.15 |
| 3 | ```Verify the following statements which correctly assigns 12 to month using pointer variable pdt? \#include<std io.h> struct date \{ int day; int month; int year; \}; int main() \{ struct date d; struct date \({ }^{*} \mathrm{pdt}\); pdt = \&d; return0; \}``` | Understand | CO 4 | ACSB01.15 |
| 4 | ```Predict the output of the program? #include<stdio.h> int main() { enum days {MON=-1,TUE, WED=6, THU, FRI, SAT}; printf("%d, %d, %d, %d, %d, %d\n", MON, TUE, WED, THU, FRI,SAT); return 0; }``` | Understand | CO 4 | ACSB01.15 |


| 5 | ```Analyze the program and identify the error in the program? #include<stdio.h> int main() { struct emp { char name[25]; intage; floatbs; }; struct emp e; e.name = "suresh"; e.age = 25; printf("%s %d\n", e.name, e.age); return 0; }``` | Understand | CO 4 | ACSB01.15 |
| :---: | :---: | :---: | :---: | :---: |
| 6 | Analyze the code and identify the statements which are correct in the following program? <br> \#include<stdio.h> <br> int main() <br> \{ <br> union a <br> \{ <br> int i ; <br> char ch[2]; <br> \}; <br> union a u $1=\{512\}$; union a u2 $=\{0,2\}$; <br> return 0; <br> \} | Understand | CO 4 | ACSB01.15 |
| 7 | ```Analyze the following code and predict the output from printf() statement. struct student { char *name; }; void main() { struct student s, m; s.name = "st"; m = s; printf("%s%s", s.name, m.name); }``` | Understand | CO 4 | ACSB01.15 |
| 8 | ```Analyze the following code and predict the output from printf() statement Struct { int foo, bar; } baz; int *example() { return &baz.foo; }``` | Understand | CO 4 | ACSB01.15 |
| 9 | ```Analyze the following program and find the output of the program? char s[100]; char *fun(char s[]) { static int i = 0; if(*s) { fun(s+1); s[i] = *s; i++;``` | Understand | CO 4 | ACSB01.14 |


|  | ```} returns; } voidmain() { char s[] = "sample code"; printf("%s", fun(s)); }``` |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 10 | ```Analyze the following program and find the output of the program? void main() { char s1[7] = "1234", *p; p = s1 + 2; *p = „\0"; printf("%s", s1); }``` | Understand | CO 4 | ACSB01.14 |
| MODULE - V |  |  |  |  |
| FILE HANDLING AND BASICALGORITHMS |  |  |  |  |
| Part - A (Short Answer Questions) |  |  |  |  |
| 1 | Write the basic operations of a file? | Understand | CO 5 | ACSB01.16 |
| 2 | Write the various text file opening modes? | Remember | CO 5 | ACSB01.17 |
| 3 | State the various types of status enquiry library functions in C? | Remember | CO 5 | ACSB01.16 |
| 4 | Write the syntax and usage of ftell()? | Remember | CO 5 | ACSB01.16 |
| 5 | Write the purpose of fseek() with example? | Remember | CO 5 | ACSB01.17 |
| 6 | Write the syntax and usage of rewind()? | Remember | CO 5 | ACSB01.17 |
| 7 | Write the syntax of to open a file. | Understand | CO 5 | ACSB01.16 |
| 8 | What are files in C and what are uses? | Understand | CO 5 | ACSB01.16 |
| 9 | Find the meaning of ",a" in the following operation? fp = fopen("sample.txt","a"); | Understand | CO 5 | ACSB01.16 |
| 10 | What are some of the library functions used to write data into files? | Remember | CO 5 | ACSB01.17 |
| 11 | Predict the output of this code? \#include <stdio.h> int main() \{ <br> FILE $* \mathrm{fp}=$ stdout; stderr $=\mathrm{fp} ;$ fprintf(stderr, "\%s", "hello"); \} | Understand | CO 5 | ACSB01.16 |
| 12 | ```Find the output of this code? #include <stdio.h> #include<stdlib.h> int main() { FILE *fp = stdout; int n; fprintf(fp, "%d", 45); }``` | Understand | CO 5 | ACSB01.17 |
| 13 | What are the error handling function for files in C? | Remember | CO 5 | ACSB01.16 |
| 14 | ```Predict the output of this code? #include <stdio.h> #include <string.h> int main() { char line[3]; fgets(line, 3, stdin); printf("%d\n", strlen(line)); return 0; }``` | Understand | CO 5 | ACSB01.17 |
| 15 | Find the content of 'file.c' after executing the following program? \#include<stdio.h> int main() \{ | Understand | CO 5 | ACSB01.16 |


