

**NR23: PRINCIPLES OF PROGRAMMING LANGUAGES:  
23CS508 (Professional Elective- II)**

**Unit 4**

**Question Bank**

S.No	Questions	BT	CO	PO	
<b>Part–A(Short Answer Questions)</b>					
1	Define an exception?	L2	CO4	PO1	
2	Explain threads in C#?	L5	CO4	PO3	
3	Define concurrency?	L2	CO4	PO1	
4	Define monitors.?	L2	CO4	PO2	
5	Define mutual exclusion?	L2	CO4	PO1	
6	Write about message passing?	L5	CO4	PO1	
7	Define data abstraction?	L3	CO4	PO2	
8	Define and abstract data type.?	L5	CO4	PO2	
9	Write the applications of logic programming languages?	L3	CO4	PO1	
10	Define deadlock.?	L2	CO4	PO1	
<b>Part– B(Long Answer Questions)</b>					
1	a)	What are the various methods of exception handling? Discuss.	L6	CO4	PO1
	b)	How message passing is implemented? Give examples?	L3	CO4	PO2
2	a)	What are the various methods of exception handling? Discuss.?	L3	CO4	PO2
	b)	Write in detail about the Exception Handling and Event Handling?	L4	CO4	PO2
3	a)	Explain the difference Physical and logical concurrency?	L2	CO4	PO2
	b)	What are three possible levels of concurrency in programs? Explain?	L4	CO4	PO1
4	a)	What are different states a task can be? Explain?	L5	CO4	PO1
	b)	Explain In detail Cooperation synchronization?	L5	CO4	PO1
5	a)	Explain In detail Competition synchronization?	L3	CO4	PO1
	b)	Explain the following with respect to LISP: data types, structures and LISP interpreter?	L3	CO4	PO1