

(Turn Over)

(2)

4. What do you mean by Top-down Structured Programming ? Explain with an example.

Unit-III

5. What is queue data structure ? Explain all operations of Queue.

OR

6. What is graph data structure ? Explain direct and indirect graph.

Unit-IV

7. What is COBOL programming ? Write a short note.

OR

8. Write a COBOL programme to compute the mark sheet of a student.

Unit-V

9. What is painter ? List out the advantages of a painter.

OR

10. Explain *if* and *else* structure with an example.
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