|  | ```FILE *fp1, *fp2; fp1=fopen("file.c", "w"); fp2=fopen("file.c", "w"); fputc('A', fp1); fputc('B', fp2); fclose(fp1); fclose(fp2); return 0; }``` |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 16 | ```If the file 'source.txt' contains a line "Be my friend", predict the output of below program? #include<stdio.h > int main() { FILE *fs, *ft; char c[10]; fs = fopen("source.txt", "r"); c[0] = getc(fs); fseek(fs, 0, SEEK_END); fseek(fs,-3L, SEEK_CUR); fgets(c, 5, fs); puts(c); return0; }``` | Understand | CO 5 | ACSB01.17 |
| 17 | ```Identify the error in the program? #include<stdio.h> #include<stdlib.h> int main() { unsigned char; FILE *fp; fp=fopen("trial", "r"); if(!fp) { printf("Unable to open file"); exit(1); } fclose(fp); return 0; }``` | Understand | CO 5 | ACSB01.16 |
| 18 | Justify why fseek() should be preferred over rewind(). | Remember | CO 5 | ACSB01.17 |
| 19 | What is difference between file opening mode $\mathrm{r}+$ and $\mathrm{w}+$ ? | Remember | CO 5 | ACSB01.17 |
| 20 | What are first and second arguments of fopen ? | Remember | CO 5 | ACSB01.16 |
| Part - B (Long Answer Questions) |  |  |  |  |
| 1 | Write a C program to read a text file containing some paragraph. Use fseek()functionandreadthetextafterskipping,„"charactersfrombeginnin gofthe file | Understand | CO 5 | ACSB01.16 |
| 2 | Explain the following functions through a sample program which reads a file „test.txt" . <br> a. ftell() <br> b. fseek() <br> c. rewind() | Understand | CO 5 | ACSB01.17 |
| 3 | Write a C program to read a text file "sample.txt" and print the following. | Understand | CO 5 | ACSB01.16 |
| 4 | a. Substring of N characters from the positionI. <br> b. Reverse order of substring of N characters produced ina. |  | CO 5 |  |
| 5 | Write the syntax of the following file I/O functions and Explain every option in each function with suitable example : <br> a. fopen() <br> b. fclose() <br> c. fread() <br> d. fwrite() | Understand | CO 5 | ACSB01.16 |


| 6 | Write a C program to open a file names INVENTORY and store in it the following data <br> Read the data from the INVENTORY file and display the inventory table with the value of each item. <br> [Hint: value $=$ price $*$ quantity and use fprintf() and fscanf() functions] | Understand | CO 5 | ACSB01.16 |
| :---: | :---: | :---: | :---: | :---: |
| 7 | Write a C program to read a given file, convert first letter of each word into uppercase and copy the contents of converted file into a new file. | Understand | CO 5 | ACSB01.17 |
| 8 | WriteaCprogramtoreadnameandmarksof,,n"numberofstudentsfrom user and store them in a file. If the file previously exists, then add the information of n students to the end of existing content. | Understand | CO 5 | ACSB01.17 |
| 9 | Write a C program to print the following from a given file: <br> 1. Number of characters <br> 2. Number of spaces <br> 3. Number of tabs <br> 4. Number of newlines | Understand | CO 5 | ACSB01.16 |
| 10 | Create a structure named employee containing name, age and basic pay. Write a C program to create 5 employee records and write to a file. Thenread the records from file and display it. | Understand | CO 5 | ACSB01.17 |
| 11 | Write a C program to maintain a record of " $n$ " student details using an array of structures with four fields (Roll number, Name, Marks, and Grade). Each field is of an appropriate data type. Print the marks of the student given student name as input. | Understand | CO 5 | ACSB01.16 |
| 12 | Write a program to find the given element using linear searching | Understand | CO 5 | ACSB01.17 |
| 13 | Write a program to sort given array elements using insertion sort | Understand | CO 5 | ACSB01.16 |
| 14 | Define Algorithm and complexity of algorithm | Remember | CO 5 | ACSB01.16 |
| 15 | Explain the bubble sorting algorithm with an example | Understand | CO 5 | ACSB01.17 |
| Part - C (Problem Solving and Critical Thinking Questions) |  |  |  |  |
| 1 | In fopen(), the open mode "wx" is sometimes preferred "w" because. <br> 1) Use of wxis moreefficient. <br> 2) If w is used, old contents of file are erased and a new empty file is created. When wxis used, fopen() returns NULL if file already exists. <br> a. Only1 <br> b. Only2 <br> c. Both 1 and2 <br> d. Neither 1 and2 | Understand | CO 5 | ACSB01.17 |
| 2 | Write a C program that request for a file name and an integer known as offset value. The program then reads the file starting from the location specified by the offset value and prints the contents on the screen. If the offset value is a positive integer then printing skips that many lines. If it is negative number it prints that many lines from the end of the file. An appropriate error message should be printed if anything goes wrong. | Understand | CO 5 | ACSB01.16 |
| 3 | Write a menu driven C program to add, display, search, update and delete the student record. Every student record contains name, roll no, age and marks in individual subjects. | Understand | CO 5 | ACSB01.16 |
| 4 | Write a function that, given a binary file, copies the odd items (items $1,3,5, \ldots, n$ ) to a second binary file and the even items (items $2,4,6, \ldots$, n) to a | Understand | CO 5 | ACSB01.16 |


|  | third binary file. After all items have been copied, print the contents <br> of both output files. |  |  |
| :---: | :--- | :--- | :--- |
| 5 | Write a program in C to append multiple lines at the end of a text <br> file. Assume that the content of the file test.txt is :test line1 test <br> line2 test line3 test line 4 append the lines: test line5 test line6 test <br> line7 | Understand | CO 5 | ACSB01.16 $\quad$ (

