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FOR KARNATAKA CLASS 10 PREPARATION

Karnataka SSLC Model Question Paper 2027 for Programming In ANSI C (Paper 1) Key Answers

EXAM	YEAR	TYPE
Karnataka Class 10	2027	Answer Key

ಕರ್ನಾಟಕ ಶಾಲಾ ಪರೀಕ್ಷೆ ಮತ್ತು ಮೌಲ್ಯನಿರ್ಣಯ ಮಂಡಲಿ

6ನೇ ಅಡ್ಡ ರಸ್ತೆ, ಮಲ್ಲೇಶ್ವರಂ, ಬೆಂಗಳೂರು – 560 003

KARNATAKA SCHOOL EXAMINATION AND ASSESSMENT BOARD

6th Cross, Malleshwaram, Bengaluru – 560 003

2026 – 27 ರ ಪ್ರಶ್ನೆ ಪತ್ರಿಕೆ – 1 ರ ಮಾದರಿ ಉತ್ತರಗಳು
2026 – 27 MODEL ANSWER FOR PAPER - 1

ವಿಷಯ :ಪ್ರೋಗ್ರಾಮಿಂಗ್ ಇನ್ ಎ ಎನ್ ಎಸ್ ಐ "ಸಿ"
Subject : PROGRAMMING IN ANSI C

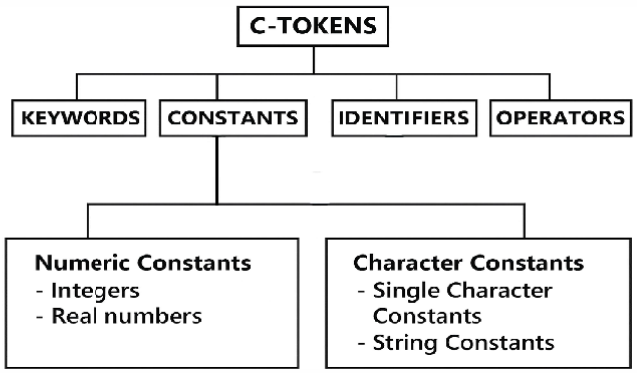
ವಿಷಯ ಸಂಕೇತ : 54 **ಗರಿಷ್ಠ ಅಂಕಗಳು : 80**

SUBJECT CODE NO. : 54 **MAXIMUM MARKS Marks: 80**

Qn. Nos.	Value Points	Total
I	**Four alternatives are given for each of the following questions / incomplete statements. Select the most appropriate alternative and write it in the answer book along with its alphabet.**	
1	C language was developed by (A) Charles Babbage (B) Steve Babbage (C) Graham Bell (D) Dennis Ritchie **Ans:** (D) Dennis Ritchie	**1**
2	C language was invented in (A) Unilever labs (B) IBM labs (C) Verozon labe (D) Bell labs **Ans:** (B) IBM labs	**1**
3	The valid variable name is (A) byte (B) Total (C) int (D) 2026 **Ans:** (B) Total	**1**
4	The size of int data type is (A) 1 bytes (B) 2 bytes (C) 3 bytes (D) 4 bytes **Ans:** (B) 2 bytes	**1**

5	Which one of the following is assignment operator (A) = (B) # (C) ^ (D) + **Ans:** (A) =	**1**
6	Statement terminator is represented by the symbol (A) ! (B) @ (C) ; (D) # **Ans:** (C) ;	**1**
7	Repeated execution of a set of statements is called (A) Loop (B) Nesting (C) Break (D) While **Ans:** (B) Nesting	**1**
8	The escape character used for horizontal tab is (A) \t (B) \h (C) \ht (D) \f **Ans:** (A) \t	**1**
9	Which is correct with respect to the size of the data types in C language ? (A) char>int>float (B) int<char<float (C) char<int<float (D) int<char>float **Ans:** (D) int<char>float	**1**
10	The bitwise AND operator is (A) ! (B) = (C) & (D) @@ **Ans:** (C) &	**1**
II	II. **Answer all the questions**	
11		
A)	Mention the applications of C languages **Ans:** ☐ Operating Systems ☐ Embedded Systems ☐ System Software ☐ Database Development ☐ Network Programming ☐ Game Development ☐ Desktop Applications ☐ Scientific/Engineering Applications	**2**
B)	Classify the types of C constants **Ans:** Constants fall into two broad categories – Numeric constants and Character constants.	**3**

