

FAKIR MOHAN UNIVERSITY

B. Sc (Computer Science)

SEMESTER-I, COMP SC.(H)-CC-I

(TH.): PROGRAMMING USING "C"

Time – 3 hrs. F.M. – 100 [60(Sem) +15 (Int.) + 25 (Pr.)] Credits: -04(Th.) +02(Pr.)

Lectures – 60 [40(Th.) + (Pr.)

UNIT- I

Introduction to Programming Language, Introduction to C Programming , Character Set, C Tokens, Keywords & Identifiers, Constants, Variables, Data Types, Variables , Storage Classes, Operators (Arithmetic, Relational, Logical , Assignment, Increment & Decrement, Conditional, Bitwise), Expressions , Input and Output Operations.

UNIT- II

Decision Making and Branching: Simple IF Statement, IF ELSE Statement, Nesting IF ELSE Statement, ELSE IF Ladder, Switch Statement, ?Operator, GOTO Statement. Decision Making and Looping: The WHILE Statement, The DO Statement, The FOR Statement, Jumps in LOOPS. Arrays, Character Arrays and Strings.

UNIT- III

User-defined Functions: Need, Elements & Definition, Function Calls, Function Definition, Category of Functions, Recursion. Structures and Unions: Defining, Declaring, Accessing, Initialization Structure, Arrays of Structures, Arrays within Structures, Structures and Functions, Unions.

UNIT- IV

Pointers: Accessing the Address of a Variable, Declaring Pointer Variables, Initializations of Pointer Variable, Accessing a Variable through its Pointer, Chain of Pointers, Pointer Expressions, Pointer Increments and Scale Factor, Pointers and Arrays, Pointers and Character Strings, Array of Pointers, Pointers as Function Arguments, Functions Returning Pointers, Pointers to Functions, Pointers to Structures, Troubles with Pointers.

UNIT- V

File Management in C: Defining and Opening a File, Closing a File, Input/ Output Operations on Files, Error Handling during I/O Operations, Random Access to Files, Command Line Arguments, Dynamic Memory Allocation.

Text Book:

Programming in ANSI C: E. Balguruswamy4/e (TMH)

SEM-I, COMP. SC.(H)-CC-II (TH.) - COMPUTER ORGANIZATION

**Time – 3 hrs. F.M. – 100 [60(Sem) +15 (Int.) + 25 (Pr.)] Credits: -04(Th.) +02(Pr.)
Lectures – 60 [40(Th.) + (Pr.)**

UNIT-I

Character Codes, Decimal System, Binary System, Decimal to Binary Conversion, Hexadecimal Notation, Boolean Algebra, Basic Logic Functions: Electronic Logic Gates, Synthesis of Logic Functions, Minimization of Logic Expressions, Minimization using Karnaugh Maps, Synthesis with NAND and NOR Gates.

UNIT-II

Flip-Flops, Gated Latches, Master-Slave Flip-Flops, Edge-Triggering, T Flip-Flops, JK Flip-Flops. Registers and Shift Registers, Counters, Decoders, Multiplexers, Programmable Logic Devices (PLDs), Programmable Array Logic (PAL), Complex Programmable Logic Devices (CPLDs), Field-Programmable Gate Array (FPGA), Sequential Circuits, Timing Diagrams, The Finite State Machine Model, Synthesis of Finite State Machines.

UNIT-III

Basic Structure of Computers: Computer Types, Functional Units, Input Unit, Memory Unit, Arithmetic and Logic Unit, Output Unit, Control Unit, Basic Operational Concepts, Bus Structures, Software. Machine Instructions and Programs: Numbers, Arithmetic Operations and Characters: Number Representation, Addition of Positive Numbers, Addition and Subtraction of Signed Numbers, Overflow of Integer Arithmetic, Characters, Memory Locations and Addresses, Byte Addressability, Word Alignment, Accessing Numbers, Characters and Character Strings, Memory Operations, Instructions and Instruction Sequencing, Register Transfer Notation, Basic Instruction Types, Instruction Execution and Straight-Line Sequencing, Branching, Condition Codes, Generating Memory Addresses, Addressing Modes, Implementation of Variables and Constants, Indirection and Pointers, Indexing and Arrays, Relative Addressing.

