

PRINCIPLES OF PROGRAMMING LANGUAGES

(Computer Science and Engineering)

Time: 3 hours

Max. Marks: 70

PART – A

(Compulsory Question)

1 Answer the following: (10 X 02 = 20 Marks)

- (a) Differentiate between general purpose and special purpose programming languages. Give examples for each one.
- (b) Write the EBNF and BNF grammar for "expression".
- (c) Write the design issues of character string types.
- (d) With the help of suitable example describe the conditional expression.
- (e) Mention the characteristics of subprograms.
- (f) Describe the terms static scope pointer and static chain.
- (g) List the areas where symbolic logic is be used.
- (h) What is meant by synchronization? List the types present in it.
- (i) Write PYTHON code to compute the greatest common divisor of two integers.
- (j) Distinguish between simple list and nested list.

PART – B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

- 2 (a) List and explain the reasons for studying the programming languages.
- (b) Give brief description about the denotational semantics.

OR

- 3 (a) What is meant by binding? Explain in detail about the different types of binding.
- (b) Explain the role of type coercion in programming languages.

UNIT – II

- 4 What is guarded command? Write and explain the flowchart for Dijkstra's selector statement and loop statement.

OR

- 5 (a) With the help of a suitable example explain the various problems that are associated with pointers.
- (b) What is short circuit evaluation? Explain it with an example.

UNIT – III

- 6 (a) Write and explain the generic procedure for Ada and java.
- (b) Give brief description about the design issues of subprograms.

OR

- 7 Discuss in detail about the various parameter passing techniques.

UNIT – IV

- 8 Describe how we can achieve the concurrency control by using monitors and message passing.

OR

- 9 What is an exception? What are design issues that are related to it? Explain the various keywords related to exception handling in java.

UNIT – V

- 10 (a) With respect of PYTHON explain the various constructs present for data abstraction.
- (b) With the help of a suitable example explain the internal representation of two LISP lists.

OR

- 11 With the help of a suitable example explain the various list functions available in LISP programming.
