

SE 1B



Directions for Quiz

- On top of your page write the following information.

Quiz no : 1

Name : e.g Muhammad Umer

Roll no : e.g 23P-512

Program e.g BS AI

Section e.g section A

Directions for Quiz

- **Don't ask** friend or teacher for explanation for question ,attempt as per your understanding.
- No use of mobile ,no cheating ,no discussion ...strict action will be taken.
- **Don't write the question** , understand it and only write answer e.g Answer 1 :
- There is **time limit for every question** , as soon as time for that is over we will move to next question. If you keep on solving previous question you will run short of time for next question.
- If a question's time is over it won't be displayed on screen , we will move to next question.
- When time for last question is over, there will be count down from 10 to 1, before count down end **must hand over the quiz to teacher** ,failure to do so will result in ZERO marks.

Q1 : marks =2

What purpose do flowcharts serve? In which situation flowchart is better than pseudocode?

TIME
REMAINING

02:30

mins: secs: type:

Q2 : marks =4

Stepwise solve following equation and write value of j, no need to write code

$$x = 10, y = 20, z = 30$$

$$j = x * y + z / x - y \% z$$

TIME
REMAINING

04:30

Start Stop Reset mins: 4 secs: 30
type: None ▼

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Pin controls when stopped ☒

Q3 : marks =10

Write code to perform all arithmetic operations on $t=10.00$ and $w=4.00$ and display output for each operation.

Also draw a flowchart for the said program.

TIME
REMAINING

10:30

Start Stop Reset mins: 10 secs: 30
type: None ▼

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Q4 : marks =10

What will be the output of the program?

```
#include <stdio.h>
```

```
int main() {
```

```
    const int var;
```

```
    var = 20;
```

```
    printf("Value of var: %d", var);
```

```
    return 0;
```

```
}
```

TIME
REMAINING

01:45

Start Stop Reset mins: 1 secs: 45

type: None ▼

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END COUNT DOWN

00:10

mins: secs: type:

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