

Algorithms and Pseudocode (MCQ's)

1. Which of the following is incorrect?

Algorithms can be represented:

- a) as pseudo codes
- ☒ b) as syntax
- c) as programs
- d) as flowcharts

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

- a) Flowchart
- ☒ b) Program
- c) Pseudo code
- d) Syntax

3. Any algorithm is a program.

- a) True
- ☒ b) False

4. Capitalize initial keyword – This is a rule while writing a pseudo code.

- ☒ a) True
- b) False

5. Keep the statement language _____ while writing a pseudo code.

- a) Dependent
- ☒ b) Independent
- c) Case sensitive

Algorithms and Pseudocode (MCQ's)

- d) Capitalized
6. Which of the following is not a keyword?
- a) Read
 - b) Write
 - ☒ c) start
 - d) endif
7. _____ is used to show hierarchy in a pseudo code.
- ☒ a) Indentation
 - b) Curly Braces
 - c) Round Brackets
 - d) Semicolon
8. _____ begins with lower case letters.
- a) Keywords
 - ☒ b) Variables
 - c) Tokens
 - d) Functions
9. A statement used to close the IF block.
- a) ELSE
 - b) ELSEIF
 - c) END
 - ☒ d) ENDIF

Algorithms and Pseudocode (MCQ's)

10. Programming based on stepwise refinement process.

- ☒ a) Structural
- b) C programming
- c) Procedural
- d) Fine

11. Top-down approach is followed in structural programming.

- ☒ a) True
- b) False

12. A _____ is a directed graph that describes the flow of execution control of the program.

- ☒ a) Flowchart
- b) Flow graph
- c) Complexity curve
- d) Algorithm

13. A program should be _____

- a) Secure
- ☒ b) Sequential
- c) Ordered
- d) Simple

14. The following is the syntax for:

_____(condition)

Action

Algorithms and Pseudocode (MCQ's)

a) Else

b) Elif

☒ c) If

d) Switch

15. Which of the following is a loop statement?

a) IF

b) ELSE

☒ c) WHILE

d) DO

16. Semicolon is used after :

a) Function definition

☒ b) Function call

c) for loop

d) while loop

none

17. Which of the following isn't a loop statement?

a) for

☒ b) elif

c) while

d) do-while

Different Programming Language, Compiler & Interpreter (MCQ's)

1. What is the only thing that computers understand?

- ☒ a) Machine Code
- b) Low Level Languages
- c) High Level Languages
- d) Algorithms

2. A language that requires no knowledge of the hardware or the instruction set of the computer is called...

- ☒ a) A High Level Language
- b) A Low Level Language
- c) Machine Code
- d) An Algorithm

3. A language that is close to human language and which is easy to write, debug and maintain is known as...

- ☒ a) A High Level Language
- b) A Low Level Language
- c) An Algorithm
- d) Machine Code

4. Resolving errors in a program is known as...

- ☒ a) Debugging
- b) Refixing
- c) Error Checking
- d) Problem Solving

5. Which of the following is not a high level programming language?

Different Programming Language, Compiler & Interpreter (MCQ's)

- ☒ a) Assembly
 - b) C++
 - c) Java
 - d) Python
6. Languages that relate to the architecture and hardware of a specific computer are known as...
- ☒ a) High Level Languages
 - ☐ b) Low Level Languages
 - c) Simplex Languages
 - d) Complex Languages
7. What is the name for the software used to convert an assembly language program into machine code?
- ☒ a) Assembler
 - b) Interpreter
 - c) Compiler
 - d) Translator
8. The 3 main types of translators are...
- ☒ a) Assemblers, Compilers & Interpreters
 - b) Assemblers, Compilers & Converters
 - c) Assemblers, Scripters & Interpreters
 - d) Converters, Scripters & Interpreters
9. Which type of translator creates an executable file of machine code from a program written in a high level language?
- ☒ a) Compiler

Different Programming Language, Compiler & Interpreter (MCQ's)

b)Assembler

c)Interpreter

d)Executor

10. Software that translates and executes a high level language program one line at a time is known as a?

a)Compiler

☒ b)Interpreter

c)Assembler

d)Executor

11. An error in a program that prevents the program from running as expected.

a)Error report

☒ b)Bug

c)Mistake

d)Algorithm

Flowcharts (MCQ's)

1. The symbol denotes _____



a) I/O

b) Flow

☒ c) Terminal

d) Decision

2. In computer science, algorithm refers to a pictorial representation of a flowchart.

a) True

☒ b) False

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

a) Performance

b) Evaluation

c) Algorithmic Representation

☒ d) Flowcharting

4. Actual instructions in flowcharting are represented in _____

a) Circles

☒ b) Boxes

c) Arrows

d) Lines

5. A box that can represent two different conditions.

Flowcharts (MCQ's)

- a) Rectangle
 - ☒ b) Diamond
 - c) Circle
 - d) Parallelogram
6. There should be certain set standards on the amount of details that should be provided in a flowchart.
- a) True
 - ☒ b) False
7. A detailed flowchart is called _____
- a) Stack
 - b) Macro
 - ☒ c) Micro
 - d) Union
8. Which of the following is not an advantage of a flowchart?
- a) Better communication
 - b) Efficient coding
 - c) Systematic testing
 - ☒ d) Improper documentation
9. A flowchart that outlines the main segments of a program.
- a) Queue
 - ☒ b) Macro
 - c) Micro
 - d) Union

Flowcharts (MCQ's)

10. The operation represented by parallelograms.

☒ a) Input/Output

b) Assignment

c) Comparison

d) Conditions

11. A _____ is a connector showing the relationship between the representative shapes.

a) line

☒ b) arrow

c) Process

d) box