



বাংলাদেশ আর্মি ইন্টারন্যাশনাল ইউনিভার্সিটি অব সায়েন্স এন্ড টেকনোলজি, কুমিল্লা  
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**Mid Term Examination, Spring 2025**  
**Department of Computer Science and Engineering**  
 Level-1 Term-II  
**Course Code: CSE 121**  
**Course Title: Structured Programming Language**  
**Credit Hour: 3.0**  
**Exam Duration: 1 hour 30 Minutes**  
**Full Marks: 90**

**Notes:**

- Figure on the right of each question indicates the marks for the respective question.
- Course Learning Outcomes are-
  - CO1: Illustrate the fundamental concept of computer programming.
  - CO2: Explain various data types and operations in C.
  - CO3: Apply decision making and looping statements in problem solving.
  - CO4: Illustrate the advantages of using array and modular programming in problem solving.
  - CO5: Apply structured programming principles to implement structures, pointers, and dynamic memory allocation to optimize resource management and computational efficiency.
  - CO6: Explain different file operations on text and binary files.

1. a. Predict the output of the following program. [CO2→C4]

[10]

```
main() {
    int x = 1, y = 0, z = 1, t;
    for (t = 0; t < 10; ++t)
    {
        y += (x) ? z : -z;
        z++; x = !x;
    }
    printf("y = %d", y);
}
```

OR

```
int main() {
    int i, j, k = 0;
    j = 2 * 3 / 4 + 2.0 / 5 + 8 / 5;
    k -= --j;
    for (i = 0; i < 5; i++) {
        switch(i + k) {
            case 1:
            case 2: printf("\n%d", i + k);
            case 3: printf("\n%d", i + k);
            default: printf("\n%d", i + k);
        }
    }
}
```

EXAMINATION CONFIDENTIAL

- b. Find output: [CO2→C4] [10]

```
int x = -2, y = 3, z = -4;
int sign = (x * y > 0) ? ((x * z > 0) ? 1 : -1) : ((y * z > 0) ? -1 : 1);
printf("Sign of the product: %d", sign);
```

- c. Read the four values corresponding to the x and y axes of two points in the plane, p1 (x1, y1) and p2 (x2, y2) and calculate the distance between them, showing four decimal places, according to the formula:  $\text{Distance} = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$ . [CO2→C3] [10]

2. a. The following is a part of a C-Program in which p,q are non-negative integers. [10]

```
int r,g;
if(q==0)
    g=p;
else{
    r = p % q;
    while( r != 0) {
        p = q;
        q = r;
        r = p % q;
    }
    g = q;
}
```

Describe the values of g when parameters are as given. [CO3→C4]

- (p,q) = (2,3),
- (p,q) = (6,0),
- (p,q) = (0,9),
- (p,q) = (6,15).

OR

Show the output that the following C program will generate: [CO3→C4]

```
int a=5, i, j=1, k;
for(i=1; i<=a; i++)
{
    for(k=0; k<i; k++)
    {
        printf("%d ", k+j);
    }
    printf("\n");
    j=k+j;
}
```

- b. Illustrate a program that reads  $n$  integers from the user and counts how many of [10]  
 them are: Even, Odd, Positive and Negative numbers. [CO3→C3]

**Constraints:**

1. Zero (0) should be counted as even, but not as positive or negative.
2. Your program should display the counts of each category.

Enter the number of elements: 7	Even numbers: 3
Enter 7 integers:	Odd numbers: 4
-3 0 4 7 -1 2 -6	Positive numbers: 3
	Negative numbers: 3

- c. Write a C program that evaluates a quadratic expression of the form: [10]  
 $f(x) = ax^2 + bx + c$ . [CO3→C3]

3. a. A number is beautiful if the sum of all of its divisors (except the number itself) is [10]  
 equal to the number. [CO3→C3]

**For example:**

Sum of divisors of 28:  $1+2+4+7+14=28$

So, 28 is a beautiful number.

Now, write a C program that will read an integer from the user and print YES if the number is beautiful, else print NO.

- b. Generate a program to print the pattern below. Taking  $n$  as input, print  $n$  lines that [10]  
 print the pattern. [CO3→C4]

```

*****
****  ****
***   ***
**    **
*     *
    
```

OR

Sample input: 4	Sample input: 5
Sample output:	Sample output:
-	+
+ +	- -
- - -	+ + +
+ + + +	- - - -
- - -	+ + + + +
+ +	- - - -
-	+ + +
	- -
	+

EXAMINATION CONFIDENTIAL

- c. Given 4 numbers A, B, C and D. Print the last 2 digits from their Multiplication. [10]  
[CO3→C3]

Sample input	Sample output:
5 7 2 4	80
1 1 1 1	01
0 0 0 0	00
10 10 10 10	00

**Note:**

The Multiplication of 4 numbers is  $5 * 7 * 2 * 4 = 280$   
So, the answer will be the last 2 digits which are **80**.

The Multiplication of 4 numbers is  $1 * 1 * 1 * 1 = 1$   
So, the answer will be the last 2 digits which are **01**.