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Code No. : 16204 O

VASAVI COLLEGE OF ENGINEERING (Autonomous), HYDERABAD
B.E. (CSE) III Year II-Semester Old Examinations, May-2019

Principles of Programming Languages

Time: 3 hours

Max. Marks: 70

Note: Answer ALL questions in Part-A and any FIVE questions from Part-B

Part-A (10 × 2 = 20 Marks)

1. List out various reason for studying concepts of programming languages.
2. Define attribute grammar.
3. How named constants can be created in a programming language?
4. What is scope and lifetime of a variable?
5. Define Guarded Command.
6. What is the use of Encapsulation?
7. Define semaphore.
8. What is the use of monitor?
9. Write any two naming conventions of Scheme programming language.
10. Compare the predicate calculus with prolog programming language.

Part-B (5 × 10 = 50 Marks)

- 11.a) List various language categories with example. [5]
- b) Differentiate between BNF and EBNF with suitable example. [5]
- 12 a) Define Data Type? Categorize various data types. [5]
- b) Explain the type conversion with suitable example. [5]
- 13.a) Explain the need of iterative statements in a programming language. [6]
- b) How values are passed to functions in various ways? [4]
- 14.a) Discuss briefly about the concept of Message Passing. [4]
- b) Explain the Exception Handling with example. [6]
- 15.a) List out Applications of Logic Programming. [4]
- b) Explain the data types used in Python language. [6]
- 16.a) Explain various programming domains. [5]
- b) Write a program to find a number is even or odd. [5]
17. Answer any *two* of the following:
 - a) Describe the features of object oriented programming language. [5]
 - b) Explain the creation of threads with example. [5]
 - c) Write a function in python to print numbers from 1 to 100. [5]

