St. Philomena's College (Autonomous), Mysore			
PG Department of Computer Science			
Question Bank (Revised Curriculum 2020 onwards)			
First Year- First Semester (2020 -22 Batch)			
Course Title (Paper Title): Programming Language Pragmatics(SC) QP Code: 86134			
Units	**Sl.No**	**Questions**	**Marks**
1	1	What is a program?	2
1	2	When did the first program originate?	2
1	3	Who was the first person to write c programming?	2
1	4	Why do we need program?	2
1	5	List few programming language	2
1	6	What is a compiler?	2
1	7	What is an interpreter?	2
1	8	What are debuggers?	2
1	9	What are errors?	2
1	10	List different types of errors	2
1	11	What is an object?	2
1	12	How to assign a name?	2
1	13	Define stack. And give an example	2
1	14	Define heap and give an example	2
1	15	What are static objects	2
1	16	What are garbage values?	2
2	17	What is iteration?	2
2	18	What is an expression?	2
2	19	Define reference by value.	2
2	20	What is structured and unstructured flow?	2
2	21	What are loops? Give syntax for loops	2
2	22	What do you mean by recursion?	2
2	23	What are datatypes?	2
2	24	What are pointers?	2
2	25	Define lists	2
3	26	Write a program for pointers	2
3	27	What is data abstraction?	2
3	28	Define inheritance. Give the syntax	2
3	29	What is encapsulation?	2
3	30	What is inheritance?	2
3	31	List few applications of object oriented programming language	2

3	32	What is initialization?	2
3	33	What is finalization?	2
3	34	Define object.	2
3	35	Define class. give example	2
3	36	What are methods?	2
3	37	List types of inheritance.	2
4	38	What is virtual machine?	2
4	39	Define java virtual machine	2
4	40	What is common language infrastructure	2
4	41	What is JIT	2
4	42	What is dynamic compilation	2
1	43	Write a short note on programming environment	5
1	44	Explain stack based allocation	5
1	45	Give differences between compiler and interpreter	5
1	46	Give differences between machine language and assembly language	5
2	47	Explain expression evaluation	5
2	48	What are the issues with iteration?	5
2	49	Write a short note on side effects of functions	5
2	50	Explain goto function	5
3	51	Explain dynamic method binding	5
4	52	Explain JVM	5
4	53	Give similarities between CLI and JVM	5
4	54	Write a short note on virtual machine	5
4	55	Write a short note on binary translation	5
1	57	Give differences between c and c++	10
1	58	Why programming language is an art?	10
1	59	Why study programming language?	10
1	60	Explain compiler and interpreter with neat diagrams	10
1	61	Explain object lifetime and storage management	10
1	62	Write a code for stack insertion and deletion	10
1	63	Write a code heap allocation	10
2	64	Explain Basic paradigms for control flow	10
2	65	Explain infix, prefix and postfix	10
2	66	Give differences between expression evaluation and statement	10
2	67	Write a program for bubble sort	10

2	68	Write a program for function overloading	10
2	69	Write a program for exception handling	10
3	70	Why abstraction? Explain with examples	10
3	71	Write a code for data abstraction.	10
3	72	Write a code for encapsulation	10
3	73	Why inheritance is needed explain with a program	10
3	74	Explain multiple inheritance with a program	10
4	75	Explain late binding of machine code	10
4	76	Explain mobile code and sand boxing	10
4	77	Explain symbolic debugging	10
1	78	Write a c++ program for sorting technique with algorithm	15
2	79	How can we use switch. Explain with a program	15
2	80	Write a c++ code for iteration and explain iteration	15
3	81	Give the difference between encapsulation and inheritance	15
3	82	Write a program for constructor and destructor	15
4	83	Explain virtual machine in detail	15

Question Paper Pattern- Blue Print

Department: PG Computer Science			
Subject Name: Programming Language Pragmatics			
Duration: 03 Hrs			**Total marks=70**
PART A			
1	**Answer any FIVE of the following**		**5x2=10**
a	Unit 1		
b	Unit 1		
c	Unit 2		
d	Unit 3		
e	Unit 4		
f	Unit 4		
g	Unit 4		
PART B			
Answer any ONE FULL question from the following			**4x15=60**
2	a	Unit 1	15
	b	Unit 1	
OR			
3	a	Unit 1	15
	b	Unit 1	

4	a	Unit 2	15
	b	Unit 2	
OR			
5	a	Unit 2	15
	b	Unit 2	
6	a	Unit 3	15
	b	Unit 3	
OR			
7	a	Unit 3	15
	b	Unit 3	
8	a	Unit 4	15
	b	Unit 4	
OR			
9	a	Unit 4	15
	b	Unit 4	

MODEL QUESTION PAPER

Department: PG Computer Science				
Subject Name: Programming Language Pragmatics				
Duration: 03 Hrs				**Total marks=70**
PART A				
1	**Answer any FIVE of the following**			**5x2=10**
a	Define heap and give an example			
b	What are static objects			
c	What are garbage values?			
d	What is iteration?			
e	What is an expression?			
f	Define reference by value.			
g	What is structured and unstructured flow?			
PART B				
Answer any ONE FULL question from the following				**4x15=60**
2	a	Write a c++ program for sorting technique with algorithm		15
OR				
3	a	Give differences between machine language and assembly language	5	15
	b	Write a program for bubble sort	10	
4	a	Write a code for data abstraction.	10	15
	b	Write a code for encapsulation	5	

		OR		
5	a	Write a code heap allocation	10	15
	b	Explain Basic paradigms for control flow	5	
6	a	Give the difference between encapsulation and inheritance	15	
		OR		
7	a	Write a short note on programming environment	5	15
	b	Explain stack based allocation	5	
	c	Give differences between compiler and interpreter	5	
8	a	Explain infix, prefix and postfix	10	15
	b	Write a short note on binary translation	5	
		OR		
9	a	Write a program for constructor and destructor	15	

****