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BC-341

BCA (Part-I) Examination, 2018

FUNDAMENTALS OF COMPUTER PROGRAMMING

Paper : BCA-106

Time allowed : Three hours

Maximum Marks : 70

Section-A (Marks : 2 × 10 = 20)

Answer all ten questions (Answer limit 50 words). Each question carries 02 marks.

Section-B (Marks : 4 × 5 = 20)

Answer all five questions. Each question has internal choice (Answer limit 200 words). Each question carries 04 marks.

Section-C (Marks : 10 × 3 = 30]

Answer any three questions out of five (Answer limit 500 words). Each question carries 10 marks

SECTION– A

1. (i) What is pseudo code ? [2]

   (ii) What do you understand by flow chart ? [2]

   (iii) What is indentation in programming ? [2]

   (iv) What do you understand by top-down approach of programming technique ? [2]

   (v) Write the names of different types of language translators. [2]

(vi) What is an editor ? [2]

(vii) What is Testing and Debugging ? [2]

(viii) List out the high level programming languages. [2]

(ix) What do you understand by documentation ? [2]

(x) Why do we need for software documentation ? [2]

Section–B

2. Explain program planning tools. [4]

OR

What is flow chart ? Draw a flow chart to find the roots of a quadratic equation ($ax^2 + bx + c = 0$) for all cases. [4]

3. What do you mean by structured programming? Explain need of use of "Go to Statement". [4]

OR

Explain merits and demerits of programming techniques. [4]

4. Explain the following : [4]

(a) Assembler

(b) Compiler

(c) Interpreter

OR

What is programming language ? Explain the features of a good programming language. [4]

5. Explain the concept of APIs and Libraries. [4]

OR

Write the steps to Debugging a program for syntax errors. [4]

6. Explain the program documentation. [4]

OR

Explain forms of Documentation- comments. [4]

Section–C

7. What is an Algorithm ? How can we avoid infinite loops in Algorithms ? Also write an Algorithm to check whether the entered number is prime or composite. [10]

8. What is programming technique ? Explain different types of programming techniques with their merits and demerits. [10]

9. What is machine dependency? What are the features of a high level language ? Discuss in detail and differentiate compiler and interpreter. [10]

10. Discuss about a popular high level language. Explain in detail testing and debugging process and also discuss about program errors. [10]

11. What is documentation ? Explain user manual and also discuss in detail documentation standard and notations. [10]

BC-386

BCA (Part-I) Examination, 2019

FUNDAMENTALS OF COMPUTER PROGRAMMING

Paper : BCA-106

Time allowed : Three hours
Maximum Marks : 70

SECTION – A (Marks 2 × 10 = 20)

Answer all **ten** questions (Answer limit **50** words). Each question carries **02** marks.

SECTION – B (Marks 4 × 5 = 20)

Answer all **five** questions. Each question has internal choice (Answer limit **200** words). Each question carries **04** marks.

SECTION – C (Marks 10 × 3 = 30)

Answer any **three** questions out of **five** (Answer limit **500** words). Each question carries **10** marks.

SECTION – A

1. (i) What is algorithm ? 2

(ii) What is flowchart ? 2

(iii) What do you understand by selection logic ? 2

(iv) What is "go to" statement ? 2

(v) What is compiler ? 2

(vi) What do you understand by Linker of Programming technique ? 2

(vii) Introduce for C++ programming language. 2

(viii) What is sub program ? 2

(ix) What do you understand by logical error of programming technique ? 2

(x) Why do you need Testing a program ? 2

SECTION – B

2. Explain Pseudo codes using with suitable example 4

OR

Explain different ways of representing an algorithm with suitable example.

3. Explain modular programming technique and its features. 4

OR

What do you understand by sequence logic of programming technique.

4. Explain the following : 4

(a) Editor

(b) Compiler

(c) Interpreter

OR

Explain advantage and limitations of programming language.

5. Explain following : 4

(a) User manual documentation.

(b) Debugging a program.

OR

Explain program errors and its type with suitable example.

6. What is characteristics of good programming ? 4

OR

What is Pseudo Code ? Draw a Pseudo code for factorial number 5.

SECTION – C

7. Explain flow-chart. Draw a flowchart even number to print 2 to 100. **10**

8. Explain importance of use of indentation in programming techniques. **10**

9. What is programming language ? Discuss its type with their advantage and limitation. **10**

10. Discuss some popular high level language. Explain syntax error for suitable example. **10**

11. What is program documentation ? Explain need for documenting programs and software. **10**

Total No. of Questions : **11**] [Total No. of Printed Pages : **3**

BC–200 (A)

B.C.A. (Part–I) Examination, 2022

FUNDAMENTALS OF COMPUTER PROGRAMMING

Paper - BCA-106

Time : 3 Hours] [*Maximum Marks : 70*

Section–A **(Marks : 2 × 10 = 20)**

Note :– Answer all *ten* questions (Answer limit **50** words). Each question carries **2** marks.

Section–B **(Marks : 4 × 5 = 20)**

Note :– Answer all *five* questions. Each question has internal choice (Answer limit **200** words). Each question carries **4** marks.

Section–C **(Marks : 10 × 3 = 30)**

Note :– Answer any *three* questions out of five (Answer limit **500** words). Each question carries **10** marks.

Section–A

1. (i) What is Program ?

   (ii) What is Flowchart ?

(iii) Define about Function.

(iv) What is Indentation ?

(v) What is an Editor ?

(vi) What is an Interpreter ?

(vii) Define about Sub-program.

(viii) What is high level language ?

(ix) What is bug and debug ?

(x) What do you mean by APIs ?

Section–B

2. What is Flowchart ? Explain its various symbols.

Or

How many ways can an Algorithm represent ?

3. Explain different features of Top-down and Bottom-up Programming Techniques.

Or

Define Iterative logic with an example.

4. Explain the following :

(i) Linker

(ii) Assembly language

Or

Write the difference between Machine Language and High Level Language.

5. Compare Interpreter and Compiler.

Or

(a) User Manual Documentation.

(b) Advantages of flowcharts

6. Define different types of Programing Errors.

Or

What is Documentation ? Why is it needed ?

Section–C

7. Write different Programming Tools.

8. Discuss some Common Programming Techniques.

9. Describe advantages and disadvantages of different Programming Languages.

10. Explain some popular high level languages.

11. What do you mean by Pseudo Code ? Explain it with an example.