

Assignment I

Computer Programming (COMP102)

1. Discuss briefly about basic computer architecture and its peripherals.
2. Categorize and explain in brief about types of software systems.
3. Mention in brief about procedures involved in software development life cycle (waterfall model).
4. What is meant by operator precedence? Illustrate with an example.
5. What is meant by rule of associativity in operations of operators? Illustrate with an example.
6. What are library functions? Why are they important?
7. Write in brief about compilers and interpreters.
8. Convert the following:
 - a. $(10101011)_2 = (?)_{16} = (?)_8$
 - b. $768 = (?)_8 = (?)_{16}$