

[This question paper contains 4 printed pages.]

**Sr.No. of Question Paper : 2114 GC-3 Your Roll No.....**

**Unique Paper Code : 32513909**

**Name of the Paper : Programming With Lab VIEW (SEC-05)**

**Name of the Course : B.Sc. (Hons.) Electronics Under CBCS – Skill Enhancement Course**

**Semester : III**

**Duration : 1 Hour**

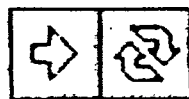
**Maximum Marks : 25**

**Instructions for Candidates**

1. Write your Roll No. on the top immediately on the receipt of this question paper.
2. **Section A** contains 7 questions of 1 mark each, out of which you have to attempt any five questions.
3. **Section B** contains 13 questions of 2 marks each, out of which you have to attempt any ten questions.

**SECTION 'A'**

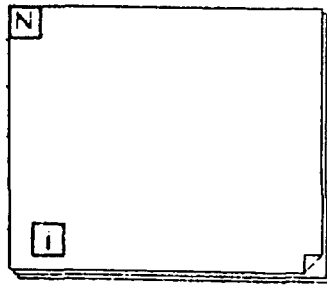
1. What kind of Programming concept is used in Lab VIEW ? (1)
2. What are two panels used in Lab VIEW programming ? (1)
3. What is a Case Structure ? (1)
4. Identify the following icons (1)



*P.T.O.*

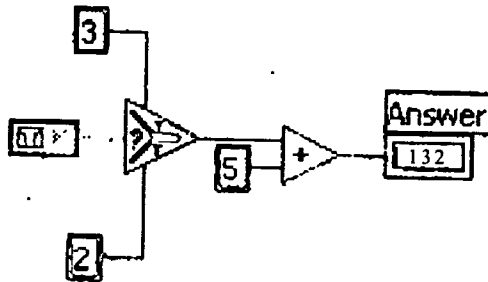
5. Identify the given structure

(1)



6. Find the output

(1)



7. What is the use of DAQmx ?

(1)

### SECTION 'B'

8. What is the difference between local variable and global variable in labVIEW ?

(2)

9. What is autoindexing ?

(2)

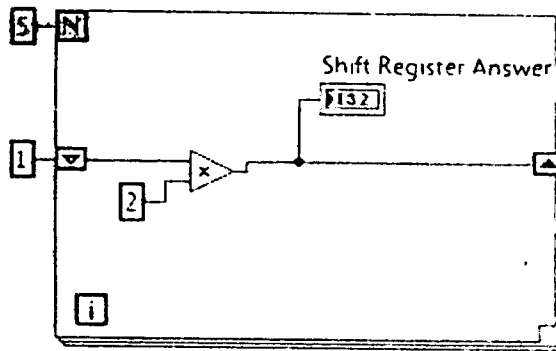
10. Explain Bundle and Unbundle cluster operation.

(2)

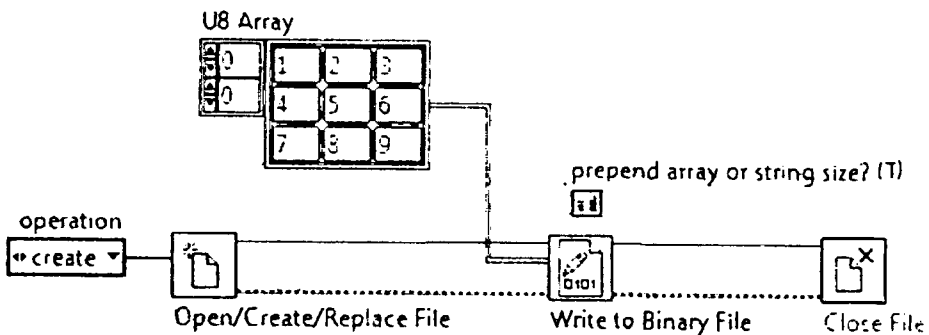
11. What is a state machine ?

(2)

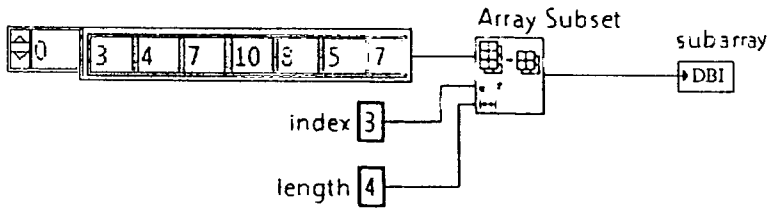
12. What is SubVIs ? Explain its advantages over VI. (2)
13. List any four important specifications while selecting a data acquisition device. (2)
14. What is the value of Shift Register Answer after the following code is executed ? (2)



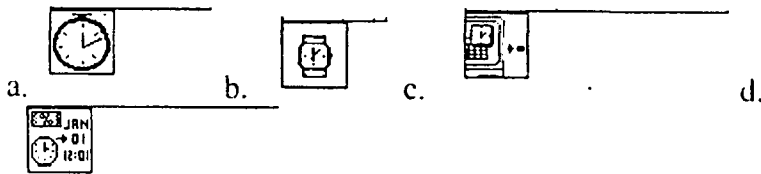
15. What is the difference between local variable and global variable in LabVIEW ? (2)
16. How many bytes are written to the file when the following code is executed ? (2)



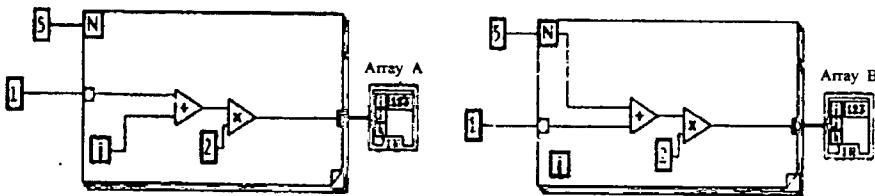
17. What is the result in subarray when the following code is executed ? (2)



18. Identify the following :



19. Write out the contents of Array A and Array B after the following code executes : (2)



20. Write the equivalent equation for the following code (2)

