QP CODE: D2BCS2403	(Pages: 2)	Reg. No	:	.....
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SECOND SEMESTER FYUGP EXAMINATION, APRIL 2025

MINOR COURSE

CSC2MN101 : FOUNDATIONS OF C PROGRAMMING

(Credits: 4)

Time: 2 Hours **Maximum Marks: 70**

Section A

Answer the following questions. Each carries 3 marks (Ceiling: 24 marks)

1.	What is the purpose of decision symbol in a flowchart? Give one example.	BL2	CO4
2.	What is the purpose of using structures in C programming? Provide an example of defining a structure.	BL2	CO1
3.	Explain the difference between the '==' and '!=' operators in C programming.	BL2	CO1
4.	What is the significance of the printf() function in C?	BL2	CO1, CO3
5.	What is the return type of the main() function in C?	BL2	CO1
6.	What is the role of formal parameters in a function?	BL2	CO1
7.	Enumerate at least three built-in functions used for Input/Output operations in C programming.	BL2	CO1, CO3
8.	How do you call a function in C?	BL2	CO1
9.	Define computational thinking and its importance in problem-solving.	BL1	CO1, CO2
10.	Explain the concept of arrays in C language and how they are different from variables.	BL2	CO1, CO3

Section B

Answer the following questions. Each carries 6 marks (Ceiling: 36 Marks)

11.	Discuss how Raptor simplifies the understanding of algorithmic concepts for beginners. Provide an example where Raptor can be used to create a flowchart for a simple decision-making process	BL2	CO1
12.	What are the basic components of a C program	BL1	CO1
13.	Identify and explain the different types of data types in C programming.	BL1	CO1, CO3
14.	Explain the concept of strings in programming and list at least three basic string handling functions in C.	BL1	CO1
15.	How are one-dimensional arrays different from two-dimensional arrays? Provide a scenario where each type of array would be more suitable.	BL2	CO1, CO4
16.	Explain the difference between 'if' and 'if-else' statements in programming.	BL1	CO1

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17.	Explain how pointers can be used to modify values in a function by passing the address of a variable.	BL2	CO1, CO5
18.	Differentiate between an algorithm and flowchart. Discuss the advantages of representing a solution as an algorithm.	BL2	CO2
	Section C		
	Answer any one question. Each carries 10 marks (1 x 10 = 10 Marks)		
19.	Can a function in C call itself? What is this concept called?	BL2	CO4
20.	Examine the role of tokens in C programming language and explore the various types of C tokens.	BL2	CO1
	CO : Course Outcome		
	BL : Bloom's Taxonomy Levels (1 – Remember, 2 – Understand, 3 – Apply, 4 – Analyse, 5 – Evaluate, 6 – Create)		