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BT-3/D-22

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PRINCIPLES OF PROGRAMMING LANGUAGES ES-227A

Time: Three Hours]

[Maximum Marks: 75

Note: Attempt Five questions in all, selecting at least one question from each Unit. All questions carry equal marks.

Unit I

- 1. (a) Discuss about the various attributes of a good language and explain the process of evaluating attributes with an example.

 7.5
 - (b) What is interpretation and translation process? With neat diagram state the purpose of each activity in language processing with interpretation and translation.

 7.5
 - 2. (a) What is meant by type checking? Differentiate between static type checking and dynamic type checking and give their relative advantages. 5

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- 6 Discuss various primitive data types with suitable
- 3 language? semantics of grammar to describe all of the syntax and static What are the difficulties in using an attribute a contemporary programming

- " Lu (a) specifications of any two structural data types. 7.5 What do you mean by structural data types? Give
- 6 Define Vectors, Union, Records and Sets. Explain the usage of these with an example.
- 4. (a) of sub-programs? Define subprogram. What are the distinct categories
- 6 declaring abstract data type ? What are abstract data types? What is the need of 7.5

Unit III

- Un (a) sequence control? Explain using suitable examples. What is the difference between implicit and explicit.
- 9 a programming language. Explain the basic concepts of exception handling. Discuss the reasons for using exception handlers in

What is Synchronization? Explain how synchronization can be achieved using semaphores using suitable examples.

Unit IV

- 1. Differentiate between the following:
- Heap and Stack Storage Management
- 9 Variable and Fixed Size Elements.

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Object Oriented programming languages. Also differentiate Compare the functional programming languages with between C and C++ programming languages.

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