

MAHARASHTRA STATE BOARD OF TECHNICAL EDUCATION (Autonomous)

(ISO/IEC - 27001 - 2005 Certified)

WINTER – 2022 EXAMINATION MODEL ANSWER

Subject: Basic C Programming

Subject Code

22374

Important Instructions to examiners:

- 1) The answers should be examined by key words and not as word-to-word as given in the model answer scheme.
- 2) The model answer and the answer written by candidate may vary but the examiner may try to assess the understanding level of the candidate.
- 3) The language errors such as grammatical, spelling errors should not be given more Importance (Not applicable for subject English and Communication Skills.
- 4) While assessing figures, examiner may give credit for principal components indicated in the figure. The figures drawn by candidate and model answer may vary. The examiner may give credit for any equivalent figure drawn.
- 5) Credits may be given step wise for numerical problems. In some cases, the assumed constant values may vary and there may be some difference in the candidate's answers and model answer.
- 6) In case of some questions credit may be given by judgement on part of examiner of relevant answer based on candidate's understanding.
- 7) For programming language papers, credit may be given to any other program based on equivalent concept.
- 8) As per the policy decision of Maharashtra State Government, teaching in English/Marathi and Bilingual (English + Marathi) medium is introduced at first year of AICTE diploma Programme from academic year 2021-2022. Hence if the students in first year (first and second semesters) write answers in Marathi or bilingual language (English +Marathi), the Examiner shall consider the same and assess the answer based on matching of concepts with model answer.

Q.	Sub	Answer	Marking
No	Q.N.		Scheme
1.		Attempt any <u>FIVE</u> of the following:	10
	a)	Define Algorithm	2M
	Ans.	Algorithm: Algorithm is a stepwise procedure for solving any problem in computer.	Correct definition 2M
	b)	Give syntax of if - else ladder	2M
	Ans.	Syntax of if-else ladder is:	Correct
		if(condition_expression_One)	syntax 2M
		{	
		Statement 1;	
		}	
		else if(condition_expression_Two)	
		{	
		Statement 2;	



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	<pre> } else if(condition_expression_Three) { Statement 3; } else { Statement 4; } </pre>	
A		2M Correct definition 2M
A		2M Relevant description 2M
A		2M Correct syntax 2M Example optional
t	Draw a flowchart to find whether a given number is even or odd	2M



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Ans.	START Input Value A IS a%2=0? Yes Print "The number is even" Print "The number is odd STOP	Correct flowchart 2M
g) Ans.	List features of C preprocessors. Features of C preprocessors are:	2M Any two features 1M
	1) #define	each
	Substitutes a preprocessor macro.	
	2) #include	
	Inserts a particular header from another file.	
	3) #undef	
	Undefines a preprocessor macro.	
	4) #ifdef	
	Returns true if this macro is defined.	
	5) #ifndef	
	Returns true if this macro is not defined.	
	6) #if	
	Tests if a compile time condition is true.	
	7) #else	



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		The alternative for #if.	
		8) #elif	
		#else and #if in one statement.	
		9) #endif	
		Ends preprocessor conditional.	
		10) #error	
		Prints error message on stderr.	
2.	a) Ans.	Attempt any <u>THREE</u> of the following: Write an algorithm to find area of circle. Algorithm to find area of the circle: Step 1: Start	12 4M Correct algorithm 4M
		Step 2: Read/Input radius	
		Step 3: Calculate area, area = 3.14*radius*radius	
		Step 4: Print/Display area	
		Step 5: Stop	
	b)	Explain 'for' loop with an example	4 M
	Ans.	Syntax of for loop:	
		for (initialization; condition; increment/decrement) {	Correct explanatio n 2M
		executable statements; }	Correct example
		for loop is an entry controlled loop. In this loop, control conditionare tested before the start of the loop execution.	ons 2M
		The initialization step is executed first, and only once. This s allows us to declare and initialize any loop control variables. Next, the condition is evaluated. If it is true, the body of the loop executed. If it is false, the body of the loop does not execute and flow of control jumps to the next statement just after the for loop. After the body of the for loop executes, the flow of control jump	p is the



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	update any loc The condition and the proces	=10;i++)	true, the loop exect op, then increment s	utes tep,	
c)		between character array an	d integer array w	vith 4	Μ
Ans.	Parameter	and initialization. Character Array	Integer Array		ach
	Size	Last location in character array is filled with '\0' so the array size should be so declared that it should have one last location for '\0' character. Initialization can be done like : char str[4]={'a','b','c','\0'}; or char str[4]="abc";	than the number elements is require	on 2 of d. be	meter 2M
d) Ans.	Different cate	ories of functions and explain gories of function:			M t 2M
	 2) Function wit 3) Function wit 4) Function wit 1) Function wit This category of 	th no arguments and no return v th arguments and no return valu th no arguments and return valu th arguments and return value. ith no arguments and no retur of function cannot return any v it does not accept any argume d.	e. e. r n value: alue back to the call	ling cate	ination iy one igory M



