Match the following programming concepts to their corresponding descriptions:

- 1. Programming Concepts Description
- I. Stages in Translation A. Defines the building blocks of a language such as keywords, constants, and operators
- II. Programming Environments B. Includes lexical analysis, syntax analysis, semantic analysis, and code generation
- III. Tokens C. Supports development by providing tools like editors, debuggers, and compilers
- IV. Programming Language Syntax D. Rules and structure for forming correct statements and programs Choose the correct answer from the options given below:
- (1) I-B, II-C, III-A, IV-D
- (2) I-D, II-B, III-C, IV-A
- (3) I-C, II-A, III-D, IV-B
- (4) I-B, II-A, III-D, IV-C

Answer Key: 4

Solution:

- ? Stages in Translation: This involves the sequence of steps that a program undergoes from source code to executable, including lexical, syntax, semantic analysis, and code generation.
- ? Programming Environments: These are the tools and software that aid programmers in writing, testing, and debugging their code.
- ? Tokens: These are the smallest elements of a program, such as keywords, constants, and symbols that are crucial in the construction of statements.
- ? Programming Language Syntax: This refers to the set of rules that define the structure of valid statements and expressions within a programming language.

Hence, Option (4) is the right answer.

Match the following database concepts with their accurate descriptions:

- 1. Database Concepts Description
- I. Functional Dependencies B. Ensures data consistency by eliminating redundancy
- II. Concurrency Control Techniques C. Manages access by multiple users in a way that changes made by one do not interfere with those of another
- III. Normalization A. Process of organizing data to reduce redundancy and improve data integrity
- IV. Transaction Processing D. Ensures the database remains in a consistent state despite failures Choose the correct answer from the options given below:
- (1) I-B, II-C, III-A, IV-D
- (2) I-C, II-D, III-B, IV-A
- (3) I-B, II-A, III-D, IV-C
- (4) I-A, II-C, III-B, IV-D

Answer Key: 4

Solution:

- ? Functional Dependencies: These are relationships that determine how one object's data depends on another. When properly understood, they play a crucial role in the normalization process.
- ? Concurrency Control Techniques: These are methods to ensure that database transactions are performed concurrently without causing data inconsistency.
- ? Normalization: This refers to the process of structuring a relational database in accordance with a series of so-called normal forms in order to reduce data redundancy and improve data integrity.
- ? Transaction Processing: It is a process that ensures all transactions are executed in a safe, consistent manner and that the database state is kept stable across failures.

Hence, Option (4) is the right answer.

Match the following programming elements in C with their descriptions:

- 1. Programming Elements Description
- I. Pointers A. Used for defining a variable that can store the address of another variable
- II. Functions B. Block of code designed to perform a particular task

- III. Arrays C. Collection of items stored at contiguous memory locations
- IV. Preprocessors D. Handles directives for source code compilation before actual compilation Choose the correct answer from the options given below:
- (1) I-A, II-B, III-C, IV-D
- (2) I-C, II-D, III-A, IV-B
- (3) I-B, II-C, III-A, IV-D
- (4) I-D, II-A, III-B, IV-C

Answer Key: 1

Solution:

- ? Pointers: These are variables that are used to store the address of another variable, allowing for dynamic memory location and manipulation of data structures.
- ? Functions: Functions are blocks of code that perform specific tasks and can be called upon throughout a program to execute that task.
- ? Arrays: These are used to store multiple items of the same type together, allowing for efficient data management and access.
- ? Preprocessors: These are tools that process the source code before it is compiled, handling directives like #include and #define to modify the compilation process.

Hence, Option (1) is the right answer.