

PPT, Class

Test- 9, Date: 21/05/2018

1. The programming process is

- A) System-development process
- B) Coding process
- C) Testing process
- D) Problem solving process

2. A computer program is a means to end. Which of the following about "the end" is true?

- A) The end will normally be information needed to solve a problem.
- B) The end will normally be input needed to solve the program.
- C) The end will normally be process needed to solve the program.
- D) None of the above.

3. Which one is true?

- A) The programming process is a problem solving process.
- B) The programming process is a data transformation process.
- C) The programming process is a coding process.
- D) The programming process is a problem defining process.

5. Which of the following is or are included the problem definition?

- A) Out put.
- B) What the out look like.
- C) Input.

D) Processing algorithm.

7. In the problem definition which of the following do we use to describe the output that is to be displayed on VDT?

- A) Print chart.
- B) Display system layout sheet.
- C) A record format form.
- D) All of the above.

8. Who usually defines the problem to programmer?

- A) The system analyst.
- B) The program manager.
- C) The project manager.
- D) A senior programmer.

9. Which of the following defines an algorithm?

- A) It is a graphical representation of a program flow.
- B) It is the documentation of program logic.
- C) It is a list of sequence of steps required to solve the problem.
- D) It is the actual program code.

10. What is used to keep track of the number of times something occurs in a program?

- A) A loop.
- B) A counter.
- C) A decision construct.
- D) None of the above.

12. What do we call an error that occurs while a program is being executed?

- A) Syntax error.
- B) Logical error.
- C) Execution-time error.
- D) Bug.

13. Which of the following procedure can you use to check an algorithm?

- A) Debugging by automated debugger.
- B) Desk checking.
- C) Inspection.
- D) Consultation.

14. Which of the following defines an algorithm?

- A) It is a symbolic representation an algorithm.
- B) It is the documentation of program logic.
- C) It is a list of the sequence of steps required to solve the problem.
- D) It is the actual program code.

17. Violation of the rules of a particular programming language creates what?

- A) Syntax error.
- B) Logical error.
- C) Execution-time error
- D) Bug.

18. Which of the following are translator program?

- A) Compiler. B) Assembler
- C) Generator D) Interpreter

19. During testing what type or types or error are eliminated?

- A. Syntax Error
- B. Logic Error
- C. Execution time error
- D. None of the above

22. Today in developing a program, major emphasis is given on which aspects?

A. Efficient algorithms and techniques to save computer time and memory.

B. Easily understood logic.

C. Easy maintenance

D. Low usage of costly disk space

25. Which type of subroutines is frequently used for complex processing that is needed by many users, such as mathematical or statistical routines or the storing of files?

A. Internal

B. External

26. The top down approach is a useful technique in

A. Planning a modular programming

B. Writing a smart program code

C. A object oriented programming

D. Report writing

27. What do we do identify a module?

A. A module is given a abbreviated name

B. A module is given a name which reflects what the module does and a number is included with name

C. A module is given a name with a special prefix.

D. None of the above

28. A structure chart is commonly used planning tool in

A. Top-down programming

B. Object oriented programming

C. Procedural programming

D. Data processing.

29. Find out the following logic patterns or structures are identified as sufficient for any structured programming?

A. The sequence structure.

- B. The loop structure
- C. The selection structure
- D. Control structure.

30. EOF means.....

- A. There is no record in the file.
- B. The file does not exist
- C. The file is not accessible
- D. The file cannot be created

31. In modular programming, the program is broken down into ____

- A. Files
- B. Projects
- C. Instructions
- D. Modules

32. Modular programming is implemented by ____

- A. Subroutine
- B. Instructions
- C. Source programs
- D. Machine code

33. Which one is the definition of a subroutine?

- A. A group of instructions that perform a limited processing task.
- B. A file that contains a group of instructions that performs a limited processing task.
- C. A group of instructions that performs a total processing task.
- D. None

34. A collection of techniques for planning writing for program that increases programmer productivity is

- A. Modular programming
- B. Procedural programming
- C. Structure programming
- D. A functional programming

35. Which of the following are related to structured programming?

- A. Top down programming
- B. Use of control structure-loop, selection, sequence

- C. Functional programming
- D. OOP

36. In modular programming, a piece of program that performs a single limited function is known as which of the following?