C)	Write the structure of C program **Ans:** C programme have a definite structure. The structure of C consists of the following parts: - Documentation section - Pre – processor directives - Variable and function declarations - Main function - Declaration part - Executable part - Other functions	**5**
12		
A)	Define Constants **Ans:** These are the items which directly represent values which will not change during the execution of the program.	**2**
B)	Write a short note on declaring variables **Ans:** A variable is an identifier used to store a single data item. This data could be a numerical quantity or character constant. During execution of the programme, data must be assigned to the variable. Therefore a variable can take different values at different times during the execution of the program. The data stored in the variable can be assessed any time, by referring to the variable name.	**3**
C)	Explain the use of logical operators **Ans:** Logical operators are used to combine two or more conditions and return either true (1) or false (0). They are mainly used in decision-making statements. The logical operato s are Logical NOT ! Logical AND && Logical OR ||	**5**

13		
A)	Explain string constants **Ans:** String constants consist of zero or more number of characters enclosed within double quotes. The characters within quotes could be digits, characters, special characters and blank spaces.	**2**
B)	Explain C tokens **Ans:** Smallest meaningful unit of a C program is known as a token. C token may be classified as follows:  	**3**
C)	List the data types in C languages **Ans:** There are four primary data types namely: 1. Integer (int) 2. Character (char) 3. Floating point (float) 4. Double precision floating point (double)	**5**
14		
A)	Explain if() statement **Ans:** if () statement is one of the most powerful statement of any programming language. It is used to carry out logical test of the condition and take one of the two possible actions depending on the result of the test.	**2**
B)	Write a c programme to find sum of 2 numbers **Ans:** #include <stdio.h> int main() { int a, b, sum; printf("Enter two numbers: "); scanf("%d %d", &a, &b); sum = a + b; printf("Sum = %d\n", sum); return 0; }	**8**

15		
A)	Explain printf () **Ans:** Though this function all types of variables of any size can be displayed on the screen. Formatted output can be obtained with printf ().	**2**
B)	Write a c programme to find the area of a square **Ans :** #include <stdio.h> int main() { float side, area; printf("Enter the side of the square: "); scanf("%f", &side); area = side * side; printf("Area of the square = %.2f\n", area); return 0; }	**8**
16		
A)	Explain scanf() **Ans:** Data can be input to the computer from standard input devise by using library function (). Any type of data like numerical values, character values, string values or their combination can be input through scanf().	**2**
B)	Write a C programme to find the given number is odd or even **Ans:** #include <stdio.h> int main() { int num; printf("Enter a number: "); scanf("%d", &num); if (num % 2 == 0) { printf("%d is Even\n", num); }Else { printf("%d is Odd\n", num); } return 0; }	**8**

17		
A)	What are the different types of operators **Ans:** ☐ Arithmetic Operators ☐ Relational Operators ☐ Logical Operators ☐ Assignment Operators ☐ Increment and Decrement Operators ☐ Bitwise Operators ☐ Conditional Operator ☐ Special Operators	**2**
B)	Write a c programme to convert temperature in degree Celsius to degree Fahrenheit. **Ans:** #include <stdio.h> int main() { float celsius, fahrenheit; printf("Enter temperature in Celsius: "); scanf("%f", &celsius); fahrenheit = (celsius * 9 / 5) + 32; printf("Temperature in Fahrenheit = %.2f\n", fahrenheit); return 0; }	**8**