Program: BE Information Technology Curriculum Scheme: Revised 2019 Examination: Second Year Semester III Course Code: ITC305 Name: Paradigms and Computer Programming Fundamentals

Time: 40 Min Max. Marks: 40

1] All questions are Compulsory

2] Assume suitable data wherever required

MCQ_SECTION

Q1.	Choose the correct option for following questions. All the Questions are compulsory and carry equal marks	
1.	What is a programming paradigm?	
Option A:	Method to do some task.	
Option B:	Approach to solve problem using some programming language	
Option C:	Approach to solve some problem	
Option D:	Method to write program	
2.	Which of the following is the advantage of declarative languages over imperative languages?	
Option A:	Can use abstract data type	
Option B:	Easy to verify the properties of the program	
Option C:	Can be strong-typed	
Option D:	Can be implemented by an interpreter or compiler	
3.	A language is statically typed if the type of a variable is checked during	
Option A:	Compile time	
Option B:	Run Time	
Option C:	Program writing Type	
Option D:	Load Time	
4.	What formal system provides the semantic foundation for Prolog?	
Option A:	Predicate calculus	

Option C: Lambda calculus Option D: Propositional logic 5. In Scheme language, which of the following is not a higher-order function? Option A: map Option B: apply Option D: compose 6. Which of the following language follow declarative programming paradigm? Option A: JAVA Option A: JAVA Option B: C++ Option D: Prolog 7. Identify type for Input and output of given function Num a -> [a] ->a Option A: Option B: Input-Num.Output-List Option D: Input-Num.Output-Num Option D: Input-List,Output-Num Option D: Input-List,Output-Num Option B: Input-List,Output-List 8. Which of the following is not Storage Allocation mechanisms for Object lifetimes Option B: Heap Option C: Static Option B: Heap Option C: Stack Option D: Dynamic 9. A template is a blueprint or formula for creating Option B:<	Option B:	Hoare logic	
Option D: Propositional logic 5. In Scheme language, which of the following is not a higher-order function? Option A: map Option D: apply Option D: compose 6. Which of the following language follow declarative programming paradigm? Option D: compose 6. Which of the following language follow declarative programming paradigm? Option B: C++ Option D: Prolog 7. Identify type for Input and output of given function func:: Num a -> [a] ->a Option B: Input-Num,Output-List Option D: Input-List,Output-List Option D: Input-List,Output-List 0ption B: Input-List,Output-List 0ption B: Input-List,Output-List 0ption A: Static Option B: Heap Option C: Stack Option D: Dynamic 9. A template is a blueprint or formula for creating 9. A template is a blueprint or formula for creating Option B: Generic Class Option C: Program	Option C:	Lambda calculus	
Option A: map Option B: apply Option C: member Option D: compose 6. Which of the following language follow declarative programming paradigm? Option A: JAVA Option B: C++ Option D: Prolog 7. Identify type for Input and output of given function Num a -> [a] ->a Option C: Input-Num,Output-List Option D: Input-list,Output-Num Option D: Input-List,Output-List Option D: Input-List,Output-List 0ption D: Input-List,Output-List 0ption D: Input-List,Output-List 0ption B: Heap Option C: Static Option D: Input-List,Output-List 9 A template is a blueprint or formula for creating Option D: Dynamic 9. A template is a blueprint or formula for creating Option B: Generic Class Option C: Program	_	Propositional logic	
Option A: map Option B: apply Option C: member Option D: compose 6. Which of the following language follow declarative programming paradigm? Option A: JAVA Option B: C++ Option D: Prolog 7. Identify type for Input and output of given function Num a -> [a] ->a Option C: Input-Num,Output-List Option D: Input-list,Output-Num Option D: Input-List,Output-List Option D: Input-List,Output-List 0ption D: Input-List,Output-List 0ption D: Input-List,Output-List 0ption B: Heap Option C: Static Option D: Input-List,Output-List 9 A template is a blueprint or formula for creating Option D: Dynamic 9. A template is a blueprint or formula for creating Option B: Generic Class Option C: Program			
