QUESTION BANK

SUBJECT : Programming in C

SEM / YEAR: First Semester / First Year

Q.No	Questions
1.	Define an Algorithm
2.	What is the characteristic of an algorithm?
3.	Distinguish between an algorithm and a flowchart
4.	List the various symbols used to draw flowchart.
5.	List some delimiters and comments using in C Programming Language.
6.	List the various keywords used to write pseudo code.
7.	Discuss the concept of the programming paradigm.
8.	What is meant by a data type? Give its classifications.
9.	Analyze why keywords are not to be used as identifiers.
10.	Differentiate between variable and constant.
11.	Define Computer software and computer software
12.	What is a Problem formulation?
13.	Compare Iterations and recursions.
14.	How does a preprocessor work in C language?
15.	Generalize the types of I/O statements available in 'C'.
16.	What is algorithmic problem-solving technique?
17.	Specify the use of printf( ) and scanf( ) functions**.**
18.	What is meant by declaration?
19.	Define the term recursion.
20.	What is an expression in C language?
PART B & C	
1.	(i). Explain the characteristics and need of an algorithm. (ii). Write an algorithm to find the first N natural numbers.

2.	(i). Draw a flowchart to find the max of three numbers and explain. (ii). Write the pseucode for finding simple interest
3.	Explain the importance of pseudo code with its keywords and discuss the advantages and disadvantages.
4.	Describe the structure of a C program with an example.
5.	Explain the building blocks of algorithm with an example.
6.	Explain the following: i. Keywords ii. C character set iii. Constants
7.	Explain the compilation and linking process of C programming with a diagram.
8.	Discuss in detail about algorithmic problem-solving technique with an example.
9.	Analyze the notations, pseudo code and programming language for solving a problem with an example

10	Explain in detail about the variables, constants and its types used in C
11	Summarize the algorithm, flowchart and pseudo code with an example.
12	Discuss in detail about simple strategies (iteration and recursion) for developing an algorithm.