CLASS XI MCQ

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SUBJECT : COMPUTER SCIENCE (083)

UNIT I : COMPUTER FUNDAMENTALS

Q. 1. This unit controls the inflow and outflow of data within and from the CPU.

i) ALU   ii) MU   iii) CU   iv) Output Unit

Q. 2. This memory is of volatile nature

i) RAM   ii) ROM   iii) Cache Memory   iv) Secondary Memory

Q. 3. This memory is directly accessible to the processor

i) ROM   ii) Cache Memory   iii) RAM   iv) Hard Disk

Q. 4. The software which controls the internal operations of the computer is called

i) System Software   ii) Application Software   iii) Utilities   iv) Customized Sofwares

Q. 5. Which software is known as tailor made software?

i) System Software   ii) Application Software   iii) Utilities   iv) Device Drivers

Q. 6. Which of the following is not a system software?

i) MS-WORD   ii) Windows   iii) Language Processors   iv) UNIX

Q. 7. Disk Defragmenter is an example of

i) Package   ii) Utility software   iii) Language Processor   iv) System software

Q. 8. Interpreter is faster than Compiler. Is it true?

i) YES   ii) NO

Q. 9. Vacuum tubes were used in which generation of computers?

i) 1st Generation   ii) 2nd Generation   iii) 3rd Generation   iv) 4th Generation

Q. 10. Nibble represents group of _____ bits.

i) 2   ii) 4   iii) 6   iv) 8

Q. 11. Equivalent Decimal no. of $(101101.11)_2$ is

i) 43.70   ii) 44.65   iii) 75.40   iv) 45.75

Q. 12. Equivalent Octal no. of $(4730)_{10}$ is

i) 1373   ii) 1825   iii) 1172   iv) 2172

Q. 13. 2's complement of $(-57)_{10}$ is

i) 1000110   ii) 11000011   iii) 11100111   iv) 11000111

Q. 14. Hexadecimal equivalent of $(7356)_8$ is

i) FEF   ii) DFE   iii) EEE   iv) EFF

Q. 15. _____provides a unique number for every character independent of platform/program/language.

i) ASCII   ii) ISCII   iii) Language Processor   iv) Unicode

Q. 16. _____is an example of Firmware.

i) MS-Word   ii) MS-Paint   iii) ROM-Bios   iv) Windows

Q. 17. 1 GB=_____Bytes.

i) 1024 MB   ii) 2^{20} Bytes   iii) 1024 KB   iv) 2^{25} Bytes

Q. 18. BOSS is an example of

i) shareware   ii) freeware   iii) OSS   iv) Proprietary Software

Q. 19. The software that performs various housekeeping functions in computer are

i) System Software   ii) Packages   iii) Application Software   iv) Utilities

Q. 20. In this type of Microprocessor instructions are executed in one clock cycle.

i) RISC   ii) CISC   iii) EPIC   iv) None of these

UNIT II : PROGRAMMING METHODOLOGY

Q. 1. Errors occurred due to incorrect translation of the logic of the programmer are called

i) Syntax errors   ii) Semantic errors   iii) Logical Errors   iv) Run-time errors

Q. 2. This is an example of syntax error in c++

i) c:=a+b;   ii) b/0   iii) cout<<a<<b;   iv) sum+=I;

Q. 3. Which among the following is invalid identifier?

i) 9Sum   ii) Total   iii) Integer   iv) Principle_Amount

Q. 4. Machine code produced by a compiler or assembler from a source code is called

i) Program code   ii) Object code   iii) Assembly code   iv) Binary code

Q. 5. Statements without a meaning comes under what type of errors?

i) Syntax errors   ii) Semantic errors   iii) Logical Errors   iv) Run-time errors

Q. 6. The pictorial representation of steps used in problem solving is called

i) Programming   ii) Algorithm   iii) Flowchart   iv) Designing

Q. 7. If meaningful names are not used for identifiers, it will produce errors in program. Is it true?

i) YES   ii) NO

Q. 8. Maintenance done to keep attuned with new technology is called

1) Corrective Maintenance   ii) Adaptive Maintenance   iii) Preventive Maintenance

iv) Perfective Maintenance

Q. 9. Which type of errors are hard to locate?

i) Syntax errors   ii) Semantic errors   iii) Logical Errors   iv) Run-time errors

Q. 10. Which of the following statement is not true?

i) Indentation and spacing improves the overall readability of the program.

ii) Comments should be included in program for self decomentation.

iii) Prettyprinting style should be avoided while developing programs.

iv) Blanks lines should be inserted to enhance readability.

