



GE6151 – COMPUTER PROGRAMMING QUESTION BANK UNIT – I INTRODUCTION TO COMPUTERS PART A

1. Define computers?
2. Why computer is known as data processing system? (MAY 2009)
3. What is Data and Information?
4. What are the basic operations of Computer?
5. Give the applications computer?
6. What are the characteristics of computers? (JAN 2009)
7. How will you classify computer systems? (JAN2009)
8. Specify the Electronic components used for different computer generations.
9. Compare Computer with calculator
10. What are the languages used in computer generations.
11. Expand ENIVAC, ABC, EDVAC, EDSAC and UNIVAC. (JAN2010)
12. Who is the father of computer? Why?
13. Expand COBOL, BASIC, FORTRON and IBM.
14. Expand IC, SSI, MSI, LSI, and VLSI.
15. What are the components of the computer systems?
16. What are the functions in the input unit?
17. What are the functions in the output unit?
18. What is an ALU?
19. Define Clients and Servers.
20. What is a CPU?
21. What is meant by generation in computer terminology?
22. Define personal computers?
23. Define Mainframe computer?
24. Define Mini computers?
25. Define super computer?
26. Define Software?
27. Define Hardware?
28. What is an instruction?
29. Define memory?
30. What is a volatile and non-volatile memory?
31. What is a primary memory?
32. What is a secondary memory?
33. What is a microprocessor?
34. What is transistor?
35. What is an IC? How does it help in reducing the size of Computers?
36. What are the components of the computer systems?
37. Define number system.
38. What are the types of Number System?
39. What are the positional number systems and what is their base?
40. Define (1) Nibble (2) Bit (3) Byte?
41. What is a Base?
42. What is meant by conversion in number system?
43. Define (1) MSB (2) LSB?
44. Specify the method to convert decimal number system.



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45. What is a binary number system?
46. What is a decimal number system?
47. What is an octal number system?
48. What is a hexadecimal number system?
49. Write short notes on primary storage.
50. Write short notes on secondary storage.
51. List out the types of computers based on size, memory capacity.
53. What are the major operations of computers?
54. Write short notes on cache memory.
55. Write the binary and octal equivalent of hexadecimal number 7BD? (APR2009)
56. Give any two tasks, which humans perform better than computers? (JAN2009)
57. What is the use of computer in medicine and healthcare? (JAN2009)
58. Convert binary number 100110 into its octal equivalent? (JAN2009)
59. What are registers? (JAN2009)
60. Differentiate analog and digital computers? (JAN2010)
61. Find the decimal equivalent of hexadecimal number 4D.C8 (JAN2010)
62. Convert hexadecimal number into binary equivalent of EBC (JAN2010)

PART B

1. Define computer. Explain the characteristics briefly? (MAY 2009\FEB2009)
2. With suitable examples, explain about Number systems. (JAN 2009)
3. Describe evolution of computer? (JAN 2009 / MAY2009)
4. Explain various generations of computers with features? (FEB 2009/FEB2010)
5. Explain the fundamental units of a computer with a block diagram?
(Or)
- Explain the basic computer organization in detail? (JAN2009\MAY 2009)
6. Explain the classification of computers? (MAY 2009\FEB 2009\FEB2010)
7. Describe briefly about Secondary storage devices? (MAY 2009)
8. Explain about memory in Computer System?
(or)
9. Write short notes on memory of a computer? (MAY2009)
10. Convert the numbers:
 - (a) Convert the following number to decimal (2) (35)₁₀ (i) (11011011.100101)₂
 - (b) Convert (231.3)₄ to Base of 7
 - (c) Convert the following Decimal numbers to Hexadecimal numbers (3 * 2 = 6)



UNIT II

COMPUTER SOFTWARE

PART A

1. Define Computer Software?
2. What is meant by Installation and Assembling?
3. Define Hardware.
4. What are the types of Software?
5. Define OS.
6. What are the basic functions of an OS?
7. What are the types of Operating System?
8. Define Multiprocessing?
9. What are language translators?
10. What are a Compiler, Assembler and Interpreter?
11. What is Device Driver?
12. What is the purpose of a Device Driver?
13. What is a linker?
14. What is a loader?
15. What is Booting?
16. What is application software?
17. How can you obtain required software?
18. What are the categories of application software?
19. Define the System.
20. Specify the personnel's, who are responsible for system design and implementation.
21. What is system development cycle?
22. What are the phases of Software Development Cycle?
23. What is Software Requirement Specification (SRS) document?
24. What is meant by Testing?
25. How the system can be tested?
26. What is Design?
27. Classify the Design phase.
28. What is meant by Coding?
29. What is Implementation & Maintenance?
30. What is Internet?
31. Define protocol?
32. What is Web?
33. What is ARPANET?
34. What is a Web page?
35. Define Website?
36. What is an IP?
37. Name some of the services of Internet or Internet applications? (JAN2009)
38. What is HTTP?
39. What is TCP/IP?
40. Define URL?
41. Define ISP?
42. Define Home page?



