

**AT - 282**

First Semester B. Sc. (Part - I) Examination

**COMPUTER APPLICATION**

(Vocational)

(Basic of Computer and Structure Programming)

P. Pages : 7

Time : Three Hours ]

[ Max. Marks : 80

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- Note :** (1) All questions are compulsory.  
(2) Question No. **One** carries **Eight** marks and all other questions carry **Twelve** marks each.  
(3) Assume suitable data wherever necessary.

1. (A) Fill in the blanks :—
- (i) DVD stands for \_\_\_\_\_.
  - (ii) A complete electronic circuit with transistor and other electronic components on a small silicon chip is called a \_\_\_\_\_.

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P.T.O.

(iii) \_\_\_\_\_ is unconditional control structure.

(iv) \_\_\_\_\_ constants can be defined using # define. 2

(B) Choose the correct alternative and rewrite the following : —

(i) Which of the following is volatile memory ?

- (A) PROM
- (B) ROM
- (C) RAM
- (D) EPROM.

(ii) Which of the following memories needs refreshing ?

- (A) SRAM
- (B) DRAM
- (C) ROM
- (D) All of above.

(iii) A pointer pointing to a memory location of variable even after deletion of variable is known as \_\_\_\_\_.

- (A) Far pointer.
- (B) Dangling pointer.
- (C) Null pointer.
- (D) Void pointer.

(iv) Which of the following keyword is used for a storage class :

- (A) Printf                      (B) External
- (C) Auto                        (D) Scanf.                      2

(C) Answer the following in One sentence :—

- (i) State the function of Light pen.
- (ii) Which are Bitwise operators ?
- (iii) Give the general syntax of conditional operator.
- (iv) What is the use of fgets().                      4

2. (A) Explain block diagram of computer. 6  
(B) Explain light pen and touch screen. 6

**OR**

3. (A) Explain impact and non-impact printers. 6  
(B) Explain :—  
(i) VDU (ii) LCD  
(iii) TFT 6

4. (A) Define operating system. Explain types and functions of operating system. 6  
(B) Explain the features of window XP. 6

**OR**

5. (A) Explain I/O management and process management in brief. 6  
(B) Explain following :—  
(i) File management.  
(ii) Desktop. 6

6. (A) Explain type conversion and Identifiers with example. 6

(B) Explain :—

(i) Assignment operator.

(ii) Increment and decrement operator. 6

**OR**

7. (A) What is variable ? Explain various rules for naming and declaring variable with example. 6

(B) Explain :—

(i) Arithmetic operator.

(ii) Bitwise operator. 6

8. (A) Explain Nested if statement with example. 6

(B) Write a program to calculate sum of first n integers using for loop. 6

**OR**

9. (A) Explain while statement with suitable example. 6

(B) Write a program to print following pattern:

```
1
0 1
0 1 0
1 0 1 0
```

6

10. (A) Explain array of structure with example. 6

(B) Explain pointers to function with example. 6

**OR**

11. (A) Explain union with example. 6

(B) What is pointer ? Explain declaration and initialization of pointer with example. 6

12. (A) Explain opening and closing of file with example. 6

(B) Explain fgetc( ) and fputc ( ) with example. 6

OR

13. (A) Explain the following functions :—

(i) fgets ( )

(ii) fscanf( )

(iii) fprintf ( )

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(B) Write a program to read data from keyboard  
and write it to a file called INPUT. 6



