

**University of Mumbai**  
**Examination 2021 under cluster 7 (Lead College: SSJCOE)**

Examinations Commencing from 10<sup>th</sup> April 2021 to 17<sup>th</sup> April 2021

Program: **Information Technology**

Curriculum Scheme: Rev2019

Examination: SE Semester III (DSE)

Course Code: ITC305 and Course Name: Paradigms and Computer Programming Fundamentals  
Time: 2 hour Max. Marks: 80

<b>Q1.</b>	<b>Choose the correct option for following questions. All the Questions are compulsory and carry equal marks</b>
1.	Which is <b>NOT</b> a correct syntax for a type signature for a haskell binary function named “foo” ?
Option A:	foo :: a-> a-> a
Option B:	foo :: Num a => a -> a -> a
Option C:	foo :: Num a => (b->a) -> a ->a
Option D:	foo :: Num a => b ->a -> a -> a
2.	Image 1 shows contents of two distinct prolog codes KB-1 and KB-2 Which of the following statements is <b>true</b> about the above two KBs
	<pre>KB-1: edge(a,b). edge(b,c). path(X, X). path(X, Y) :- edge(Z, Y), path(X, Z).  KB-2: edge(a,b). edge(b,c). path(X, Y) :- edge(Z, Y), path(X, Z). path(X, X).</pre>
	<b>Image 1</b>
Option A:	Query path(a,a) will evaluate as true for both KBs
Option B:	Query path(a,a) will evaluate as false for both KBs

Option C:	Query path(a,a) will evaluate as true for KB-1 and false in KB-2
Option D:	Query path(a,a) will evaluate as true for KB-1 and will not terminate in KB-2
3.	When parameters are passed to a subroutine while calling it , are known as _____
Option A:	Formal parameters
Option B:	Normal parameters
Option C:	Actual parameters
Option D:	Additional parameters
4.	Consider a list a=[1, 2, 3, 4, 5, 6, 7, 8, 9, 10] is available in Haskell's interactive environment. If we execute following statement at prelude prompt what will be the output: let (y,z) = splitAt 1 a in y ++ (tail z)
Option A:	[1,2,3,4,5,6,7,8,9,10]
Option B:	[1,1,3,4,5,6,7,8,9,10]
Option C:	[1,3,4,5,6,7,8,9,10]
Option D:	[1,1,2,3,4,5,6,7,8,9,10]
5.	Image 2 shows a prolog code that performs some arithmetic operations. What will be the output, if we pose queries <b>calculate(F, 5)</b> and <b>calculate(5,5)</b> separately to the prolog interpreter based on this code?  <div style="border: 1px solid black; padding: 10px; width: fit-content; margin: 10px auto;"> <pre> calculate(0,0). calculate(1,1). calculate(F,N) :- N&gt;1, N1 is N-1, N2 is N-2, calculate(F1,N1), calculate(F2,N2), F is F1+F2. </pre> </div> <p style="text-align: center;"><b>Image 2</b></p>
Option A:	false and 5

Option B:	F=3 and true
Option C:	F=5 and true
Option D:	F=3 and false
6.	Which is the incorrect query in Prolog from the following?
Option A:	?- is(X, 1+2).
Option B:	?- X is 1+2.
Option C:	?- 1+2 is 4-1.
Option D:	?- is(1+2,X).
7.	Compiler translates high level language source code into _____
Option A:	corrected code
Option B:	object code
Option C:	pre code
Option D:	document code
8.	From the following statements, which is <b>not</b> true about Coroutines?
Option A:	Coroutines are execution contexts.
Option B:	Coroutines can not share a single stack.
Option C:	Coroutines can not be used to implement iterators.
Option D:	Coroutines can be used to implement threads.
9.	Which of the following is incorrect about Haskell
Option A:	It follows declarative style of programming
Option B:	Adopts principles of lambda calculus
Option C:	Store the state of the function in the form of variables
Option D:	Includes only pure functions

10.	Which of the following is true about polymorphism in Haskell?
Option A:	type variables in haskell is an instance of parametric polymorphism whereas type classes in haskell is an instance of ad-hoc polymorphism.
Option B:	type variables in haskell is an instance of ad-hoc polymorphism whereas type classes in haskell is an instance of parametric polymorphism.
Option C:	type variables and type classes in haskell are instances of parametric polymorphism.
Option D:	type variables and type classes in haskell are instances of ad-hoc polymorphism.
11.	Which of the following commands tells the Prolog system to fail a particular goal immediately without trying for alternate solutions.
Option A:	not
Option B:	cut
Option C:	unify
Option D:	disjunction
12.	Which of the following is <b>NOT</b> a Type class in Haskell.
Option A:	Bounded
Option B:	Functor
Option C:	Integral
Option D:	String
13.	Which of the following is true for Implicit parametric polymorphism
Option A:	Parameter types are not specified at all and not type-safe
Option B:	Parameter types to be specified explicitly, but still type-safe
Option C:	Parameter types are incompletely specified and not type-safe
Option D:	Parameter types are incompletely specified, but still type-safe