UNIT-IV

THE ARM EXAMPLE: Registers, Memory Access, and Data Transfer, Register Structure, Memory Access Instructions and Addressing Modes, Register Move Instructions, Arithmetic and Logic Instructions: Arithmetic Instructions, Logic Instructions, Branch Instructions, Setting Condition Codes, Assembly Language, Pseudo-Instructions, I/O Operations, Subroutines, Vector Dot Product Program, Byte-Sorting Program, Linked-List Insertion and Deletion Subroutines. Basic Input-Output Operations, Stacks and Queues, Subroutines. PowerPC Example: Basic PowerPC Processor Organization, Load and Store Instructions, Arithmetic and Logic Instructions, Flow Control Instructions, Compare Instructions, Logic Instructions, Subroutines.

UNIT-V

Memory System: Semiconductor RAM Memories, Internal Organization of Memory Chips, Static Memories, Asynchronous DRAMS, Synchronous DRAMS, Structure of Large Memories, Memory System Considerations, RAMBUS Memory. Read-Only Memories: ROM, PROM, EPROM, EEPROM, Flash Memory, Speed, Size, and Cost of Memory. Secondary Storage: Magnetic Hard Disks, Optical Disks, Magnetic Tape Systems.

Text Book:

Carl Hamacher, Z. Vranesic, S. Zaky: Computer Organization, 5/e (TMH)

Reference Book:

William Stallings: Computer Organization and Architecture (Design for Performance), 9/e

BOTH COMP SC.- GE-I, & DSC-I, ARE SAME AS COMP. SC. CC-I, SEM-I

B. Sc. (Computer Science)
CC-I (Programming Using C)
List of Programs for Laboratory Work

1. Write a program in C programming language to illustrate the basic arithmetic operations.
2. Write a program in C programming language to illustrate the usage of ++ (post and pre-increment) and -- (post and pre-decrement) operators, global and internal variables, bitwise operator, and size of data type.
3. Write a program in C programming language to create the pyramid pattern.
4. Write a program in C programming language to add two very large integer numbers (at least 100 digits in each).
5. Write a program in C programming language to find roots of quadratic equation.
6. Write a program in C programming language to find the area of a circle.
7. Write a program in C programming language to find mean, variance, and standard deviation.
8. Write a program in C programming language to find the area of isosceles triangle.
9. Write a program in C programming language to convert lower case to upper case and vice-versa.
10. Write a program in C programming language to concatenation of two strings.
11. Write a program in C programming language to check whether a given string is palindrome or not.
12. Write a program in C programming language to count only the number of characters in a document.
13. Write a program in C programming language to illustrate the idea of call by value and call by address through swapping of two numbers and other relevant examples.
14. Write a program in C programming language to illustrate the idea of recursion through factorial of a number, Fibonacci numbers, GCD, and LCD.
15. Write a program in C programming language to illustrate the use of single dimensional array and multi-dimensional array by giving examples like bubble sort, matrix addition, matrix multiplication, inverse of a matrix, determinant of a matrix, etc.
16. Write a program in C programming language to illustrate the use of structure and union.
17. Write a program in C programming language to store a value in file and retrieve from file.
18. Write a program in C programming language to test whether a number is Armstrong or not.
19. Write a program in C programming language to find all prime numbers from a certain range like 1-10000.
20. Write a program in C programming language to cyclically permute the array.

SEM – II, COMP. SC.(H) CC – III - PROGRAMMING USING C++

Time – 3 hrs. F.M. – 100 [60(Sem) +15 (Int.) + 25 (Pr.)] Credits: -04(Th.) +02(Pr.)

Lectures – 60 [40(Th.) + (Pr.)

UNIT- I

Principles of Object-Oriented Programming: Object-Oriented Programming (OOP) Paradigm, Basic Concepts of OOP, Benefits of OOP, Object Oriented Languages, Applications of OOP. Beginning with C++: Applications of C++, C++ statements, Example with Class, Structure of C++ Program, Creating the Source File, Compiling and Linking. Tokens, Expressions and Control Structures: Tokens, Keywords, Identifiers & Constants, Basic Data Types, User-Defined Data Types, Derived Data Types, Symbolic Constants, Type Compatibility, Declaration of Variables, Dynamic Initialization of Variables, Reference Variables, Operators in C++, Scope Resolution Operator, Member Differencing Operators, Memory Management Operators, Manipulators, Type Cast Operators, Expressions and their Types, Special Assignment Expressions, Implicit Conversions, Operator Overloading, Operator Precedence, Control Structure