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43. Define Web Browser?
44. Differentiate Application and System Software. (JAN / FEB 2009)
45. Difference between web page and website. (JAN 2009/JAN 2010)
46. Differentiate machine language and high level language. (JAN 2010)
47. Difference between Compiler and Interpreter. (JAN 2010)
48. What is IP Address?
49. Name any four application software packages. (JAN 2009)
50. What is soft loading? (JAN 2009)
51. What are the steps involved in booting? (JAN 2009)
52. What is the difference between text and graphical browsers? (JAN2010)

PART B

1. Give the categories of Software with example? (JAN 2009/ MAY 2009)
2. State different language translators and explain their functions?
3. Explain in detail the steps involved in Software Development Process?
4. Write a short note on evolution of Internet? (FEB2009/FEB2010)
5. Explain various types of Internet Connections?
6. Define various Internet Terminologies? (At least 15 terms) (MAY 2009)
7. Explain various Internet applications?
Explain the Internet services in detail. (MAY 2009 / FEB2010)
8. Brief the major problems encountered in the software system?

UNIT III

PROBLEM SOLVING AND OFFICE AUTOMATION

1. What is a program?
2. What is algorithm? (JAN2009)
3. What are the steps to solve the problem in a computer system?
4. How can you measure the quality of algorithm?
5. What are the characteristics of an algorithm?
6. How many types the Algorithm can be represented?
7. What is decision table?
8. What is Flowchart?
9. What is the need of Flowchart symbols?
10. What is pseudo code?
11. What is structured programming?
12. Draw the flowchart to find the maximum among three numbers (JAN2009)
13. What are the rules for draw ing a flow chart?
14. What is sequence logic?
15. What is selection logic?
16. What is Iteration logic?
17. What are the rules for writing pseudo code? (MAY2010)
18. What are the features of word processors?
19. How many types a documented can be viewed?
20. What are the menus available in Ms-Word?
21. What is meant by Formatting?
22. Specify any five toolbars available in Ms-Word?
23. How many Line Spacing options available in Ms-Word?
24. What are the Text cases available in Ms-Word?



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25. What is Subscript and Superscript?
26. What is Tab and what are the Tab settings available in word?
27. Define Headers and Footers.
28. What is a Table?
29. What is a Clipart?
30. Define a Template.
31. Define operator and formula.
32. What is a function?
33. What are the types of functions available in Excel?
34. What is a Label?

PART B

1. Explain the steps involved in developing a program with neat diagram? (FEB2009)
(or)
Brief about planning the computer program?
2. Explain flowchart in detail? (FEB 2009/FEB 2010) Definitions:
3. Describe in detail about algorithm? Give example (MAY 2009)
4. Elaborate pseudo code with example. (MAY 2009\FEB 2009)
5. Discuss about the program control structure and program paradigms in detail.
6. Explain in detail about the word processing package. (OR)
Explain 8 formatting features in word processing package. (JAN 2009/MAY 2009)
7. Describe about spreadsheet packages. (OR)
Explain the formatting features in spreadsheet package. (JAN 2009/MAY 2009)
8. Discuss about the graphics package along with its various features in detail. (OR)
Explain 8 formatting features in graphics package. (JAN 2009/MAY 2009)

UNIT IV INTRODUCTION TO C

1. What are the different data types available in „C“?
2. What are Keywords?
3. What is an Operator and Operand?
4. What is Ternary operators or Conditional operators?
5. What are the Bitwise operators available in C?
6. What are the logical operators available in „C“?
7. What is the difference between Logical AND and Bitwise AND?
8. What is the difference between „=“ and „==“ operator?
9. What is type casting?
10. What is conversion specification?
11. What is the difference between „a“ and “a”?
12. What is the difference between if and while statements
13. What is the difference between while loop and do...while loop?.
14. What is a Modulo Operator?
15. How many bytes are occupied by the int, char, float, long int and double?
16. What are the types of I/O statements available in „C“?