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	<pre>For example: void add() { inta,b,c; a=5; b=6; c=a+b; printf("%d",c); } It should be called as add();</pre>	
	2) Function with arguments and no return value: This category of function cannot return any value back to the calling program but it takes arguments from calling program. It has to be declared as void. The number of arguments should match in sequence, number and data type.	
	<pre>For example: void add(intx,int y) { int z; z=x+y; printf("%d",z); } It should be called as add(4,5); where x will take 4 and y will take 5 as their values.</pre>	
	3) Function with no arguments and return value: This category of function can return a value back to the calling program but it does not take arguments from calling program. It has to be declared with same data type as the data type of return variable.	
	<i>For example:</i> int add() { inta,b,c; a=5; b=6; c=a+b;	



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		<pre>return(c); } It should be called as int x = add(); where x will store value returned by the function. 4) Function with arguments and return value: This category of function can return a value back to the calling program but it also takes arguments from calling program. It has to be declared with same data type as the data type of return variable. For example: int add(intx,int y) { int z; z=x+y; return(z); } It should be called as int s = add(4,5); where x will have 4 and y will have 5 as their values and s will store value returned by the function.</pre>	
3.	a) Ans.	Attempt any <u>THREE</u> of the following: Write a program to display Fibonacci series upto limit 'n' (Take input of n from user) #include <stdio.h> main() { int i, n; int t1 = 1, t2 = 1; int t3 = t1 + t2; printf("Enter the number of terms: "); scanf("%d", &n); printf("Fibonacci Series: %d %d ", t1, t2); for (i = 2; i < n; i++) { printf("%d ", t3); t1 = t2; t2 = t3; t3 = t1 + t2; } }</stdio.h>	12 4M Correct logic 2M Correct syntax 2M



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b)	Explain two dimensional array with an exampl	e.	4M	
Ans.	Two dimensional array: The array which is used to represent and store da is called as two dimensional array. Such type of used to represent data in a matrix form. Declaration of two dimensional arrays: Syntax:- Data type arrayname [row size] [column size]; Eg: int arr[3][4]; This will declare array "arr" with 3 rows and 4 col Initialization can be done as design time or runtim 1. Design time: This can be done by providing "ro number of elements to the array. Eg for a 3 rows a 3x4=12 elements can be provided as :	of array is special lumns. le. ow x column''	lly 3M Example 1M	2
	 arr[3][4]={ { 2,3,4,6}, {1,4,6,3}, {6,6,4,3} }; 2. Runtime: For this loop structures like "for" can form, where outer loop will increment row and inrincrement column. 		ed	
	Eg: for(i=0;i<3;i++) { for(j=0;j<4;j++)			
	{ scanf("%d",&arr[i][j]); } }			
	Example to initialize and retrieve two dimensiomain() { int orr[2][2]=[(1,2], [4,5]);	onai arrays:		
	int arr[2][2]={ $\{1,2\},\{4,5\}$ }; int i,j; for(i=0;i<2;i++) { for(j=0;j<2;j++)			
	<pre>For(j=0;j<2;j++) { printf("%d",arr[i][j]); } </pre>			



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	<pre>printf("\n"); }</pre>	
c) Ans.	<pre>Define pointer and write output of the following program: #include<stdio.h> int main() { char *ptr; char str[]= "MAHARASHTRA STATE BOARD OF TECHNICAL EDUCATION"; ptr=str; ptr = ptr+11; printf("%S", ++ptr); return 0; } Definition of pointer: A pointer is a variable that stores memory address of another variable</stdio.h></pre>	4M Correct definition 2M Output 2M
	 of similar data type. Output of the given code: STATE BOARD OF TECHICAL EDUCATION 	
d) Ans.	Describe file inclusion in C with an example. File can be included to a C source code with #include directive. If any header file which is available in standard library, it can be included along with #include and pair of <> brackets as #include <filename.h> Eg: #include<stdio.h> Other type of #include compiler supports is called local include, whose syntax is as follows, #include "filename.h" filename in double quotes "" causes compiler to search for the file first in the current directory and if it's not there it's searched in the standard locations. Eg: Prog.c #include<stdio.h> tinclude<stdio.h> #include<stdio.h> #include</stdio.h></stdio.h></stdio.h></stdio.h></filename.h>	4M Explanation 2M Example 2M



