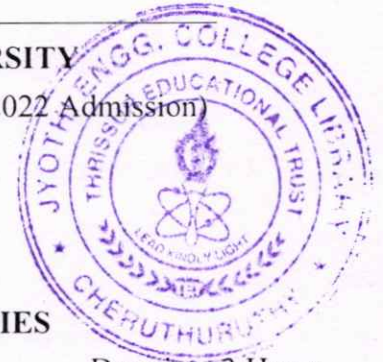


Reg No.: _____

Name: _____

APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY

Fourth Semester B.Tech (Minor) Degree Examination June 2024 (2022 Admission)

**Course Code: CST282****Course Name: PROGRAMMING METHODOLOGIES**

Max. Marks: 100

Duration: 3 Hours

PART A*(Answer all questions; each question carries 3 marks)*

		Marks
1	What is expressivity?	3
2	What is global scope of a variable?	3
3	Differentiate between pointer and reference types.	3
4	List any three design issues of arithmetic expressions.	3
5	What is a pretest loop statement?	3
6	What are actual and formal parameters?	3
7	What is a pure virtual function in C++?	3
8	What do you mean by constructors in Object Oriented Programming?	3
9	What is producer consumer problem?	3
10	List out some of the applications of Prolog.	3

PART B*(Answer one full question from each module, each question carries 14 marks)***Module -1**

11	a) What are the programming design methodologies?	6
	b) Explain the compilation process with a neat diagram.	8
12	a) Explain the reasons for studying concepts of programming languages.	6
	b) Discuss the categories of variables on the basis of their lifetimes.	8

Module -2

13	a) Explain precedence and associativity with proper examples.	6
	b) Define type checking, coercion, type error and strong type.	8
14	a) Explain row major order and column major order with examples?	6
	b) Define simple assignment, compound assignment, multiple assignment and unary assignment in programming languages.	8

Module -3

- | | | | |
|----|----|---|---|
| 15 | a) | Explain multiple selection using if with an example. | 6 |
| | b) | Explain different types of parameter passing techniques. | 8 |
| 16 | a) | Explain local referencing environments. | 5 |
| | b) | Explain how subprograms can be sent as parameters to other subprograms. | 9 |

Module -4

- | | | | |
|----|----|--|----|
| 17 | a) | What is inheritance in Object Oriented Programming? Explain different forms of inheritance in object oriented programming. | 10 |
| | b) | Explain the concept of Event driven programming. | 4 |
| 18 | a) | What are the design issues in object oriented languages? | 7 |
| | b) | Explain function overloading and operator overloading in C++. | 7 |

Module -5

- | | | | |
|----|----|--|---|
| 19 | a) | Explain different process states with a neat diagram. | 6 |
| | b) | Explain about semaphore and monitors to provide process synchronization. | 8 |
| 20 | a) | Explain arithmetic and relational operators in LISP. | 6 |
| | b) | Compare Functional and Imperative languages. | 8 |