UNIT- II

Functions in C++: The Main Function, Function Prototyping, Call By Reference, Return by Reference, Inline Functions, Default Arguments, Const. Arguments, Function Overloading, Friend & Virtual Functions, Math. Library Functions. Classes and Objects: Specifying a Class, Defining Member Functions, Making an outside Function Inline, Nested Member Functions, Private Member Functions, Arrays within a Class, Memory Allocation for Objects, Static Data Members, Static Member Functions, Arrays of Objects, Objects as Function Arguments, Friendly Functions, Returning Objects, Cons. Member Functions, Pointer to Members, Local Classes.

UNIT- III

Constructors & Destructors: Constructors, Parameterized Constructors, Multiple Constructors in a Class, Constructors with Default Arguments, Dynamic Initialization of Objects, Copy Constructor, Dynamic Constructors, Constructing Two-Dimensional Arrays, Const. Objects, Destructors. Operator Overloading and Type Conversions: Defining Operator Overloading, Overloading Unary Operators, Overloading Binary Operators, Overloading Binary Operators using Friends, Manipulation of Strings using Operators, Rules for Overloading Operators, Type Conversions.

UNIT- IV

Inheritance: Defining Derived Classes, Single Inheritance, Making a Private Member Inheritance, Multilevel Inheritance, Multiple Inheritance, Hierarchical Inheritance, Hybrid Inheritance, Virtual Base Classes, Abstract Classes, Constructors in Derived Classes, Member Classes, Nesting of Classes. Pointers, Virtual Functions and Polymorphism: Pointers, Pointers to Objects, this Pointer, Pointers to Derived Classes, Virtual Functions, Pure Virtual Functions.

UNIT- V

Managing Console I/O Operations: C++ Streams, C++ Stream Classes, Unformatted I/O Operations, Formatted Console I/O Operations, Managing Output with Manipulators. Files: Classes for File Stream Operations, Opening and Closing a File, Detecting end-of-file, File Modes, File Pointers and their Manipulations, Sequential Input and Output Operations, Updating a File: Random Access, Error Handling During File Operations, Command-line Arguments.

Text Book:

Object Oriented Programming with C++: E. Balgurusamy, 4/e (TMH).

SEM – II, COMP. SC.(H) CC – IV - DATA STRUCTURE

Time – 3 hrs. F.M. – 100 [60(Sem) +15 (Int.) + 25 (Pr.)] Credits: -04(Th.) +02(Pr.)

Lectures – 60 [40(Th.) + (Pr.)

UNIT-I

Introduction and Overview: Definitions, Concept of Data Structures, Overview of Data Structures, Implementation of Data Structures. Arrays: Terminology, One-Dimensional Array, Multi-Dimensional Arrays, Pointer Arrays.

UNIT-II

Linked Lists: Single Linked List, Circular Linked List, Double Linked List, Circular Double Linked List, Application of Linked Lists, Memory Representation, Boundary Tag System, De-allocation Strategy, Buddy System, Compaction.

UNIT-III

Stacks: Definition, Representation of Stack (Array, Linked List), Operations on Stacks, Applications of Stack (Evaluation of Arithmetic Expressions, Code Generation, Implementation of Recursion, Factorial Calculation, Quick Sort, Tower of Hanoi, Activation Record Management).

UNIT – IV

Queues: Definition, Representation of Queues (Array, Linked List), Circular Queue, Deque, Priority Queue, Application of Queues (Simulation, CPU Scheduling in Multiprogramming Environment, Round Robin Algorithm).

UNIT – V

Tree: Binary Trees, Properties of Binary Tree, Linear Representation of Binary a Binary Tree, Linked Representation of a Binary Tree, Physical Implementation of Binary Tree in Memory, Operations on Binary Tree (Insertion, Deletion, Traversal, Merging of two Binary Trees), Types of Binary Trees (Expression Tree, Binary Search Tree, Heap Tree, Threaded Binary Trees, Height Balanced Binary Tree, Weighted Binary Tree, Decision Trees).

TEXT BOOK:

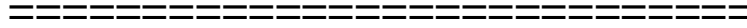
Classic Data Structures: D. SAMANTA (PHI).

