

MONITORS

Monitors use the concept of data abstraction, encapsulate shared data structure with their operations and hide their representations, that is, make shared data structures abstract data types.

One of the most important features of monitors is that shared data is resident in the monitor rather than in any of the client units. Because all accesses are resident in the monitor, the monitor implementation can be made to guarantee synchronized access by simply allowing only one access at a time.

Principles of Programming Languages:

EasyExamNotes.com covered following topics in PPL.

- Language Evaluation Criteria
- Influences on Language Design
- Language Categories
- Programming Paradigms
- Compilation
- Virtual Machines
- Programming Environments
- Issues in Language Translation
- Parse Tree
- Pointer and Reference type
- Concept of Binding
- Type Checking

- Strong typing
- Sequence control with Expression
- Exception Handling
- Subprograms
- Fundamentals of sub-programs
- Scope and lifetime of variable
- Static and dynamic scope
- Design issues of subprogram and operations
- Local referencing environments
- Parameter passing methods
- Overloaded sub-programs
- Generic sub-programs
- Design issues for functions
- Co routines
- Abstract Data types
- Abstraction and encapsulation
- Static and Stack-Based Storage management
- Garbage Collection
- OOP in C++
- OOP in Java
- OOP in C#
- OOP in PHP
- Concurrency
- Semaphores
- Monitors
- Message passing
- Java threads
- C# threads

- Exception handling
- Exceptions
- Exception Propagation
- Exception handler in C++
- Exception handler in Java
- Introduction and overview of Logic programming
- Basic elements of Prolog
- Application of Logic programming
- Functional programming languages
- Introduction to 4GL

Practicals:

- Memory Implementation of 2D Array.
- Memory Implementation of 3D Array.
- Implementation of pointers in C++.
- Write a program in Java to implement exception handling.
- Write a program in C++ to implement call by value parameter passing Method.
- Write a program in C++ to implement call by reference parameter passing Method.
- Write a program in Java to implement concurrent execution of a job using threads.
- Implement Inheritance in C#.
- Implement Encapsulation in C#.
- Implement static/compiletime Polymorphism in C#.
- Implement dynamic/runtime Polymorphism in C#.

Previous years solved papers:

- [PPL|RGPV|May 2018](#)
- [PPL|RGPV|June 2017](#)

A list of Video lectures

- [Click here](#)

References:

1. Sebesta, "Concept of programming Language", Pearson Edu
2. Louden, "Programming Languages: Principles & Practices" , Cengage Learning
3. Tucker, "Programming Languages: Principles and paradigms ", Tata McGraw -Hill.
4. E Horowitz, "Programming Languages", 2nd Edition, Addison Wesley

Related posts:

1. Relationship among entities
2. Introduction of IOT
3. Marketing Managment RGPV Diploma Paper Solved
4. Value of function in programming
5. Hardware components and device solved paper RGPV Diploma
6. USE CASE for MCQ application
7. OS Interview Q & A | Part 01 | Prof. Jayesh Umre
8. Compilation

9. OOPs in C# | PPL | Prof. Jayesh Umre
10. Overloaded subprograms
11. Static and Dynamic scope
12. Type Checking
13. Testing Levels | Software engineering | SEPM | Prof. Jayesh Umre
14. Static and Dynamic Analysis | Software Engineering| SEPM| Prof. Jayesh Umre
15. Code Inspection | Software engineering | SEPM | Prof. Jayesh Umre
16. Code Inspection
17. Characteristics of IOT
18. IOT Internet of Things
19. Static and Stack-Based Storage management
20. Message passing
21. Exception handler in Java
22. Exception Propagation
23. Concept of Binding
24. Data mining and Data Warehousing
25. Introduction to Concurrency Control
26. Introduction to Transaction
27. Introduction to Data Models
28. Coaxial Cable
29. DHCP
30. DNS
31. Introduction to SNMP
32. Introduction to SMTP
33. Introduction to NFS
34. Introduction to Telnet
35. Introduction to FTP

36. Internet Intranet Extranet
37. UGC NET Notes
38. Computer Terminologies
39. UGC NET Paper 1 December 2012
40. UGC Net paper 1 June 2011
41. closure properties of regular languages
42. Functional programming languages
43. Virtualization fundamental concept of compute
44. Dia software for UML, ER, Flow Chart etc
45. DAVV MBA: Business Communication
46. Mirroring and Striping
47. RGPV Solved Papers
48. CD#08 | Semantic analysis phase of compiler in Hindi video | Semantic tree | Symbol table | int to real
49. COA#27 | Explain the Memory Hierarchy in short. | COA previous years in Hindi video
50. Infix to Postfix expression
51. Array implementation of Stack
52. Stack Data Structure
53. DBMS#03 | DBMS System Architecture in Hindi video
54. Java program method overloading
55. Java program use of String
56. DS#33 | 2 Dimensional Array | Data Structure in Hindi video
57. SE#10 | Function point (FP) project size estimation metric in Hindi video
58. ADA#02 | Define Algorithm. Discuss how to analyse Algorithm | ADA previous years in Hindi video
59. Principles of Programming Languages
60. Discrete Structures

61. Machine Learning
62. R Programming Video Lectures
63. Internet of Things (IOT)
64. Digital Circuits
65. Number Systems
66. Computer Organization and Architecture Video Lectures
67. UGC NET
68. There are five bags each containing identical sets of ten distinct chocolates. One chocolate is picked from each bag. The probability that at least two chocolates are identical is _____
69. C Programming Questions
70. What is Software ? What is the difference between a software process and a software product ?
71. Difference between scopus and sci/scie journal
72. Human Process Interventions: Individual and Group Level & Organization Level Topics Covered: Coaching, training and development, conflict resolution process process consultation, third-party interventions, and team building.
73. Leading and Managing Change & Emerging Trends in OD
74. Designing and Evaluating Organization Development Interventions
75. Tutorial
76. Data Dictionary and Dynamic Performance Views
77. Anna University Notes | Big Data Analytics
78. What is Map Reduce programming model? Explain.
79. Features of Web 2.0
80. Describe in brief the different sources of water.
81. RGPV BEEE
82. Define data structure. Describe about its need and types. Why do we need a data type

?

83. Interview Tips

84. Find output of C programs Questions with Answers Set 01