Q. 11. Which of the following is not true for ensuring the clarity of expression?

i) Use programming tricks while developing programs.

ii) Never sacrifice the clarity of expression for minor machine execution time gain.

iii) Use library functions wherever required.

iv) None of these

Q. 12. Syntax and _____errors comes under compile time errors.

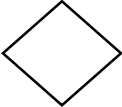i) Logical Errrors   ii) Run-time errors   iii) Semantic errors   iv) None of these

Q. 13. X*Y=Z; is an example of what kind of error?

i) Syntax errors   ii) Semantic errors   iii) Logical Errors   iv) Run-time errors

Q. 14. Which of the following is wrong method of giving comments in C++ Program?

i) Use 'REM' keyword   ii) // (double forward slash)   iii) Use /*…….*/

iv) None of these

Q. 15. Which of the following symbol is used for Input/Output operation in Flowcharts?

i)   ii)   iii)   iv)

Q. 16. The efficiency of the program depends mainly on the algorithm. Is it true?

i) Yes   ii) No

Q. 17. The logical sequence of precise steps that solve a given problem is called_____.

i) Flowchart   ii) Algorithm   iii) Instruction   iv) Program

Q. 18. Which of the following types of documentation is called Self Documentation?

i) Internal Documentation ii) External Documentation iii) User Mannual iv) None of these

Q. 19. If some or the errors are corrected with anticipation before they actually occur, then it comes under which type of maintenance?

1) Corrective Maintenance ii) Adaptive Maintenance iii) Preventive Maintenance

iv) Perfective Maintenance

Q. 20. Which of the following is not a characteristic of a good program?

1. Reliability ii) Effective & Efficient iii) Portable iv) Free Formatted

UNIT III : INTRODUCTION TO C++

Q. 1. Which header file is required for setw() function in C++?

i) stdio.h ii) ctype.h iii) process.h iv) iomanip.h

Q. 2. Which of the following is not a valid identifier?

i) Char ii) Total iii) Principle_Amount iv) int

Q. 3. Which of the following is a type modifier?

i) int ii) char iii) long iv) float

Q. 4. What will be size of a variable of long double data type?

i) 10 ii) 4 iii) 8 iv) 2

Q. 5. '9' is an example of

i) Integer literal ii) Character lliteral iii) String literal iv) Real literal

Q. 6. What will be the size of literal "Seema\a"?

i) 6 ii) 7 bytes iii) 5 bytes iv) 8 b ytes

Q. 7. '= =' represents which type of operator?

i) Arithmetic operator ii) Conditional/relational operator iii) Logical operator

ii) Unary operator

Q. 8. '? :' is an example of

i) Unary operator ii) Binary Operator iii) Ternary Operator iv) None of these

Q. 9. !(Not) is an example of

i) Unary operator ii) Binary Operator iii) Ternary Operator iv) None of these

Q. 10. What will be the value of j when j= k++ * 3, if k=5 initially?

i) 15 ii) 18 iii) 20 iv) None of these

Q. 11. What will be the result of expression (- -t % 4 ==2) if t=7 inititally?

i) 3 ii) 0 iii) 1 iv) -1

Q. 12. What will be output of the following code segment?

#include<iostream.h>

```
void main()
        {
        int a=7, b=8;
        cout<<++a<<a--<<b++<<endl;
        cout<<b--<<++b<<a--<<endl;
        cout<<b<<a<<endl;
        }
```

i)7 7 8   ii) 6 7 8   iii) 7 6 7   iv) 7 7 9

10 10 7   10 9 7   9 10 6   10 10 6

9 6   9 7   8 7   8 8

Q. 13. What will be result of expression 6!=3 ? 10 : 15?

i) 15   ii) 10   iii) 6   iv) 3

Q. 14. (float) (x+y/2) is an example of

i) Explicit conversion   ii) Implicit conversion   iii) Prettyprinting   iv) Type promotion