Option B: apply Option C: member Option D: compose 6. Which of the following language follow declarative programming paradigm? Option A: JAVA Option B: C++ Option D: Prolog 7. Identify type for Input and output of given function func:: Num a -> [a] ->a Option B: Input-Num,Output-List Option C: Input-Num,Output-List Option D: Input-Num,Output-List Option D: Input-State,Output-Num Option D: Input-List,Output-List 8. Which of the following is not Storage Allocation mechanisms for Object lifetimes Option B: Heap Option C: Static Option D: Dynamic 9. A template is a blueprint or formula for creating Option A: Event Option B: Generic Class Option C: Program	5.	In Scheme language, which of the following is not a higher-order function?	
Option C: member Option D: compose 6. Which of the following language follow declarative programming paradigm? Option A: JAVA Option B: C++ Option D: Prolog 7. Identify type for Input and output of given function Num a -> [a] ->a Option A: Input-Num,Output-List Option B: Input-Num,Output-Num Option D: Input-list,Output-Num Option D: Input-List,Output-Num Option D: Input-List,Output-List 8. Which of the following is not Storage Allocation mechanisms for Object lifetimes Option A: Static Option B: Heap Option D: Dynamic 9. A template is a blueprint or formula for creating Option A: Event Option B: Generic Class Option C: Program	Option A:	map	
Option D: compose 6. Which of the following language follow declarative programming paradigm? Option A: JAVA Option B: C++ Option D: Prolog 7. Identify type for Input and output of given function Num a -> [a] ->a Option A: Input-Num,Output-List Option D: Input-Num,Output-List Option D: Input-St,Output-Num Option D: Input-List,Output-List Option D: Input-List,Output-List Option A: Static Option A: Static Option B: Heap Option C: Stack Option D: Dynamic 9. A template is a blueprint or formula for creating Option A: Event Option B: Generic Class Option C: Program	Option B:	apply	
6. Which of the following language follow declarative programming paradigm? Option A: JAVA Option B: C++ Option D: Prolog 7. Identify type for Input and output of given function func:: Num a -> [a] ->a Option A: Input-Num,Output-List Option B: Input-Night,Output-Num Option D: Input-List,Output-List Option D: Input-List,Output-List Option B: Input-List,Output-List Option B: Input-List,Output-List Option B: Heap Option B: Heap Option C: Static Option B: Heap Option D: Dynamic 9. A template is a blueprint or formula for creating Option A: Event Option B: Generic Class Option C: Program	Option C:	member	
Option A: JAVA Option B: C++ Option D: Prolog 7. Identify type for Input and output of given function func:: Num a -> [a] ->a Option A: Input-Num,Output-List Option D: Input-list,Output-Num Option D: Input-list,Output-List Option D: Input-List,Output-List Option D: Input-List,Output-List 0ption D: Input-List,Output-List 0ption D: Input-List,Output-List 0ption B: Heap 0ption B: Heap Option C: Static Option D: Dynamic 9. A template is a blueprint or formula for creating Option A: Event Option B: Generic Class Option C: Program	Option D:	compose	
Option A: JAVA Option B: C++ Option D: Prolog 7. Identify type for Input and output of given function func:: Num a -> [a] ->a Option A: Input-Num,Output-List Option D: Input-list,Output-Num Option D: Input-list,Output-List Option D: Input-List,Output-List Option D: Input-List,Output-List 0ption D: Input-List,Output-List 0ption D: Input-List,Output-List 0ption B: Heap 0ption B: Heap Option C: Static Option D: Dynamic 9. A template is a blueprint or formula for creating Option A: Event Option B: Generic Class Option C: Program			
Option B: C++ Option C: C Option D: Prolog 7. Identify type for Input and output of given function func:: Num a -> [a] ->a Option A: Input-Num,Output-List Option C: Input-Num,Output-Num Option D: Input-List,Output-Num Option D: Input-List,Output-List Option D: Input-List,Output-List 0ption D: Input-List,Output-List 0ption D: Input-List,Output-List 0ption B: Heap 0ption B: Heap Option D: Static Option D: Dynamic 9. A template is a blueprint or formula for creating Option A: Event Option B: Generic Class Option C: Program			
Option C:COption D:Prolog7.Identify type for Input and output of given function Num $a \rightarrow [a] \rightarrow a$ Option A:Input-Num,Output-ListOption B:Input-list,Output-NumOption C:Input-List,Output-ListOption D:Input-List,Output-ListOption A:StaticOption A:StaticOption B:HeapOption C:StackOption D:Dynamic9.A template is a blueprint or formula for creatingOption A:EventOption B:Generic ClassOption C:Program			
