**STRUCTURED PROGRAMMING**

**CAT 2**

**QUESTION ONE (30 MARKS)**

1. Explain the purpose of the **#include** directive in a C program. (2 marks)
2. Identify and describe any three **data types** in C. (3 marks)
3. Write a C program that accepts two integers from the user and prints their sum, difference, and product. (6 marks)
4. Describe any two **identifier naming rules** in C. (2 marks)
5. Define the term **variable** as used in C programming. (2 marks)
6. Define software development methodology and explain its importance in programming. (3 marks)
7. Differentiate between **Waterfall and Agile**methodologies. (4 marks)
8. Using a flowchart or pseudocode, represent a program that reads the marks of a student and prints whether they passed or failed. (5 marks)
9. Identify and explain **three** stages of the software development life cycle (SDLC). (3 marks)