COMP. SC.-GE – II IS SAME AS CC – IV

COMP. SC.-DSC- II IS SAME AS CC – II

Programming Using C++

CC-IV



VARIABLE, OPERATOR AND EXPRESSION

- Question 1** Write a program to print HELLO WORLD on screen.
- Question 2** Write a program to display the following output using a single cout statement.
- | Subject | Marks |
|-------------|-------|
| Mathematics | 90 |
| Computer | 77 |
| Chemistry | 69 |
- Question 3** Write a program which accept two numbers and print their sum.
- Question 4** Write a program which accept temperature in Fahrenheit and print it in centigrade.
- Question 5** Write a program which accept principle, rate and time from user and print the simple interest.
- Question 6** Write a program which accepts a character and display its ASCII value.
- Question 7** Write a program to swap the values of two variables.
- Question 8** Write a program to calculate area of circle.
- Question 9** Write a program to check whether the given number is positive or negative (using ? : ternary operator)
- Question 10** Write a program to check whether the given number is even or odd (using ? : ternary operator)

FLOW OF CONTROL

- Question 1** Any integer is input by the user. Write a program to find out whether it is an odd number or even number.
- Question 2** Find the absolute value of a number entered by the user.
- Question 3** Write a program to calculate the total expenses. Quantity and price per item are input by the user and discount of 10% is offered if the expense is more than 5000.
- Question 4** Write a program to determine whether the seller has made profit or incurred loss. Also determine how much profit he made or loss he incurred. Cost price and selling price of an item is input by the user.
- Question 5** If the ages of Ram, Sulabh and Ajay are input by the user, write a program to determine the youngest of the three.
- Question 6** Write a program to check whether a triangle is valid or not, when the three angles of the triangle are entered by the user. A triangle is valid if the sum of all the three angles is equal to 180 degrees.
- Question 7** Any year is input by the user. Write a program to determine whether the year is a leap year or not.
- Question 8** In a company an employee is paid as under:
If his basic salary is less than Rs. 1500, then HRA = 10% of basic salary and DA = 90% of basic salary.
If his salary is either equal to or above Rs. 1500, then HRA = Rs. 500 and DA = 98% of basic salary.
If the employee's salary is input by the user write a program to find his gross salary.
- Question 9** Write a program to calculate the monthly telephone bills as per the following rule:
Minimum Rs. 200 for upto 100 calls.
Plus Rs. 0.60 per call for next 50 calls.
Plus Rs. 0.50 per call for next 50 calls.
Plus Rs. 0.40 per call for any call beyond 200 calls.
- Question 10** Write a program to find the roots of and quadratic equation of type ax^2+bx+c where a is not equal to zero.
- Question 11** The marks obtained by a student in 5 different subjects are input by the user. The student gets a division as per the following rules:
Percentage above or equal to 60 - First division
Percentage between 50 and 59 - Second division
Percentage between 40 and 49 - Third division
Percentage less than 40 - Fail
Write a program to calculate the division obtained by the student.
- Question 12** Any character is entered by the user; write a program to determine whether the character entered is a capital letter, a small case letter, a digit or a special symbol. The following table shows the range of ASCII values for various characters.

Characters	ASCII Values
A – Z	65 – 90
a – z	97 – 122
0 – 9	48 – 57
special symbols	0 - 47, 58 - 64, 91 - 96, 123 – 127

CLASS AND OBJECT

Question 1 Define a class student with the following specification

Private members of class student

admno integer
sname 20 character
eng. math, science float
total float
ctotal() a function to calculate eng + math + science with float
return type.

Public member function of class student

Takedata() Function to accept values for admno, sname, eng, science
and invoke ctotal() to calculate total.
Showdata() Function to display all the data members on the screen.

Question 2 Define a class batsman with the following specifications:

Private members:

bcode 4 digits code number
bname 20 characters
innings, notout, runs integer type
batavg it is calculated according to the formula
batavg =runs/(innings-notout)
calcavg() Function to compute batavg

Public members:

readdata() Function to accept value from bcode, name, innings,
notout and invoke the function calcavg()
displaydata() Function to display the data members on the screen.