Option D: Prolog 7. Identify type for Input and output of given function Num a -> [a] ->a Option A: Input-Num,Output-List Option B: Input-list,Output-Num Option D: Input-List,Output-List 8. Which of the following is not Storage Allocation mechanisms for Object lifetimes Option B: Heap Option D: Dynamic 9. A template is a blueprint or formula for creating Option A: Event Option B: Generic Class Option C: Program			
7. Identify type for Input and output of given function $Num a \rightarrow [a] \rightarrow a$ Option A: Input-Num,Output-List Option B: Input-list,Output-Num Option D: Input-List,Output-List 0ption D: Input-List,Output-List 0ption A: Static 0ption B: Heap Option D: Static 0ption D: Static 0ption D: Dynamic 9. A template is a blueprint or formula for creating 0ption B: Event 0ption B: Generic Class 0ption C: Program		С	
Num a -> [a] ->a Option A: Input-Num,Output-List Option B: Input-Num,Output-Num Option D: Input-List,Output-List 8. Which of the following is not Storage Allocation mechanisms for Object lifetimes Option B: Heap Option D: Option B: Heap Option D: Dynamic 9. A template is a blueprint or formula for creating Option B: Event Option B: Generic Class Option C: Program	Option D:	Prolog	
Num a -> [a] ->a Option A: Input-Num,Output-List Option B: Input-Num,Output-Num Option D: Input-List,Output-List 8. Which of the following is not Storage Allocation mechanisms for Object lifetimes Option B: Heap Option D: Option B: Heap Option D: Dynamic 9. A template is a blueprint or formula for creating Option B: Event Option B: Generic Class Option C: Program			
Option A:Input-Num,Output-ListOption B:Input-list,Output-NumOption C:Input-List,Output-ListOption D:Input-List,Output-List8.Which of the following is not Storage Allocation mechanisms for Object lifetimesOption A:StaticOption B:HeapOption D:Dynamic9.A template is a blueprint or formula for creatingOption A:EventOption B:Generic ClassOption C:Program	7.		
Option C:Input-Num,Output-NumOption D:Input-List,Output-List8.Which of the following is not Storage Allocation mechanisms for Object lifetimesOption A:StaticOption B:HeapOption C:StackOption D:Dynamic9.A template is a blueprint or formula for creatingOption A:EventOption B:Generic ClassOption C:Program	Option A:		
Option D: Input-List,Output-List 8. Which of the following is not Storage Allocation mechanisms for Object lifetimes Option A: Static Option B: Heap Option C: Stack Option D: Dynamic 9. A template is a blueprint or formula for creating Option A: Event Option B: Generic Class Option C: Program	Option B:	Input-list,Output-Num	
8. Which of the following is not Storage Allocation mechanisms for Object lifetimes Option A: Static Option B: Heap Option C: Stack Option D: Dynamic 9. A template is a blueprint or formula for creating Option A: Event Option B: Generic Class Option C: Program	Option C:	Input-Num,Output-Num	
Option A:StaticOption B:HeapOption C:StackOption D:Dynamic9.A template is a blueprint or formula for creatingOption A:EventOption B:Generic ClassOption C:Program	Option D:	Input-List,Output-List	
Option A:StaticOption B:HeapOption C:StackOption D:Dynamic9.A template is a blueprint or formula for creatingOption A:EventOption B:Generic ClassOption C:Program			
Option B:HeapOption C:StackOption D:Dynamic9.A template is a blueprint or formula for creatingOption A:EventOption B:Generic ClassOption C:Program			
Option C:StackOption D:Dynamic9.A template is a blueprint or formula for creatingOption A:EventOption B:Generic ClassOption C:Program		Static	
Option D: Dynamic 9. A template is a blueprint or formula for creating Option A: Event Option B: Generic Class Option C: Program	Option B:	Неар	
9. A template is a blueprint or formula for creating Option A: Event Option B: Generic Class Option C: Program	Option C:	Stack	
Option A: Event Option B: Generic Class Option C: Program	Option D:	Dynamic	
Option A: Event Option B: Generic Class Option C: Program			
Option B: Generic Class Option C: Program	9.	A template is a blueprint or formula for creating	
Option C: Program	Option A:	Event	
	Option B:	Generic Class	
Option D: Function	Option C:	Program	
	Option D:	P: Function	

