Consider the array defined below: int phoneno[5],

Which one of the following assignment is wrong?

- phoneno[1] = 1111;
- phoneno[2] = 2222;
- phoneno[2] = -2222;
- phoneno[5] = 5555

Which is the best way to make the loop exit in the middle?

(Choose one)

use goto statement

use break statement

use return statement

use recursion

### Which among the following is a good code layout?

#### (Choose one)

float Calculate\_Interest (
double principal,
float term\_yrs,
float rate\_of\_interest)



float Calculate\_Interest ( double principal, float term\_yrs, float rate\_of\_interest)

float

Calculate\_Interest

double principal, float term yrs,

float rate\_of\_interest

Put these steps of building a program, in a correct sequence.

- i. Check the design
- ii. Check the code
- iii. Code the program
- iv. Design the program

(Choose one)

i,ii, iii, iv

B, III, IV, I

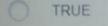
(V, I,III, II

IV, III, I,II

One has to think about efficiency of the program. i. While designing it ii. While constructing it (Choose one) Only i. Only tt. Both | & II Neither i nor ii

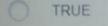
O Linke	ed list		+		
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Reducing the lines of code in a high-level language program may not improve the speed of the resulting ma chine code





Reducing the lines of code in a high-level language program may not improve the speed of the resulting ma chine code





It is better to use more number of global variables as they can be easily accessed from different routines.





Which is the best way to make the loop exit in the middle?							
(Choose one)							
	use goto statement						
0	use break statement						
	use return statement						
	use recursion	9					

Opdate Answer

```
How can this following search algorithm improved further?

for (i=0; i<count, i++) {
    if (a[i] == item) {
        tound=true,
      }
    }
```

- ( Choose one )
  - By reducing the value of count variable
  - By changing the data type of array a
  - By inserting a 'break' statement after 'found=true' within 'if'.
    - By inserting a 'break' statement after 'found=true' after 'if

Update Answer

Mark as Skipped

```
How can this loop be further optimized?

sum = 0;

for (i=1; i<=N; i++)

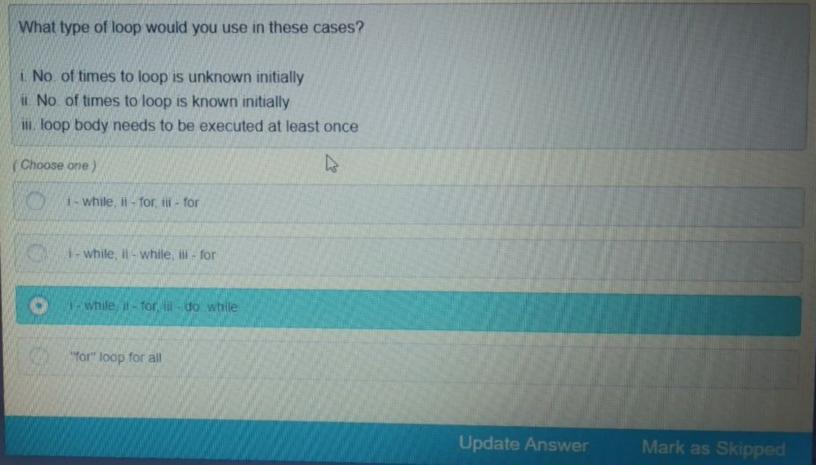
sum = sum + i;
```

- Sum = 1;

  for (i=2; i<=N; i++)

  sum = sum + i;
- sum = 0; for (i=1; i<N; i++) sum = sum + i; sum = sum + N;
- sum = 0; for (i=0; i<=N; i++) sum = sum + i;
  - Sum = N \* (N+1)/2;

```
What is the equivalent 'jammed loop' version for the following code?
  for (i=0; i<10; i++)
  sum1 = sum1 + i;
  for (i=0; i<20; i++)
  sum2 = sum2 + i
(Choose one)
       for (i=0; i<10; i++) (
       sum1 = sum1 + i
       sum2 = sum2 + i
       for (I=0; I<20; I++) {
       sum1 = sum1 + i
       sum2 = sum2 + i
       for (i=0; i<10; i++) (
       sum1 = sum1 + i:
       sum2 = sum2 + i;
                                                               Update Answer
```



```
What will be optimized version of this loop?

sum = 0;

for (i=1; i<=N, i++)

sum = sum + i * j / k + 10;
```

