COMPUTER SCIENCE 10TH – MULTIPLE CHOICE QUESTIONS

➔ PROBLEM SOLVING AND ALGORITHM DESIGNING

Chapter # 01

ADAMJEECOACHING.BLOGSPOT.COM

1. The step by step solution of any program is called:

(a) A flowchart (b) A pseudo code

(c) √ An algorithm (d) None of these

2. Which of the following is not one of the steps in a programming project:

(a) Planning the solution (b) Coding the program

(c) Testing the program (d) √ Selecting the hardware

3. In preparing a program, one should first:

(a) √ Plan the solution (b) Documentation

(c) Coding (d) Define the problem

4. Problem solving steps of a program is called:

(a) Top-down design (b) Flowchart

(c) √ Algorithm (d) Run time error

5. A pictorial representation of program is called:

(a) √ A flowchart (b) an algorithm

(c) A pseudocode (d) None of these

6. Step by step instructions to solve the C++ program is called:

(a) √ Algorithm (b) Flowchart

(c) procedure (d) All of these

7. What does the  symbol in a flowchart represent:

(a) √ decision (b) process

(c) start/stop (d) predefined process

8. What does an arrow represent in a flowchart?

(a) Decision making (b) √ Data flow

(c) Start (d) Stop

9. In a flowchart a calculation (process) is represented by:

(a) √ A rectangle (b) A rhombus

(c) A parallelogram (d) A circle

10. _____ symbol is used to represent input and output operation in a flowchart.

(a) Circle (b) Rectangle

(c) Diamond (d) √ Parallelogram

11. When an algorithm is written in the form of a programming language, it becomes a:

(a) Flowchart (b) √ Program

(c) Pseudo code (d) Syntax

12. A system wherein items are added from one and removed from the other end.

(a) Stack (b) Linked list

(c) √ Queue (d) Array

13. Another name for 1-D arrays.

(a) √ Linear arrays (b) Lists

(c) Horizontal array (d) Vertical array

14. A data structure that follows the FIFO principle.

(a) √ Queue (b) LL

(c) Stack (d) Union

15. The process of drawing a flowchart for an algorithm is called _____.

(a) Performance (b) Evaluation

(c) Algorithmic representation (d) √ Flowcharting

16. Which of the following is not an advantage of a flowchart?

(a) Better communication (b) Efficient coding

(c) Systematic testing (d) √ Improper documentation

17. Which one of the following is the process of inserting an element in the stack?

(a) Insert (b) Add

(c) √ Push (d) None of the above

18. Linear data structure arrange data in _____ method.

(a) Non-linear (b) √ Linear

(c) Structure (d) None of the above

19. A data structure that follows the LIFO principle.

(a) Queue (b) LL

(c) √ Stack (d) Union

20. Which one of the following is the process of deleting an element in the stack?

(a) Delete (b) √ Pop

(c) Push (d) None of the above

21. Which one of the following is the process of inserting an element in the queue?

(a) Insert (b) √ Enqueue

(c) Add (d) None of the above

22. Which one of the following is the process of deleting an element in the queue?

(a) √ Dequeue (b) Add

(c) Enqueue (d) None of the above

23. Rearrange a given array or list of elements is known as.

(a) Inserting (b) Arranging

(c) Update (d) √ Sorting

24. Which data structure has a hierarchical structure?

(a) √ Tree (b) Stack

(c) Queue (d) None of the above

25. A data structure in which data items are not arranged in linear method:

(a) √ Non-linear (b) Linear

(c) Structure (d) None of the above

COMPUTER SCIENCE 10TH – MULTIPLE CHOICE QUESTIONS

➔ BASICS OF PROGRAMMING IN C++

Chapter # 02

ADAMJEECOACHING.BLOGSPOT.COM

1. An identifier cannot consist more than characters:

   (a) 30 (b) √ 31

   (c) 32 (d) 35

2. Integer reserves _____ bytes in memory:

   (a) 2 (b) √ 4

   (c) 8 (d) 35

3. Float data type consists of the following:

   (a) Numbers only (b) √ Numbers and decimal point

   (c) Special characters (d) Alphabets

4. Which of the following type of errors is detected by a language translator:

   (a) Program design (b) Logical errors

   (c) Arithmetic errors (d) √ Syntax errors

5. A pictorial representation of program is called:

   (a) √ A flowchart (b) an algorithm

   (c) pseudocode (d) None of these

6. Software that translates assembly language into machine language is a/an:

   (a) Binary translator (b) √ Assembler

   (c) Compiler (d) Link-loader

7. This type of error is detected by compiler:

   (a) Runtime (b) Logical

   (c) √ Syntax (d) None of these

8. This is a statement terminator in C:

(a) { } (b) √ ;

