

II B.Tech II Semester Regular/Supplementary Examinations, May 2010
PRINCIPLES OF PROGRAMMING LANGUAGES

Computer Science And Engineering

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. (a) What is the purpose of java finally clause. Explain.
(b) How can exceptions be explicitly raised in C++. Explain. [8+8]
2. (a) Give the flow graph of the approach used with Dijkstra's selector statement.
(b) Explain the different loop structured proposed by Dijkstra's. [8+8]
3. Write Short notes on:
 - (a) Heap- Dynamic variables
 - (b) Records. [8+8]
4. (a) Many languages distinguish between uppercase and lowercase in user-defined names. Discuss the pros and cons of this design decision.
(b) Describe the advantages and disadvantages of C programming environment. [8+8]
5. (a) Explain DEFINE function in detail with suitable example.
(b) What are the features of ML. Explain. [8+8]
6. (a) Explain how EBNF solves the problems of BNF.
(b) Explain the practical problems associated with the if-then-else statement? [8+8]
7. (a) Describe the Ada95 synchronous select clause.
(b) Explain briefly about the different categories of concurrency. [8+8]
8. (a) How multidimensional arrays can be passed as arguments in Ada language.
(b) Explain the formal parameters in C++. [8+8]