Q. 15. What will be the value of f, if f= a + b/a when a=5, b=3

i) 3.6   ii) 8   iii) 5.6   iv) 5

Q. 16. What will be the result of expression !(X + Y) > Z, if X=3, Y=2 and Z=5?

i) 2   ii) 1   iii) 0   iv) -1

Q. 17. Which operator has lower precedence among the given options?

i) '+' (Unary plus)   ii) ',' (Comma Operator)   iii) || (Logical OR)   iv) ++ (pre increment)

Q. 18. Which operator has higher precedence among the followings?

i) != (Not equal to)   ii) && (Logical And)   iii) = (assignment operator)   iv) ++ (post increment)

Q. 19. What will be the return type of the function if not specified by the user?

i) long int   ii) float   iii) int   iv) void

Q. 20. Which among the following represents the data value i.e. contents of a variable?

i) rvalue   ii) lvalue   iii) gvalue   iv) mvalue

UNIT IV : PROGRAMMING IN C++

Q. 1. Act of representing essential information without including the background details is called

i) Encapsulation   ii) Polymorphism   iii) Inheritance   iv) Abstraction

Q. 2. A message processed in more than one form is

i) Data Hiding   ii) Abstraction   iii) Polymorphism   iv) Inheritance

Q. 3. References creates alias for existing data types. Is it true/false?

i) True ii) False

Q. 4. The Name of array is actually the address of the first element of the array. Is it true/false?

i) True ii) False

Q. 5. In this method of calling a function only addresses of the arguments are passed :

i) Pass by Value ii) Pass by reference

Q. 6. Which of these is not the feature/characteristics of OOPs?

i) Function Overloading/Polymorphism ii) Abstraction iii) Exception Handling

iv) Encapsulation

Q. 7. In which type of loop body of the loop is executed at least once whether the condition is true/false?

i) for loop ii) while loop iii) do while loop iv) None of these

Q. 8. Which header file is required for the function puts()?

i) iomanip.h ii) stdio.h iii) stdlib.h iv) string.h

Q. 9. Which header file is required for the function exit()?

i) iomanip.h ii) iostream.h iii) process.h iv) ctype.h

Q. 10. Statement char name[20]={"Sumit"}; is valid statement in C++?

i) YES ii) NO

Q. 11. Which statement is not true for switch case statement in C++?

i) Expression must evaluate to integer or character constrant.

ii) break keyword is optional in different cases

iii) default case is optional

iv) switch case statement is more versatile than if..else statement.

Q. 12. How many times the following loop will execute?

Int k=12;

while(k<=36)

       { k+=7;

       k--}

i)5 ii) 4 iii) 6 iv) 0

Q. 13. Which of the following is a deterministic looping statement in C++?

1) while loop ii) for loop iii) do..while loop iv) None of these

Q. 14. _____refers to group of variable sharing same name and having same data type.

i) class ii) structure iii) object iv) array

Q. 15. The parameters which are used during function calling are called as

i) Actual parameters ii) references iii) formal parameters iv) None of these

Q. 16. Forcefully converting the data type of a variable is called

i) Implicit conversion　　　　　ii) Data type promotion　　　iii) Explicit type casting　iv) None of these

Q. 17. A variable declared in a function has

i) file scope　　　　　ii) class scope　　　　iii) local scope　　　　iv) function scope

Q. 18. Which of the following statement is not true about identifiers?

i) they must begin with an alphabet

ii) keywords should not be used as identifier names.

iii) upper case and lower case characters are not treated differently.

iv) _(underscore) may also be used while writing identifiers.

Q. 19. Which keyword create an alias for existing data types?

i) define　　　ii) typedef　　iii) macro　　iv) include

Q. 20. Declaration of function before its usage is known as _____.

i) Function definition　　　　　ii) Function Prototype　　　　iii) Function Redefining

iv) Function referencing

ANSER KEY

COMPUTER SCIENCE (XI-083)

Q. NO.	UNIT-I	UNIT-II	UNIT-III	UNIT-IV
1.	III	III	IV	IV
2.	I	I	IV	III
3.	II	IV	III	I
4.	I	II	I	I
5.	II	II	II	II
6.	I	III	II	III
7.	II	II	II	III
8.	II	IV	III	II
9.	I	III	I	III
10.	II	III	I	I
11.	IV	I	III	IV
12.	III	III	I	I
13.	IV	II	II	II
14.	III	I	I	IV
15.	IV	IV	IV	III
16.	III	I	III	III
17.	I	II	II	IV
18.	II	I	IV	III
19.	IV	III	III	II
20.	I	IV	I	II