(c) " (d) None of these

9. IDE stands for:

(a) International Development Environment

(b) √ Integrated Development Environment

(c) Important Design Environment

(d) None of the above

10. Double floating point reserves _____ bytes in memory:

(a) 4 (b) 6

(c) √ 8 (d) 10

11. A char data type contains any valid enclosed in a single quote:

(a) Alphabets only (b) Symbols only

(c) √ ASCII characters (d) None of them

12. There are basic types of constant:

(a) √ 2 (b) 4

(c) 6 (d) 7

13. An integer constant must not have _____

(a) Positive (b) Negative

(c) √ Decimal Point (d) Numbers

14. _____ is a program that converts high-level language to machine language.

(a) Assembler (b) √ Compiler

(c) Debugger (d) Linker

15. Which of the following is used to link all the parts of the program together for execution?

(a) Loader (b) √ Linker

(c) Memory (d) Preprocessor

16. The output of an assembler is called?

(a) Data file (b) Task file

(c) √ Object file (d) Program file

17. Users write the programs in which language?

(a) Low-level Language (b) Middle Level Language

(c) Decimal-Format (d) √ High Level Language

18. A type of error that cannot be detected by a language translator is said to be:

(a) Syntax error (b) √ Logical error

(c) Inception error (d) Conception error

19. Type of error generated by some undefined terms or wrong spelling terms in a program is known as:

(a) Compile error (b) Runtime error

(c) Conception error (d) √ Syntax error

20. A type of error that a language translator can detect is called:

(a) Compile error (b) √ Syntax error

(c) Conception error (d) Runtime error

21. Errors in planning a program's logic would generate a _____

(a) Inception error (b) Conception error

(c) Syntax error (d) √ Logical error

22. Which is a valid identifier or variable name?

(a) √ diameter (b) void

(c) 55 (d) $12

23. A runtime error _____ program execution at the statement that cannot be executed.

(a) √ Halts (b) Resumes

(c) Starts (d) None of the above

24. The constants are also called as _____

(a) Const (b) Preprocessor

(c) √ Literals (d) None of the above

25. The _____ are just like variables except that their values cannot be changed.

(a) Named constant (b) Basic constant

(c) Number constant (d) √ Symbolic constant

COMPUTER SCIENCE 10TH – MULTIPLE CHOICE QUESTIONS

➔ INPUT / OUTPUT HANDLING IN C++

Chapter # 03

ADAMJEECOACHING.BLOGSPOT.COM

1. Each escape sequence must start with.

   (a) & (and sign) (b) / (forward slash)

   (c) √ \ (back slash) (d) % (percentage sign)

2. The multi-line comment begins with the character set of.

   (a) */ (b) √ /*

   (c) * (d) * \ b

3. <stdio.h> is _____ file.

   (a) Document file (b) Spreadsheet file

   (c) √ Header file (d) Executable file

4. Every C++ program must have this function.

   (a) cout( ) (b) √ main ( )

   (c) cin( ) (d) None of these

5. In this statement "int main(void)" the second void is.

   (a) Return type (b) √ Argument

   (c) Function (d) Variable

6. The # symbol is called _____ directives

   (a) √ Preprocessor (b) Multiprocessor

   (c) Postprocessor (d) None of these

7. All C++ statements must end with:

   (a) comma (,) (b) √ semicolon (;)

   (c) > (d) <

8. This is a statement terminator in C++.

(a) { } (b) "

(c) ✓ ; (d) :

9. Single line comment written in C++ with _____ symbol.

(a) /+ (b) ✓ //

(c) * (d) None of these

10. gets ( ) function is used to input data type:

