## JAYPEE UNIVERSITY OF INFORMATION TECHNOLOGY, WAKNAGHAT TEST -1 EXAMINATION- 2024

B.Tech-I Semester (CSE/IT/ECE/CE)

COURSE CODE(CREDITS): Programming for Problem Solving-II (2) MAX. MARKS: 15

COURSE NAME: 19B11CI111

COURSE INSTRUCTORS: RBT, KLK, GVS, JTI, NSA, and FSL

MAX. TIME: 1 Hour

Note: (a) All questions are compulsory.

- (b) Marks are indicated against each question in square brackets.
- (c) The candidate is allowed to make Suitable numeric assumptions wherever required for solving problems (For all numeric assumptions take the context of C Programming)
- Q1. Draw the table below in your answer book and fill in the missing values. Show the calculations after the table. [CO-3][4 Marks]

Binary	Octal	Decimal	Hexadecima
1101101.11			
	7270		
		3004	
			AF16

Q2. Draw the table below in your answer book and fill in the missing values. Assume that A and B are two integer variables in C Programming Language. [C0-3][2 Marks]

A	В	A && B	A    B	!A + B
0	73			
89	0			
-11	99			
39	-7			Associate Sections

Q3. Write a program that prints x after squaring it if input x is even otherwise, it prints x cubed.

The data type of x is integer and use of modulus (%) operator is not allowed. [CO-2][2 Marks]

Q4. Write a program to swap (exchange) the value of two integer variables without using assignment (=) operator. [CO-1][3 Marks]

Q5. Draw the table below in your answer book and fill evaluations of expressions. Assume that x and y variables are stored in 16-bits. [CO-3][2 Marks]

X	y	x & y	x   y	x ^ y
5	7			
-5	9			
0	15	To the hands and the street of process		
10	0			

Q6. Predict the output of code snippets below. [CO-4][2 Marks]

```
#include<stdio.h>
                                            #include<stdio.h>
int main()
                                            int main()
                                               printf("He"), printf("Il"), printf("o");
 int x=10, y=20;
 int a, b;
                                               return 0;
 a=++x; b=y++;
 printf("%d %d\n", x,y);
 printf("%d %d", a, b);
 return 0;
             Code Snippet A
                                                          Code Snippet B
#include<stdio.h>
                                            #include<stdio.h>
int main()
                                            int main()
                                            {
  int x=010, y=0xF, z=10;
                                              int x=10, y=20;
  printf("%d %d %d\n", x, y, z);
                                              x=10==2;
  printf("%o %o %o\n", x, y, z);
                                              y = 20 = 10;
  printf("%x %X %x\n", x, y, z);
                                              printf("%d %d", x,y);
  return 0;
                                              return 0;
             Code Snippet C
                                                          Code Snippet D
```