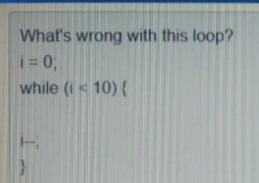
```
sum = 0,
for (i=1, i<=N, i++)
sum = sum + i * (j / k) + 10;
```

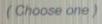
```
sum = 0;

m = j / k;

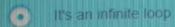
for (i=1; i<=N; i++)

sum = sum + i * m + 10;
```



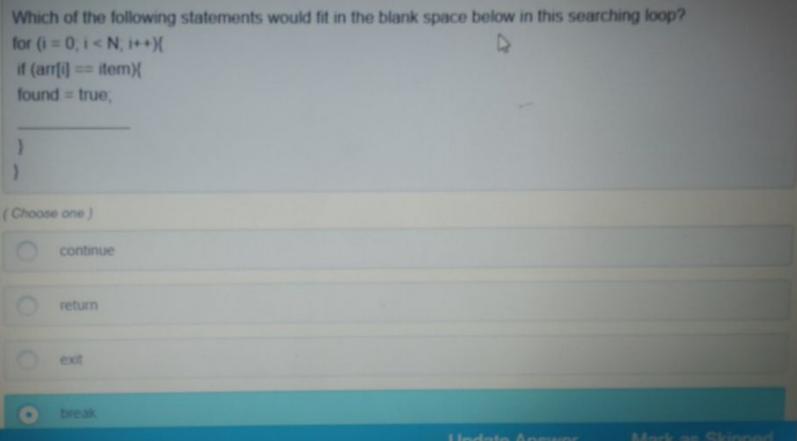


Variable i should be used only for 'for' loops

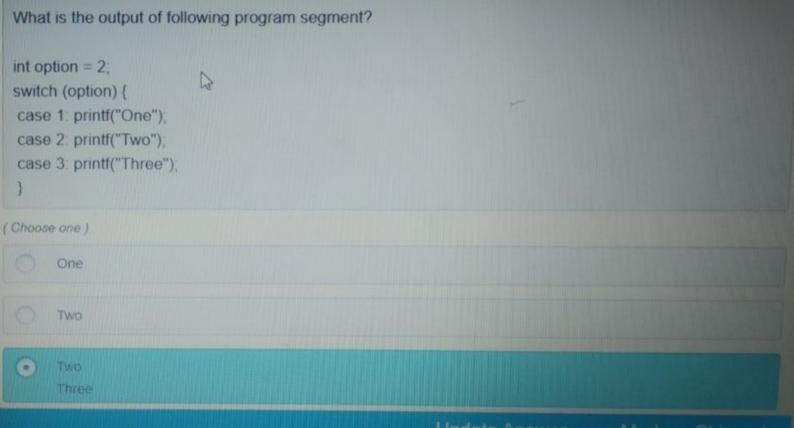


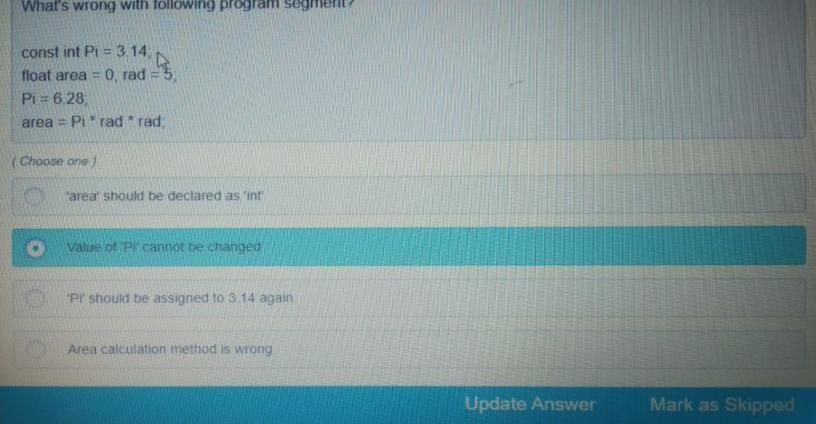
It should be i = i - 1 rather than i-;