(a) Character (b) Integer

(c) Float (d) ✓ None of them

11. getche ( ) function gets a character and the character:

(a) ✓ Display (b) Print

(c) Read (d) Variable

12. cin( ) statement is used to data from standard input device:

(a) Process (b) ✓ Input

(c) Output (d) None of them

13. In which logical operator, the result of operation will be true, if both operands are true, otherwise false:

(a) NOT (b) ✓ AND

(c) OR (d) None of them

14. Logical NOT operator takes operand:

(a) Two (b) Three

(c) Four (d) ✓ None of them

15. The remainder operator (%) requires that both operands be.

(a) Float (b) ✓ Integer

(c) Double (d) Character

16. Relational operators are used to _____ two operands:

(a) Add (b) Combine

(c) ✓ Compare (d) Collect

17. Increment and decrement operators operate on only one operand and are called:

(a) ✓ Unary operator (b) Binary operator

(c) Ternary operator (d) None of these

18. \n escape sequence is used to move the cursor to.

(a) New page (b) ✓ New line

(c) New paragraph (d) New section

19. Equality operator is denoted by.

(a) = (b) ✓ ==

(c) != (d) None of them

20. The symbol << is called.

(a) New line symbol (b) Output operator

(c) ✓ Insertion operator (d) None of them

21. Which of the following operator works only with integer variables?

(a) Increment (b) Decrement

(c) Binary operator (d) ✓ Both increment & decrement

22. If an increment or decrement operator is placed after a variable, it is called as.

(a) Pre-increment and Pre-decrement (b) Post-increment

(c) Post-decrement (d) ✓ Post-increment and Post-decrement

23. Which of the following escape sequence represents carriage return?

(a) ✓ \r (b) \n

(c) \n\r (d) \c

24. What value does the variable a have, after all of the code executes?

```
int a =1;
int b;
b = a++;
```

(a) ✓ 2 (b) 1

(c) 3 (d) Unknown/undefined

25. Those operators that require two operands are known as:

(a) Unary operators (b) ✓ Binary operators

(c) Ternary operators (d) None of them

COMPUTER SCIENCE 10TH – MULTIPLE CHOICE QUESTIONS

➔ CONTROL STRUCTURE

Chapter # 04

ADAMJEECOACHING.BLOGSPOT.COM

1. Loop within loop is said to be.

(a) Natural loop (b) √ Nested loop

(c) Quantum loop (d) None of them

2. ++ operator used within loops increment the value of variable by

(a) √ 1 (b) 2

(c) 10 (d) depends on compiler

3. How many choices are in single if else statement?

(a) 4 (b) √ 2

(c) 3 (d) None of these

4. for (int i = 1 , j = 2 ; j <= 7 ; j++) Will the above statement execute?

(a) √ Yes (b) No

(c) Runtime error (d) Compiler time error

5. for( ) loop is used when we need to perform.

(a) Sequential logic (b) Selection logic

(c) √ Iteration logic (d) Parallel logic

6. This loop tests the condition after having executed the statements within the loop.

(a) while (b) √ do-while

(c) for Loop (d) if-else-if

7. When _____ is encountered inside any loop, control automatically passes to the first statement after loop.

(a) Continue (b) √ break

(c) goto (d) return

8. The keyword used to transfer control from a function back to the calling function is.

(a) Switch (b) goto

(c) go back (d) √ return

9. Which is not a loop structure in C++?

(a) do-while( ) (b) while( )

(c) √ repeat – until( ) (d) for( )

10. This loop is appropriate when execution is not known:

(a) for (b) √ while

(c) do-for (d) none of these

11. The continue statement cannot be used with.

(a) for( ) (b) while( )

(c) do-while( ) (d) √ switch( )

12. This loop is appropriate when its execution is known.

(a) √ for (b) while

(c) do-while (d) none of these

13. The control structure do while loop is.

(a) Sequence (b) Selection

(c) √ Iteration (d) Random

14. This loop is appropriate when its body is executed at least once:

(a) for (b) while

(c) √ do-while (d) none of these

15. This loop uses post testing.

(a) for( ) (b) √ do- while( )

