

B.Tech III Year I Semester (R15) Supplementary Examinations June 2018
PRINCIPLES OF PROGRAMMING LANGUAGES
(Computer Science & Engineering)

Time: 3 hours

Max. Marks: 70

PART – A
(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) List few programming languages paradigms.
 - (b) Define a language and list the two aspects of any programming language.
 - (c) Write the examples of built-in types of a programming language.
 - (d) Compare static and dynamic program checking.
 - (e) Write the prefix and postfix forms of the infix expression "a*b+c"
 - (f) Define the goal of software design.
 - (g) Describe the features of object oriented languages.
 - (h) Contrast single and multiple inheritances.
 - (i) List the characteristics of imperative languages.
 - (j) Identify three components of a functional programming language.

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

UNIT – I

- 2 Describe about the sample software development process based on the waterfall model.
- OR**
- 3 Explain about the language processing issues in detail.

UNIT – II

- 4 Compare built-in types and primitive types with examples.
- OR**
- 5 Write short notes on the following:
(i) Monomorphic versus polymorphic systems.
(ii) Types and subtypes.

UNIT – III

- 6 Explain in detail about conditional execution and iteration.
- OR**
- 7 Describe about concepts in support of modularity.

UNIT – IV

- 8 Discuss in detail about object-oriented programming concepts.
- OR**
- 9 Describe about the features of inheritance and type system.

UNIT – V

- 10 (a) Explain about the features of imperative languages.
(b) Describe about the principles of functional programming.
- OR**
- 11 Discuss in detail about principles of logic programming.