10.	Critical section is that part of code where
Option A:	Data is shared
Option B:	There is no data present
Option C:	There are libraries
Option D:	Where there is preprocessing directories
11.	Which is not the feature of static type system
Option A:	Faster execution
Option B:	Better error checking
Option C:	flexible
Option D:	Easier to read and maintain
12.	Which of the following is disadvantage of prolog
Option A:	Sometimes input and output is not easy.
Option B:	Doesn't need a lot of programming effort.
Option C:	Search is recursion based.
Option D:	It has built in list handling.
13.	The script that runs on user's computer is called as
Option A:	Server side script
Option B:	Client side script
Option C:	User code
Option D:	Serverlet code
14.	Syntax for creating thread using JAVA Thread class
Option A:	class MyThread{ }
Option B:	class MyThread implements Thread { }
Option C:	class MyThread extends Thread { }
Option D:	class MyThread extends Runnable { }

Option A:		
- F	All Thread executing together	
Option B: 0	Only one Thread or process can enter into critical section	
Option C: 1	No thread executing	
Option D: 0	Only exclusive threads executing	
16. I	Print all numbers from 1 to 100 which is divisible by 2?	
Option A: f	filter even [1100]	
Option B: 6	even [1100]	
Option C: f	filter(even [1100])	
Option D: f	filter[1100]even	
	Which of the following is a mechanism by which object acquires the properties of another object?	
Option A:	Encapsulation	
Option B:	Polymorphism	
Option C: I	Inheritance	
Option D:	Abstraction	
	Which of the following is a garbage collection technique for automatically deallocates heap storage?	
Option A: I	First fit	
Option B: 0	Copying	
Option C: S	Space management model	
Option D: I	Best fit	
19.	Thread is also called as	
Option A:	Light weight process	
Option B: I	Heavy weight process	
Option C:	Medium weight process	
Option D: S	Strong Process	

20.	Which operator is used to get an element out of a list by index
Option A:	##
Option B:	&&
Option C:	!!
Option D:	\$\$

DESCRIPTIVE_SECTION

Time: 1.20 Hrs.

Max. Marks: 40

Attempt all questions.

Q2.	Solve any four	5 marks each
A)	Briefly describe the process of resolution in logic programming.	
B)	What is a subroutine calling sequence? What does it do?	
C)	Explain the concept and types of polymorphism	
D)	Describe the Prolog search strategy.	
E)	Demonstrate Lazy Evaluation with an example?	

Q3	Solve any Two10 marks each	
A)	Explain the concept of Multithreading with an Example using JAVA	
B)	Explain static and dynamic type checking with example	
C)	Write a Haskell function to reverse a list. What is the type of this function?	