FACULTY OF ENGINEERING & TECHNOLOGY

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Programming paradigms

Programming Domains

Functional programming (Scheme, Lisp, ML):

•Its origins are in the lambda calculus.

Logic programming (Prolog):

•Its origins are in mathematical logic.

Imperative programming (ALGOL-60, Pascal, C):

• Its origins are in the Von- Neumann computer architecture.

- **Scientific Applications**
  - Large numbers of floating point computations; use of arrays.

  - Example:Fortran.

- **Business Applications**
  - Produce reports, use decimal numbers and characters.

  - Example:COBOL.

- **Artificial intelligence**
  - Symbols rather than numbers manipulated; use of linked lists.

  - Example:LISP.

Programming Domains
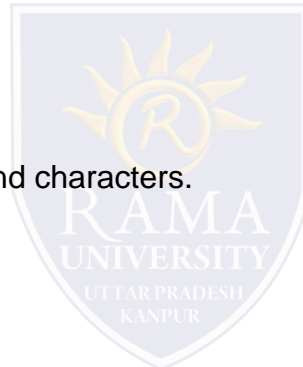
- ## System Programming
  - Need effieciency because of continous use. Example:C

- ## Web Software
  - Eclectic collection of languages: markup(example:XHTML),scripting(example:PHP), general-purpose(example:JAVA).

MCQ
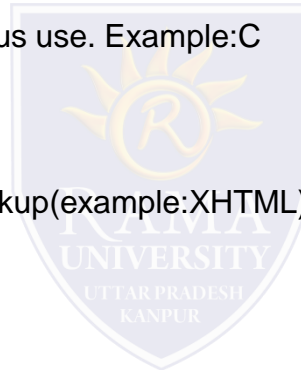
1. **Waterfall model is not suitable for ?**
   a) Small Projects
   b) Complex Projects
   c) Accommodating change
   d) None of Above

2. **RAD stands for ?**
   a) Rapid Application Development
   b) Relative Application Development
   c) Ready Application Development
   d) Repeated Application Development

3. **In object oriented design of software , objects have ?**
   a) attributes and names
   b) only operations and names
   c) only attributes, name and operations
   d) None of above

4. **A pointer that is pointing to NOTHING is called _____**
   a) VOID Pointer
   b) DANGLING Pointer
   c) NULL Pointer
   d) WILD Pointer

5. **#include is called**
   a) Preprocessor directive
   b) Inclusion directive
   c) File inclusion directive
   d) None of the mentioned