

IT 2K 404 - PROGRAMMING LANGUAGE CONCEPTS

Time: Three Hours

Maximum: 100 Marks

Answer all questions.

- I. 1. Draw abstract syntax trees for the expressions:
 - (a) x * y + z.
 - (b) (x + y) * z.
 - (c) p * Q + r * s.
 - (d) sqrt (b * b 4 * a * c).
 - (e) (a/b) + (c*d).
 - 2. Write about design principles for imperative languages.
 - 3. Explain nested procedures with example.
 - 4. Differentiate call by value and call by reference in object oriented programming.
 - 5. What is a pattern? Explain about patter and case analysis.
 - 6. Explain how to write an expression.
 - 7. Explain negation as failure in Prolog with example.
 - 8. Discuss about interleaving of threads.

 $(8 \times 5 = 40 \text{ marks})$

II. (a) Write notes on expression notations.

Or

(b) Develop a program to find the k^{th} occurrence of x, from left to right, $k \geq 0$, in a subarray A [i ... n].

 $(1 \times 15 = 15 \text{ marks})$

(a) Design a program that uses an auxiliary stack to evaluate postfix expressions. III.

Or

(b) Explain object-oriented programming in C++.

 $(1 \times 15 = 15 \text{ marks})$

IV. (a) Describe ML expressions.

Or

(b) Write notes on list elements and operations on lists.

 $(1 \times 15 = 15 \text{ marks})$

V. (a) Discuss about data structure in Prolog.

Or

(b) Brief on liveness properties.

 $(1 \times 15 = 15 \text{ marks})$

 $[4 \times 15 = 60 \text{ marks}]$