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17. What is the difference between ++a and a++?
18. What is a String?
19. What is a global variable?
20. What are the Escape Sequences present in „C“
21. Construct an infinite loop using while?
22. What will happen when you access the array more than its dimension?
23. Write the limitations of getchar() and scanf() functions for reading strings (JAN 2009)
24. What is the difference between scanf() and gets() function?
25. What is a Structure?
26. What is meant by Control String in Input/Output Statements?
27. What is Union?
28. What is the output of the programs given below?
29. Declare the Structure with an example?
30. Declare the Union with an example?
31. What is the output of the following program when, the name given with spaces?
32. What is the difference between while(a) and while(!a)?
33. Why we don't use the symbol „&“ symbol, while reading a String through scanf()?
34. What is the difference between static and auto storage classes?
35. What is the output of the program?
36. Why header files are included in „C“ programming?
37. List out some of the rules used for „C“ programming.
38. Define delimiters in „C“.
39. What do you mean by variables in „C“?
40. List the difference between float and double datatype.
41. Differentiate break and continue statement
42. List the types of operators.
43. Distinguish between while..do and do..while statement in C. (JAN 2009)
44. What is a loop control statement?
49. What are global variable in „C“?
50. Write short notes about main () function in “C” program. (MAY 2009)

PART B

1. Explain in detail about „C“ declarations and variables.
2. Explain in detail about the constants, expressions and statements in „C“.
3. Discuss about the various data types in „C“. (MAY 2009)
4. Describe the various types of operators in „C“ language along with its priority.
5. Explain about the various decision making statements in „C“ language.
(JAN 2009/FEB2010)
6. Write short notes on the following: (JAN 2009) (MAY 2009/FEB 2009/FEB 2010)
 - for loop
 - while loop
 - do while loop
 - Switch case



7. Explain briefly about the input and output function in „C“. (MAY 2009/FEB 2009)
8. (a) Describe in detail about type conversions in „C“ with example.
- (b) Define delimiters. List them. Give an example program using various delimiters

UNIT V FUNCTIONS AND POINTERS

1. What is meant by Recursive function?
2. What is an array?
3. What is a Pointer? How a variable is declared to the pointer? (MAY 2009)
4. What are the uses of Pointers?
5. What is the output of the program?
6. What are * and & operators means?
7. What is meant by Preprocessor?
8. How can you return more than one value from a function?
9. Is it possible to place a return statement anywhere in ‘C’ program?
10. What are the main elements of an array declaration?
11. List the header files in ‘C’ language.
12. What are the steps involved in program development life cycle?
13. What are the types of errors occurred in C program?
14. What is testing?
15. What are the types of testing?
16. How do you define enumerated data type?
17. What is meant by debugging?
18. Specify any five syntax error messages.
19. What are the pre-processor directives?
20. What is dynamic memory allocation?
21. What are the various dynamic memory allocation functions?
22. What is the deference between declaring a variable and defining a variable?
23. Why does n++ execute than n=n+1?
24. Why is it necessary to give the size of an array in an array declaration?
25. Where in memory are variables stored?
26. What is an heap memory?
27. What is the difference between an array and pointer?
28. What is the purpose of the function main()? (MAY 2009)
28. What is dangling pointer?
29. Compare arrays and structures.
30. Is it better to use a macro or a function?
31. List the characteristics of Arrays.
32. What are the types of Arrays?
33. What is the use of ‘\0’ character?
34. Define sscanf() and sprintf() functions.
35. Define Strings.



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36. What is the use of 'typedef'?
37. What is 'C' functions? Why they are used?
38. Differentiate library functions and User-defined functions.
39. What is a use of 'return' Keyword?
40. Classify the functions based on arguments and return values.
41. Distinguish between Call by value Call by reference.

PART B

1. What are functions? Explain the types of functions in detail with an example program for each type.
2. Define arrays. Explain the array types with an example program for each type.
3. Explain the standard string functions with example to support each type.
4. What are pointers? When and why they are used? Explain in detail with sample programs. (JAN 2009/MAY 2009)
5. Describe in detail about the Preprocessors in C. (MAY 2009)
6. Brief call by value and call by reference in detail. (MAY 2009)
7. Discuss about function prototypes in detail. (or)
Explain about the different parameter passing methods with examples (JAN 2009)
8. Define Structures. Explain structures in detail. (JAN 2009 / MAY 2009)
9. Define Union. Explain Union in detail. (JAN 2009)