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		<pre>int main() { float r; printf("Enter radius of Circle\n"); scanf("%f", &r); printf("Area of Circle is %f\n", (r*PI)); return 0; } Circle.h #define PI 3.14159265358979323846 Here Circle.h is a user define file which defines constant PI inside it. It is included in Prog.c as #include "Circle.h"+++</pre>	
4.	a)	Attempt any <u>THREE</u> of the following: Explain increment and decrement operator with an example.	12 4M
	a) Ans.	Explain increment and decrement operator with an example. Increment operator: i. Increment operator (++) is a unary operator. It operates on one operand. ii. It is used to add 1 in existing value. Example: # include <stdio.h> # include <conio.h> void main() { int a=6; clrscr(); printf("%d",a); a++; printf("\n%d",a); getch ();</conio.h></stdio.h>	4M Increment operator 2M Decrement operator 2M
		 In above example due to increment operator (++) value of a will became 7. Decrement operator: i. Decrement operator () is a unary operator. It operates on one operand. ii. It is used to subtract one from its existing value. 	



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	Example:	
	# include <stdio.h></stdio.h>	
	# include <conio.h></conio.h>	
	void main()	
	int a=5;	
	clrscr();	
	printf("%d",a);	
	a;	
	printf("\n%d",a);	
	getch ();	
	In above example due to decrement operator () value of a will	
	become 4.	
.	White a program to account marks of four subjects from user	4M
b)	Write a program to accept marks of four subjects from user.	4111
	Calculate and display total and percentage marks of students.	
Ans		Correct
	void main()	logic 2M
	{	Correct
	int marks[4];	syntax 2M
	int total=0;	
	float perc=0.0;	
	int i;	
	for(i=1;i<=4;i++)	
	printf("Enter marks of subject %d ",i);	
	scanf("%d",&marks[i]);	
	for(i=1;i<=4;i++)	
	{	
	total=total+marks[i];	
	}	
	<pre>printf("Total is :%d\n",total);</pre>	
	perc=total/(float)4;	
	printf("Percentage is %5.2f",perc);	
		1



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22374 **Subject Code** Subject: Basic C Programming Write a program to accept a string as input from the user and c) **4M** determine its length without using string function. #include<stdio.h> Correct Ans. logic 2M void main() Correct char str[50]; syntax 2M int i, len=0; printf("Enter a string : "); scanf("%s",str); for(i=0; str[i]!='\0'; i++) { len++; } printf("The length of string is %d ",len); Explain recursion with suitable example. **4M** d) **Recursive function:** Ans. Recursion Recursion is the process of function calling itself again and again. A definition recursive function contains function call to itself in the body of *1M* function. **Example:** Example #include<stdio.h> *3M* #include<conio.h> int factorial(int n); void main() { int n,fact; clrscr(); printf("enter the number"); scanf("%d",&n); fact=factorial(n); printf("factorial of %d=%d",n,fact); getch(); int factorial(int n) if(n=1)



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		<pre>return(1); } else { return(n * factorial(n-1)); //recursive function call } In the above example recursive function factorial() is used to print the</pre>	
	e) Ans.	Factorial of a number. Write a program to swap two numbers using call by value. #include <stdio.h></stdio.h>	4M Correct
		<pre>#include<conio.h> //swap function void swap(int a, int b) {</conio.h></pre>	logic 2M Correct syntax 2M
		<pre>int temp; temp=a; a=b; b=temp; printf("Numbers after swapping no1=%d and no2=%d",a,b);</pre>	
		<pre>} void main() { int n1, n2;</pre>	
		<pre>clrscr(); printf("Enter the 2 numbers"); scanf("%d%d",&n1,&n2); printf("Numbers before swapping no1=%d and no2= %d",n1, n2);</pre>	
		<pre>swap(n1,n2); getch(); }</pre>	
5.	a)	Attempt any <u>TWO</u> of the following: Write a program using switch statement to check whether entered character is VOWEL or CONSONANT.	12 6M
	Ans.	<pre>#include <stdio.h> #include<conio.h> int main()</conio.h></stdio.h></pre>	