Question 3 Define a class TEST in C++ with following description:

Private Members

TestCode of type integer
Description of type string
NoCandidate of type integer
CenterReqd (number of centers required) of type integer
A member function CALCNTR() to calculate and return the number of centers as
(NoCandidates/100+1)

Public Members

- A function SCHEDULE() to allow user to enter values for TestCode,
Description, NoCandidate & call function CALCNTR() to calculate the number of
Centres

- A function DISPTTEST() to allow user to view the content of all the data members

Question 4 Define a class in C++ with following description:

Private Members

A data member Flight number of type integer

A data member Destination of type string

A data member Distance of type float

A data member Fuel of type float

A member function CALFUEL() to calculate the value of Fuel as per the following criteria

<i>Distance</i>	<i>Fuel</i>
<=1000	500
more than 1000 and <=2000	1100
more than 2000	2200

Public Members

A function FEEDINFO() to allow user to enter values for Flight Number, Destination, Distance & call function CALFUEL() to calculate the quantity of Fuel

A function SHOWINFO() to allow user to view the content of all the data members

Question 5 Define a class BOOK with the following specifications :

Private members of the class BOOK are

BOOK NO integer type

BOOKTITLE 20 characters

PRICE float (price per copy)

TOTAL_COST() A function to calculate the total cost for N number of copies where N is passed to the function as argument.

Public members of the class BOOK are

INPUT() function to read BOOK_NO, BOOKTITLE, PRICE

PURCHASE() function to ask the user to input the number of copies to be purchased. It invokes TOTAL_COST() and prints the total cost to be paid by the user.

Note : You are also required to give detailed function definitions.

Question 6 Define a class REPORT with the following specification:

Private members :

adno 4 digit admission number

name 20 characters

marks an array of 5 floating point values

average average marks obtained

GETAVG() a function to compute the average obtained in five subject

Public members:

READINFO() function to accept values for adno, name, marks. Invoke the function GETAVG()

DISPLAYINFO() function to display all data members of report on the screen.

You should give function definitions.

CONSTRUCTOR AND DESTRUCTOR

Question 1 Answer the questions (i) and (iii) after going through the following class:

```
class Seminar
{
    int time;
public:
    Seminar()          //Function 1
    {
        time = 30;
        cout << "Seminar starts now" << endl;
    }

    void lecture()     //Function 2
    {
        cout << "Lectures in the seminar on" << endl;
    }

    Seminar(int duration) //Function 3
    {
        time = duration;
        cout << "Seminar starts now" << endl;
    }

    ~Seminar()        //Function 4
    {
        cout << "Thanks" << endl;
    }
};
```

- i. Write statements in C++ that would execute Function 1 and Function 3 of class Seminar.
- ii. In Object Oriented Programming, what is Function 4 referred as and when does it get invoked/called?
- iii. In Object Oriented Programming, which concept is illustrated by Function 1 and Function 3 together?

Question 2 Answer the questions (i) and (ii) after going through the following class:

```
class Test
{
    char paper[20];
    int marks;
public:
    Test ()          // Function 1
```

```

    {
        strcpy (paper, "Computer");
        marks = 0;
    }

Test (char p[])    // Function 2
{
    strcpy(paper, p);
    marks = 0;
}

Test (int m)      // Function 3
{
    strcpy(paper, "Computer");
    marks = m;
}

Test (char p[], int m)    // Function 4
{
    strcpy (paper, p);
    marks = m;
}
};

```

- i. Write statements in C++ that would execute Function 1, Function 2, Function 3 and Function 4 of class Test.
- ii. Which feature of Object Oriented Programming is demonstrated using Function 1, Function 2, Function 3 and Function 4 together in the above class Test?

3

Consider the definition of the following class:

```

class Sample
{
private:
    int x;
    double y;
public :
    Sample(); //Constructor 1
    Sample(int); //Constructor 2
    Sample(int, int); //Constructor 3
    Sample(int, double); //Constructor 4
};

```

- i. Write the definition of the constructor 1 so that the private member variables are initialized to 0.
- ii. Write the definition of the constructor 2 so that the private member variable x is initialized according to the value of the

parameter, and the private member variable y is initialized to 0.

iii. Write the definition of the constructors 3 and 4 so that the private member variables are initialized according to the values of the parameters.