14.	From the following, which can not be considered as variable in Prolog?
Option A:	A
Option B:	_h
Option C:	What
Option D:	x
15.	Which of the following is used in logic programming?
Option A:	classes
Option B:	resolution and unification
Option C:	monad
Option D:	iterative constructs
16.	When binding of the referencing environment of a subroutine that has been passed as a parameter, occurs late then it is known as ___ and which is usually default in languages with _____.
Option A:	Shallow binding, dynamic scoping
Option B:	Shallow binding, static scoping
Option C:	deep binding, dynamic scoping
Option D:	deep binding, static scoping
17.	The period of time between the creation and the destruction of a name-to object binding is referred as
Option A:	binding lifetime
Option B:	object lifetime
Option C:	runtime lifetime
Option D:	referencing

18.	Which of the programming language DOES NOT belongs to declarative programming paradigm
Option A:	XML
Option B:	SQL
Option C:	prolog
Option D:	java
19.	Choose the most appropriate feature of the functional programming used in the Haskell code shown in image 4:  <pre> relate :: (c -&gt; d) -&gt; [c] -&gt; [d] relate _ [] = [] relate f (x:xs) = f x : relate f xs </pre> <p style="text-align: right;">Image 4</p>
Option A:	Polymorphism
Option B:	Higher order function
Option C:	Aggregates for structured objects
Option D:	Garbage Collection
20.	Maintenance of the stack is done by _____.
Option A:	Subroutine calling sequence / Subroutine frames
Option B:	Prologue2 / Subroutine local variables
Option C:	Epilogue / Subroutine return values
Option D:	Subroutine calling sequence, Prologue and Epilogue

<b>Q2.</b>	<b>Solve any Four out of Six</b>	<b>5 marks each</b>
A	Explain how Prolog differs from imperative languages in its handling of arithmetic.	
B	Justify the following statement, “No single factor determines whether a programming language is good.”	
C	Explain concept of currying in haskell with an example.	
D	Explain what are facts, rules, and queries in logic programming with example.	
E	<p>The haskell function head defined in prelude, returns the first element of a list and throws an exception when we try to apply it on an empty list.</p> <p>Define two variants of this function (you can use different names) that work exactly like head function except in the case of an empty list input they will show [] as output instead of throwing an exception.</p> <p>You must use the following constructs in Haskell for defining the functions.</p> <ol style="list-style-type: none"> <li>First implementation should make use of pattern matching.</li> <li>Second implementation uses guard equations</li> </ol> <p><b>Note: Students are not expected to write the main function and do uer IO.</b></p>	
F	Describe different parameter passing modes.	
<b>Q3.</b>	<b>Solve any Four out of Six</b>	<b>5 marks each</b>
A	Compare heap based and stack based principle storage allocation mechanisms.	
B	Write a note on Lambda Calculus.	
C	What is the difference between normal-order and applicative-order evaluation? What is lazy evaluation?	
D	Describe the difference between forward chaining and backward chaining. Which is used in Prolog by default?	
E	<p>Define a haskell function named “addUs” that adds 2 input numbers.</p> <p>Using this function as a building block, define a Haskell function “multiplyUs” that multiplies two input numbers.</p> <p>The multiplyUs function should cater to following:</p>	

	<ol style="list-style-type: none"><li>1. Inputs may be signed numbers e.g. “multiplyUs (-2) * (3)” should result in “-6” and “multiplyUs (-2) * (-6)” should result in “12”</li><li>2. It should use guard expressions and recursion.</li><li>3. No need to write the main function to do user interaction writing definition for “addUs” and “multiplyUs” is sufficient.</li></ol>
F	Discuss Scope with reference to binding in program. Also compare static and dynamic scoping.



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<b>Question Number</b>	<b>Correct Option (Enter either 'A' or 'B' or 'C' or 'D')</b>
Q1.	D
Q2.	A
Q3.	C
Q4	C
Q5	C
Q6	D
Q7	B
Q8.	C
Q9.	C
Q10.	A
Q11.	B
Q12.	D
Q13.	D
Q14.	D
Q15.	B
Q16.	A
Q17.	A
Q18.	D
Q19.	B
Q20.	D