(c) while( ) (d) None of these

16. To perform a set of instructions repeatedly which of the following can be used?

(a) for (b) while

(c) if-else-if (d) √ Both a & b

17. The continue statement performs:

(a) continue the statement (b) break the statement

(c) √ Skip the statement (d) None of these

18. How many types of loops are there in C++?

(a) √ 3 (b) 2

(c) 1 (d) None of these

19. Using goto inside for loop is equivalent to using.

(a) Continue (b) Break

(c) Return (d) √ None of these

20. A switch statement is used to.

(a) Use switching variable

(b) Switch between function in a program

(c) Switch from one variable to another variable

(d) √ Choose from multiple possibilities which may arise due to different values of a single variable

21. do-while loop terminates when conditional expression returns?

(a) One (b) √ Zero

(c) Non – zero (d) None of these

22. What is the effect of writing a break statement inside a loop?

(a) √ It cancels remaining iterations

(b) It skips a particular iteration

(c) The program terminates immediately

(d) Loop counter is reset

23. If you have to make decision based on multiple choices, which of the following is best suited?

(a) if
(b) if-else
(c) ✓ if-else-if
(d) All of these

24. If the variable count exceeds 100, a single statement that prints "Too many" is.

(a) if (count < 100) cout << "Too many";
(b) if (count > 100) cout >> "Too many";
(c) ✓ if (count > 100) cout << "Too many";
(d) None of these.

25. The break statement causes an exit.

(a) From the innermost loop only
(c) From all loops & switches
(b) Only from the innermost switch
(d) ✓ From the innermost loop or switch

COMPUTER SCIENCE 10TH – MULTIPLE CHOICE QUESTIONS

➔ FUNCTIONS

Chapter # 05

ADAMJEECOACHING.BLOGSPOT.COM

1. Where does the execution of the program starts?

(a) Else function (b) √ Main function

(c) Void function (d) User-defined function

2. Which of the following is used to terminate the function declaration?

(a) : (b))

(c) √ ; (d)]

3. What are mandatory parts in the function declaration?

(a) √ return type, function name (b) return type, function name, parameters

(c) parameters, function name (d) parameters, variables

4. Which of the following is the default return data type of functions in C++?

(a) √ int (b) char

(c) float (d) void

5. What is the scope of the variable declared in the user defined function?

(a) whole program (b) header section

(c) the main function (d) √ only inside the { } block

6. What will happen when we use void in argument passing?

(a) It will not return value to its caller (b) It will return value to its caller

(c) Both a & b are correct (d) √ None of these

7. How many minimum numbers of function should be present in a C++ program for its execution?

(a) 0 (b) √ 1

(c) 2 (d) 3

8. User defined function must have.

(a) Arguments (b) √ Prototype

(c) Address (d) None of these

9. Function prototype is also called.

(a) Function definition (b) Function calling

(c) √ Function declaration (d) None of these

10. In this statement "void main (void)" the first void is:

(a) √ Return type (b) Argument

(c) Function (d) Variable

11. The continue statement cannot be used with.

(a) for( ) (b) while( )

(c) do-while( ) (d) √ switch( )

12. cos(d) function consists of library.

(a) stdlib.h (b) ctype.h

(c) √ math.h (d) conio.h

13. The function int cal2(a, b);

(a) √ Function declaration (b) Function definition

(c) Function calling (d) None of these

14. The abs(25) function return the value:

(a) √ 25 (b) -25

(c) 2.5 (d) None of them

15. The function add( ); is the example of

(a) √ Calling function (b) A prototype declare a function

(c) Return type function (d) Itself function

16. The global variable is defined in a declaration.

(a) In main( ) only
(b) In the first function that uses it
(c) In any function that uses it
(d) √ outside of any function

17. A function prototype is.

(a) √ Is the same as the function header
(b) It is an outline of the purpose of the function
(c) Is the same as function call
(d) None of these

18. Definition of built-in functions are stored in _____ files.

(a) header
(b) footer
(c) library
(d) √ header & library

19. Functions created by the user are called _____ functions.

(a) Built-in
(b) √ User-defined
(c) Return
(d) None of these

20. Local variables are declared _____ any function.

(a) √ Inside
(b) Outside
(c) Separately
(d) None of them