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	<pre>{ char ch; clrscr(); printf("Enter a character : "); scanf("%c",&ch); switch(ch) { case 'a': case 'a': case 'a': case 'a': case 'i': case 'i': case 'o': case 'a': case 'A': case 'A': case 'A': case 'A': case 'A': case 'I': case 'U': printf("Entered character is a Vowel"); break; default: printf("Entered character is consonant"); } getch(); </pre>	logic for checking vowel-2M, checking- consonant- 2M, correct syntax-2M
b) Ans.	<pre> } Write a program for addition of two 3 x 3 matrices. #include<stdio.h> #include<conio.h> void main() { int a[3][3],b[3][3],c[3][3],i,j; clrscr(); printf("\n Enter first matrix"); for(i=0;i<3;i++) { for(j=0;j<3;j++) { scanf("%d",&a[i][j]); } </conio.h></stdio.h></pre>	6M logic to input matrix 1- 1M, matrix 2- 1M, perform addition - 2M, display result -1M, correct syntax-1M



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	<pre> } printf("\n Enter second matrix"); for(i=0;i<3;i++) { for(j=0;j<3;j++) { scanf("%d",&b[i][j]); } } for(i=0;i<3;i++) { for(j=0;j<3;j++) { for(j=0;j<3;j++) { c[i][j]=a[i][j]+b[i][j]; } } printf("\n Addition:\n"); for(i=0;i<3;i++) { for(j=0;j<3;j++) { for(j=0;j<3;j++) { for(j=0;j<3;j++) { for(j=0;j<3;j++) { for(j=0;j<3;j++) { for(j=0;j<3;j++) { printf("\n d\t",c[i][j]); } printf("\n"); } getch(); * </pre>	
	}	
c)	Develop a program to find diameter, circumference and area of circle using function.	6 M
Ans.	<pre>#include <stdio.h></stdio.h></pre>	input radius
	void calculate(float radius) {	input raaius 1M
	float d,c,a; d=2*radius;	calculating
	c=2*adius; c=2*3.14*radius;	diameter- 1M
	a=3.14*radius*radius; printf("\n Diameter of circle = % f",d);	circumferen
	printf("\n Circumference of circle = %f",c);	ce-1M,



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		<pre>printf("\n Area of circle = % f",a); } void main() { float r; printf("\n Enter Radius : "); scanf("% f",&r); calculate(r); }</pre>	area-1M, use of function- 1M, display result-1M
6.	a)	Attempt any <u>TWO</u> of the following: Write a program to calculate sum of all odd numbers between 1	12 6M
	Ans.	<pre>to 100 #include<stdio.h> #include<conio.h> void main() { int i,sum=0; clrscr(); for(i=1;i<=100;i++) { if(i%2!=0) { sum=sum+i; } printf("Sum=%d",sum); getch(); } </conio.h></stdio.h></pre>	Use of loop- 1M, checking odd number-2M, display sum- 1M, correct syntax-2M
	b)	Design a program to read n numbers of an array and display it in reverse order.	6M
	Ans.	<pre>#include <stdio.h> #include<conio.h> voidmain() { int n,arr[100],i; clrscr(); printf("\n Enter number of elements : "); scanf("%d",&n);</conio.h></stdio.h></pre>	Logic for input array values-2M, display in reverse order-2M,



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	<pre>printf("\n Enter array elements : "); for(i=0; i<n; i++)<br="">scanf("%d",&arr[i]); printf("\n Array elements in reverse order : "); for(i=n-1; i>=0; i) printf("%d",arr[i]); getch(); }</n;></pre>	correct syntax-2M
c)	Give a method to create, declare, initialize structure and also	6M
	develop a program for structure 'Student' with elements roll no	
	and name. Accept and display data for one student.	Method to create,
Ans.	Syntax to create and declare structure:	declare and
1113.		initialize structure
	struct structure_name	2M
	{ Data_type member1;	
	Data_type member2;	
	· · · · · · · · · · · · · · · · · · ·	Declaration structure with
		structure variable-
	Data_typememberN;	2M
	}structure_object;	
	Structure variable can be declared at the end of structure declaration or inside main().	Accepting values-1M
	Void main() {	displaying value-1M
	<pre>Struct structure_name structure_variable1, structure_variable2, ,structure_variableN; }</pre>	
	Initialization:	
	Syntax: struct structure_name structure_variable={ Value1,value2,,value N);	
	Program: #include <stdio.h></stdio.h>	



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r r		
	#include <conio.h></conio.h>	
	struct Student	
	{	
	int rollno;	
	char name[10];	
	}s1;	
	voidmain()	
	{	
	<pre>printf("\n Enter roll no : ");</pre>	
	<pre>scanf("%d",&s1.rollno);</pre>	
	<pre>printf("\n Enter Name : ");</pre>	
	<pre>scanf("%s",&s1.name);</pre>	
	<pre>printf("\n Entered rollno = %d",s1.rollno);</pre>	
	printf("\n Entered Name = %s",s1.name);	
	getch();	
	}	
	,	