INHERITANCE

Question 1 Consider the following declaration and answer the questions given below :

```
class PPP
{
    int H;
    protected :
        int S;
    public :
        void INPUT (int);
        void OUT();
};
class QQQ : private PPP
{
    int T;
    protected :
        int U;
    public :
        void INDATA(int, int);
        void OUTDATA();
};
class RRR : public QQQ
{
    int M;
    public :
        void DISP( void );
};
```

(i) Name the base class and derived class of the class QQQ.

(ii) Name the data member(s) that can be accessed from function DISP().

(iii) Name the member function(s), which can be accessed from the objects of class RRR. (iv) Is the member function OUT() accessible by the object of the class QQQ?

Question 2 Answer the questions (i) to (iv) based on the following:

```
class PUBLISHER
{
    char Pub[12];
    double Turnover;
protected:
```

```

        void Register();
public:
        PUBLISHER();
        void Enter();
        void Display();
};
class BRANCH
{
        char CITY[20];
protected:
        float Employees;
public:
        BRANCH();
        void Haveit();
        void Giveit();
};

class AUTHOR:private BRANCH,public PUBLISHER
{
        int Acode;
        char Aname[20];
        float Amount;
public:
        AUTHOR();
        void Start();
        void Show();
};

```

- i) Write the names of data members, which are accessible from objects belonging to class AUTHOR.
- ii) Write the names of all the member functions which are accessible from objects belonging to class BRANCH.
- iii) Write the names of all the members which are accessible from member functions of class AUTHOR.
- iv) How many bytes will be required by an object belonging to class AUTHOR?

Question 3 Consider the following declarations and answer the question given below :

```

class vehicle
{
private:
        int wheels;
protected :
        int passenger;
public :
        void inputdata (int, int);
        void outputdata();
};
class heavyvehicle : protected vehicle
{

```

```

        int diesel_petrol;
        protected :
        int load;
public:
        void readdata(int, int);
        void writedata();
};
class bus : private heavyvehicle
{
        char make[20];
public :
        void fetchdata(char);
        void displaydata();
};

```

- (i) Name the base class and derived class of the class heavy_vehicle.
- (ii) Name the data member(s) that can be accessed from function displaydataO.
- (iii) Name the data member's that can be accessed by an object of bus class.
- (iv) Is the member function outputdata() accessible to the objects of heavy_vehicle class.

Question 4 Answer the questions (i) to (iv) based on the following code :

```

class Drug
{
        char Category[10];
char Date_of_manufacture[10];
        char Company[20];
        public:
                Drug();
        void enterdrugdetails();
        void showdrugdetails{};
};
class Tablet : public Drug
{
        protected:
        char tablet_name[30];
        char Volume_label[20];
        public:
                float Price;
                Tablet();
        void entertabletdetails();
        void showtabletdetails ();
};
class PainReliever : public Tablet
{
        int Dosage_units;
        char Side_effects[20];
        int Use_within_days;
        public:
                PainReliever();
};

```

```
void enterdetails();
void showdetails();
};
```

- (i) How many bytes will be required by an object of class Drug and an object of class PainReliever respectively ?
- (ii) Write names of all the data members which are accessible from the object of class PainReliever.
- (iii) Write names of all the members accessible from member functions of class Tablet.
- (iv) Write names of all the member functions which are accessible from objects of class PainReliever.

FILE HANDLING - TEXT FILE

- Question 1** Write a C++ program to write number 1 to 100 in a data file NOTES.TXT.
- Question 2** Write a C++ program, which initializes a string variable to the content "Time is a great teacher but unfortunately it kills all its pupils. Berlioz" and outputs the string to the disk file OUT.TXT. you have to include all the header files if required.
- Question 3** Write a user-defined function in C++ to read the content from a text file OUT.TXT, count and display the number of alphabets present in it.
- Question 4** Write a function to count the number of blank present in a text file named "OUT.TXT".
- Question 5** Write a function to count number of words in a text file named "OUT.TXT".
- Question 6** Write a function in C++ to print the count of word the as an independent word in a text file STORY.TXT.
for example, if the content of the file STORY.TXT is
There was a monkey in the zoo. The monkey was very naughty.
- Then the output of the program should be 2.
- Question 7** Write a function in C++ to count and display the number of lines not starting with alphabet 'A' present in a text file "STORY.TXT".
Example:
If the file "STORY.TXT" contains the following lines,
The rose is red.
A girl is playing there.
There is a playground.
An aeroplane is in the sky.
Numbers are not allowed in the password.
- The function should display the output as 3.
- Question 8** Assuming that a text file named FIRST.TXT contains some text written into it, write a function named copyupper(), that reads the file FIRST.TXT and creates a new file named SECOND.TXT contains all words from the file FIRST.TXT in uppercase.

