

**DCM—FIRST YEAR EXAMINATION**  
**BASICS OF COMPUTER ENGINEERING**

Time : 3 hours ]

] Total Marks : 80

**PART—A**

3×10=30

**Instructions :** (1) Answer **all** questions.  
(2) Each question carries **three** marks.  
(3) Answers should be brief and straight to the point and shall not exceed *five* simple sentences.

1. Define the terms 'high-level language' and 'low-level language'.  
1½+1½
2. List the characteristics of an algorithm. 3
3. Write the differences between ASCII code and EBCDIC code. 3
4. State the need for an Operating System. 3
5. List the components of a Window. 3
6. Write a short note on uninstalling software using control panel. 3
7. What are Internet and Intranet? 3
8. Define Computer Network. Distinguish between LAN and WAN. 3
9. What is Open Source Software? List any four Open Source Softwares. 3
10. Define Computer Worm. List any four Computer Worms. 3

**PART—B**

10×5=50

**Instructions :** (1) Answer *any five* questions.(2) Each question carries **ten** marks.

(3) Answers should be comprehensive and the criterion for valuation is the content but not the length of the answer.

11. (a) Differentiate between pre-increment and post-increment operators with examples.  $2\frac{1}{2}+2\frac{1}{2}$   
 (b) Explain the scope and lifetime of a variable used in functions. 3+2
12. (a) Write the syntax of switch statement. 5  
 (b) Write a C program to find largest of three numbers. 5
13. Compare different loop statements with syntax with examples. 10
14. Write a C program to multiply two matrices A, B. Store the result in matrix C and display it. 10
15. (a) Illustrate the usage of functions with arguments that return no values. 6  
 (b) Explain function declaration. 4
16. (a) Explain how pointers can be used to access array elements. 5  
 (b) Explain any dynamic memory management function with an example. 5
17. (a) Illustrate the concept of structure assignment. 5  
 (b) Define union. Explain its usage with an example. 2+3
18. Illustrate the concept of input and output operations on a file. 10

2/2



Rotate



Mark



Recognize



Note