2. Answer any three of the following questions: 4×3=12
(a) What is an algorithmic solution to a problem?
(b) What is meant by the cohesion of a module? Explain.
(c) What are the three types of decision logic?
(d) Define a key and explain why it is used.
(e) Explain the concept of recursion with suitable example.

Answer any three of the following questions: 12×3=36

3. What is while/while loop? Write the algorithm for finding the average age of class. Also draw the flowchart of it.
4. Define the two types of parameters. How do they differ? Under what circumstances would you use each type?

5. Explain bubble sort with example. Write the algorithm of bubble sort. Also draw the equivalent flowchart of it.

6. How are problem solving and programming concept useful in e-commerce? Explain.

7. What is coupling? Explain the different types of coupling.