

Name \_\_\_\_\_ Index No. \_\_\_\_\_

1920/203  
STRUCTURED PROGRAMMING  
July 2015  
Time: 3 hours

Signature \_\_\_\_\_

Date \_\_\_\_\_



THE KENYA NATIONAL EXAMINATIONS COUNCIL  
CERTIFICATE IN INFORMATION TECHNOLOGY  
MODULE II  
STRUCTURED PROGRAMMING  
3 hours

**INSTRUCTIONS TO CANDIDATES**

*Write your name and index number in the spaces provided above.  
Sign and write the date of examination in the spaces provided above.  
Answer All the questions in section A and any **FOUR** questions in section B.  
Candidates should answer the questions in English.*

**For Examiner's Use Only**

Section	Question	Maximum score	Candidate's score
A	1 - 10	40	
B	11	15	
	12	15	
	13	15	
	14	15	
	15	15	
Total score			

**This paper consists of 14 printed pages.**

**Candidates should check the question paper to ascertain that all the pages are printed as indicated and that no questions are missing.**

**SECTION A (40 marks)**  
*Answer ALL the questions in this section*

1. Outline the function of each of the following *preprocessor commands* as used in a C program.  
(i) #include (1 mark)

---

---

---

- (ii) #define (1 mark)

---

---

---

- (iii) #if (1 mark)

---

---

---

---

- (iv) #error (1 mark)

---

---

---

2. With the aid of an example in each case, distinguish between a *second generation* and a *fourth generation* programming languages. (4 marks)

---

---

---

---

---

---

---

---

---

---

3. Outline **two** differences between an *interpréter* and a *compiler* as used in programming. (4 marks)

---

---

---

---

4. Given that  $x=10$  and  $y=14$ . State the *Boolean* results for each of the following. (1 mark)

(i)  $x!=y;$

---

---

(ii)  $x++=12;$  (1 mark)

---

---

(iii)  $x>y;$  (1 mark)

---

---

(iv)  $y>x \ \&\&x<y.$  (1 mark)

---

---

5. Differentiate between a *break* and a *continue* statement as used in a C program. (4 marks)

---

---

---

---

---

---

---

6. Outline the function of each of the following escape *sequence* operators: (1 mark)

(i)  $\backslash r$

---

---

(ii)  $\backslash f$  (1 mark)

---

---

(iii)  $\backslash n$  (1 mark)

---

---

(iv) \t

(1 mark)

---

---

---

7. Explain the role of each of the following C program statements.

**printf("enter the student data");**

(1 mark)

---

---

**scanf("%d,%c,%s,&k,n,&d);**

(3 marks)

---

---

---

---

---

---

---

---

---

---

8. Marion developed a program using a C programming language. Explain **two** features of this language. (4 marks)

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

9. The following is a program written using a C programming language. Identify the errors in the program. (4 marks)

```
#include<stdio.h>
Main()
{
int p[10],i;
float avg=0;
printf(enter 10 numericals);
for(i=0;i<=9;i++)
{
scanf("%d",&p[i]);
}
for(i=0;i<=9;i++);
{
avg=avg+p[i];
}
avg=(float)avg/0;
printf("enter average is %k\n",avg);
```

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---



**SECTION B (60 marks)**

*Answer any FOUR questions in this section*

11. (a) (i) Outline **three** characteristics of a *pointer variable* as used in C programming. (3 marks)

---

---

---

---

- (ii) Outline **two** disadvantages of using pointers when writing a C program. (2 marks)

---

---

---

---

- (b) Distinguish between an *object oriented* and *structured programming* language. (4 marks)

---

---

---

---

---

---

- (c) Write a C program that will display *value* and the *address* of variable *a* given that *a=5*. Use pointers. (6 marks)

---

---

---

---

---

---

---

---

---

---

---

---

---

12. (a) Outline the function of each of the following file modes used in C program.

(i) r+

(1 mark)

---

---

---

(ii) a+

(1 mark)

---

---

---

(iii) w

(1 mark)

---

---

---

(b) (i) Describe a sorting technique that uses the *divide and conquer* method.

(3 marks)

---

---

---

---

---

(ii) Write a Pseudo code that would be used to perform a selection sort as used in data.

(4 marks)

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---



- (c) Write a C program that would compute and display the area of two rectangles given that the length and width are 10, 15 and 20,40 respectively. *Use functions.* (5 marks)

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

13. (a) (i) State the difference between *getw()* and *putw()* as used in C Programming language. (2 marks)

---

---

---

---

---

---

---

---

---

---

- (ii) Explain **two** ways in which parameters can be passed to a function in C programming. (4 marks)

---

---

---

---

---

---

---

---

---

---

(b) Mercy is in the process of developing a system. Describe **two** types of documentations that she is likely to come up with. (4 marks)

---

---

---

---

(c) Write a C program that would prompt the user to enter the choice of fruit and display the message as shown in table 1. Use a *case statement*. (5 marks)

Character	Message
O,o	I love Oranges
A,a	My best fruit is apple
B,b	Bananas are sweet
Any other	I don't know the taste

Table 1

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

14. (a) Marion used a linear search to locate a record in a file. Outline **two** advantages of this type of search in programming. (2 marks)

---

---

---

---

(b) Mathew used arrays to display information. Explain two disadvantages he may have realised. (4 marks)

---

---

---

---

(c) Distinguish between *formal* and *actual parameters* as used in C programming language. (4 marks)

---

---

---

---

---

---

---

---

---

---

---

---

(d) Write a C program that would prompt a user to enter two numbers and check whether the numbers are equal. Use an *If Statement*. (5marks)

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

15. (a) Describe each of the following *design tools* as used in programming.

(i) data flow diagram; (2 marks)

---

---

---

(ii) decision table. (2 marks)

---

---

---

(b) Write a C program that would accept a word and display the length of the word. (5 marks)

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

