BRS GLOBAL SCHOOL
Affiliated to CBSE, New Delhi, Affiliation No. 830346

Subject: Computer Science

Chapter – 10

Programming in C++

Class: X

Date:

A. Fill in the blanks:

1. Single quotes
2. Whole numbers
3. Float
4. *V*ariable
5. int
6. Relational
7. Data type
8. Loops
9. Branching
10. Expression

B. State True or False:

1. False
2. False
3. True
4. True
5. False
6. True
7. True
8. False
9. False
10. True

C. Multiple Choice Questions:

1. (b) Explicit
2. (a) Logical operator
3. (c) Arithmetic operator
4. (d) Tokens

5. (b) Operators
6. (a) Reserved words

D. Answer in one word or sentence:

1. Assignment operator
2. 48
3. Loop
4. Conditional operator
5. Type conversion
6. Relational operator

E. Answer the following:

1. Tokens define the structure of the C++ language. The smallest meaningful element of C++ program is called a token. Keywords, identifiers, variables, constants, operators, and punctuators are the tokens in C++.
2. Constants are the values that do not change during the execution of a program. These values may be digits or char acters. For example, 5, -22, 'H', 'Area", etc. On the other hand, variables are the names given to the memory locations that store data. Their values can change during the execution of a program. Every variable must be declared before we use it in the program.
3. In C++, data types are categorized as: a) Built-in data types (int, char, float, double) b) User defined data types (Structure, Class, etc.) c) Derived data types *(*Array*,* Function, Pointer, etc.)
4. Data type conversion is a process of changing one data type into another. It prevents the loss of data while dealing with multiple data types. It helps to convert all data into a single data type and subsequently evaluates the expression. 5. Operators are the special symbols that perform simple and complex calculations.

   C++ provides the following operators:

a) Arithmetic	b) Relational	c) Assignment
d) Logical	e) Increment/Decrement	f) Conditional

5. Control structures are used to change the flow of execution of a program. The flow control determines how a computer will respond when given certain conditions and parameters. This can be achieved through Branching and Looping statements. Branches can execute one part of a program instead of another, whereas loops repeat certain parts of a program 7. Loops are used to repeat certain parts of a program. They contain a condition and a set of statements. Till the time condition remains true, the compiler keeps executing the statements.