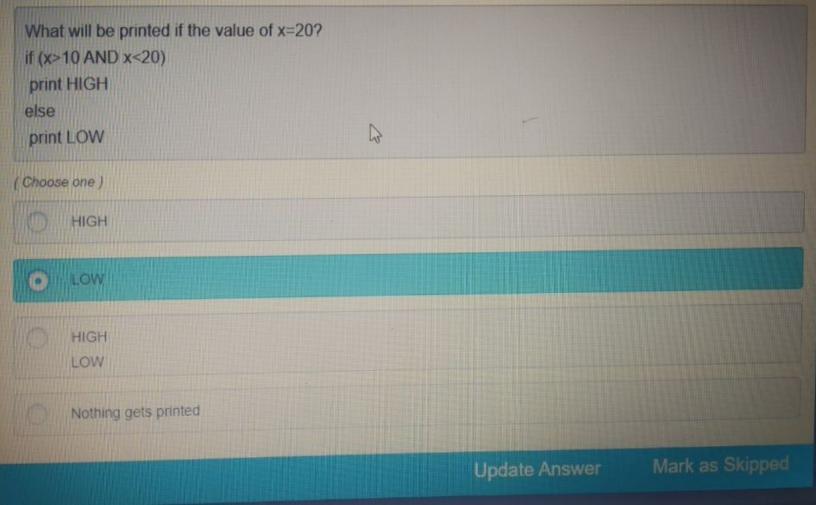
Nothing wrong



# Which program might run faster? (Choose one) for (i=0; i<5; i++) stram[i] = "NULL"; for (i=0, i<4, i++) strarr[i] = "NULL"; stram[4] = "NULL"; strarr[0] = "NULL"; for (i=1, i<5, i++) strarr[i] = "NULL". strant(0) = "NULL",







How many times the loop will get executed? for (j=1; j>10; j++)

sum = sum + i;

(Choose one)



9

10

Which among the following is an example of a program statement?

1

(Choose one)



ii only

ii & iii only

All are correct

Checking for ranges of values (e.g. range of marks deciding the grade) is possible using 'case switch' state ments.

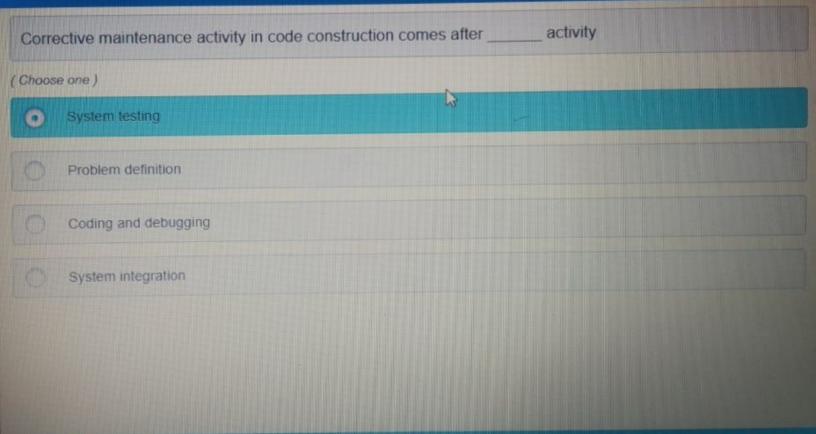
0

(Choose one)

TRUE



FALSE



## Data types of variables cannot determine

- Type of data that can be stored
- Amount of memory a variable occupies
- Address where the variable can be stored in memory
  - The range of data that can be stored