Question 9 Assuming that a text file named FIRST.TXT contains some text written into it, write a function named vowelwords(), that reads the file FIRST.TXT and creates a new file named SECOND.TXT, to contain only those words from the file FIRST.TXT which start with a lowercase vowel (i.e., with 'a', 'e', 'i', 'o', 'u').
 For example, if the file FIRST.TXT contains
 Carry umbrella and overcoat when it rains
 Then the file SECOND.TXT shall contain
 umbrella and overcoat it

DATA STRUCTURE - STACK AND QUEUE

Question 1 Complete the class with all function definitions for a stack

```
class stack
{
    int data[10];
    int top;
public :
    stack(){top=-1;}
    void push();
    void pop();
}
```

Question 2 Change the following infix expression postfix expression.
 $(A + B) * C + D / E - F$

Question 3 Convert the expression $(True \ \&\& \ False) \ || \ !(False \ || \ True)$ to postfix expression. Show the contents of the stack at every step.

Question 4 Use a stack to evaluate the following postfix expression and show the content of the stack after execution of each operation. Don't write any code. Assume as if you are using push and pop member functions of the stack.
 $AB-CD+E*+$ (where $A=5, B=3, C=5, D=4,$ and $E=2$)

Question 5 Evaluate the following postfix expression using a stack and show the contents of stack after execution of each operation :
 $50,40,+,18, 14,-, *,+$

Question 6 Evaluate the following postfix expression using a stack and show the contents of stack after execution of each operation :
 $TRUE, FALSE, TRUE, FALSE, NOT, OR, TRUE, OR, OR, AND$

Question 7 Complete the class with all function definitions for a circular queue

```
class queue
{
    int data[10];
    int front, rear;
public :
    queue(){front=-1;rear=-1}
    void add();
    void remove();
}
```

Question 8 Each node of a STACK contains the following information, in addition to required pointer field :

- i) Roll number of the student
- ii) Age of the student

Give the structure of node for the linked stack in question TOP is a pointer which points to the topmost node of the STACK. Write the following functions.

- i) PUSH() - To push a node to the stack which is allocated dynamically
- ii) POP() - To remove a node from the stack and release the memory.

Question 9 Write a function in C++ to perform a DELETE operation in a dynamically allocated queue considering the following description :

```
struct Node
{
    float U,V;
    Node *Link;
};
class QUEUE
{
    Node *Rear,*Front;
public:
    QUEUE(){Rear=NULL; Front=NULL;}
    void INSERT();
    void DELETE();
    ~QUEUE();
};
```

Question 10 Give the necessary declaration of a linked list implemented queue containing float type values. Also write a user-defined function in C++ to delete a float type number from the queue.

1. Write a program in high level programming language to illustrate the use of Array –one dimensional, multi-dimensional and pointer arrays.
2. Write a program in high level programming language to illustrate the operations like insertion, deletion in both sides of singly linked list.
3. Write a program in high level programming language to illustrate the use of circular linked list, Double linked list, and circular double linked list.
4. Write a program in high level programming language to illustrate the idea of compaction.
5. Write a program in high level programming language to illustrate the properties of stack (FILO) in both array and linked list implementation.
6. Write a program in high level programming language to illustrate the use of stack data structure in factorial calculation, evaluation of arithmetic operations, quick sort, and tower of Hanoi.
7. Write a program in high level programming language to illustrate the operations of queue in both array and linked list implementations.
8. Write a program in high level programming language to find the usefulness of priority queue.
9. Write a program in high level programming language to illustrate the use of queue in round-robin scheduling algorithm.
10. Write a program in high level programming language to illustrate the use of Queue and Stack in BFS and DFS respectively.
11. Write a program in high level programming language to implement binary tree in array and linked list.
12. Write a program in high level programming language to implement binary tree traversal.
13. Write a program in high level programming language to illustrate the use of binary search tree, threaded binary tree, and height balanced tree.
14. Write a program in high level programming language to illustrate the use of weighted binary tree.
15. Write a program in high level programming language to illustrate the use of decision tree