CLASS: XI	INDIAN SCHOOL MUSCAT SECOND PERIODIC TEST	SUBJECT: COMPUTER SCIENCE
	SET - B	
QP.NO.	VALUE POINTS	SPLIT UP MARKS

1.	**Local variables** **-½ mark**
	  • variables that are defined within a fn. Or within a block.
	  • It is accessible only within a function/block in which it is declared.
	Global Variable **-½ mark**
	  • Variables that are defined outside all fns.
	  • It is accessible through out the program.
		1

2.	**i)** ctype.h **-½ mark** **ii)** string.h **-½ mark**	1
3.	**typedef** allows you to define explicitly new datatypes names i.e., it defines a new name for an existing datatype. Syntax: typedef datatype name; e.g. typedef int a; a b; **- 1 mark explanation** **- 1 mark example**	2
4.	**struct DOB** **- 1 mark** **{int day;** **int month;** **int year;** **};** **struct STUDREC** **- 1 mark** **{** **int rollno;** **char name[20];** **DOB db;** **};**	2
5.	**Call by value method** **-½ mark** 1. In this method, the values of actual parameters are copied into the formal parameters and the fn. Works with its own copy of values 2. The changes in the formal parameters will not be reflected into the actual parameters. 3. The main benefit of this method is that you cannot alter the variables that are used to call the fn. And the original copy of the argument value remains intact. **Any example -½ mark** **Call by reference method** **-½ mark** 1. In this method, the reference to the original values is passed in the fn.	2

	2. The same value can now be accessed by the original variable name and the reference variable name. 3. Thus, the called fn. Does not create its own copy of the original values, rather it refers to the original values with different names. 4. Thus any change with the data in the fn. Is reflected back in main(). **Any example -½ mark**		
6.	Output: 10160 10420 **- 1 mark for each correct line**		2
7.	for declaration & input statements **-½ mark** for correct logic **-3 marks** for displaying **- ½ mark**		4
8.	for declaration & input statements **-½ mark** for correct logic **-2 marks** for displaying **- ½ mark**		3
9.	for declaration & input statements **-½ mark** for correct logic **-2 marks** for displaying **- ½ mark**		3