- A. A class
- B. A module
- C. A loop
- D. A sequence

39. A printed line that contains information about a single entity is which of the following

- A. Group indication
- B. Heading line
- C. Detail line
- D. Printed line

40. The subroutine that is part of the program that uses is

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- A. An internal subroutine
 - B. An external subroutine
 - C. None

41. After a subroutine has finished its work what will happen?

- A. The program end
- B. Control is returned transferred to the caller of the subroutine
- C. Control is transferred to the exit routine
- D. None

43. The instruction that transfers control to the subroutine and back again are commonly known as _____

- A. Call instruction
- B. Return instruction
- C. Call and return instruction
- D. Any of the three

46. In this technique we define the main program module, which initiates the program, call other modules and then terminates. What technique is this?

- A. Modular programming
 - B. Top-down programming
 - C. Bottom up programming
 - D. None
47. Structure chart is planning tool used in
- A. Modular programming
 - B. Top-down programming
 - C. Bottom up programming
 - D. None
48. Which of the following is / are true for structure chart?
- A. It does not show the exact processing steps
 - B. It does not show what modules will be called under what condition
 - C. It does not show function to perform
 - D. It does not show relationship between modules.
50. Pseudo code is
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- A. language dependent
 - B. language independent
 - C. a flowcharting tool
 - D. a .NET complaint language

52. The condition $A \neq B$ is equivalent to which of the following?
- A. $A > B$
 - B. $B = A$
 - C. $A \neq B$
 - D. $\text{NOT} (B < A)$
54. Which of the following exchanges the contents in memory locations X and Y?
- A. move Y to X
move X to Y
 - B. move X to TEMP
move Y to X
move TEMP to Y

55. Boolean algebra (Boolean logic) works with which type of variable (fields)?
- A. Fields that represent numeric values
 - B. Fields that represent textual values
 - C. Fields that represent Boolean values
 - D. Fields that represent decimal values
56. What value a Boolean field (variable) can have?
- A. Any value
 - B. Only Textual data
 - C. Either true or false
 - D. Only numeric value
57. Which of the following operation or operations can be used in Boolean algebra?
- A. NEITHER
 - B. AND
 - C. OR
 - D. NOT
- 59: When the expression $A \text{ AND } B$ is true?
- A. If A is true and B is true
 - B. If A is false and B is false
 - C. Either A is true or B is true
 - D. Either A is false or B is false
61. Say $a=5$ and $b=9$
Now Consider the Boolean expression $\text{NOT} (a < b)$
This expression evaluates to _____.
- A. true
 - B. false
62. $\text{Not} (3 > 5) \text{ AND } (5 > 3)$
This expression will evaluate to---.
- A. true
 - B. false
63. Which of the following is used to represent the possible values of combinations of conditions?

A. Decision table

B. Truth table

C. Argument table

D. Function table

68. Which of the following is or are used as input editing techniques?

A. Desk Checking

B. Sequence checking

C. Restricted-value test

D. Counter technique

69. What is an error routine?

A. Instructions that causes errors

B. Instructions that prevents errors to occur

C. Instructions that are executed when an error is encountered during processing

D. Suspicious instructions that are skipped during processing

72. In batch a process where data is stored on a key field (or fields), which type of input editing technique is useful?

A. Desk checking

B. Sequence checking

C. Restricted-value test

D. Counter technique

73. Which is used to plan and document processing that involves

79. It is possible to move part of the condition from the condition stub to the condition entries and part of the action from the action stub to the action entries. What do we call such a table?

complex combinations of conditions?

A. Flow chart

B. Structure Chart

C. HIPO Chart

D. Decision table

75. _____ are best suited to documenting complex decisions involving combinations of conditions.

A. Flow Charts

B. Structure Charts

C. HIPO Charts

D. Decision tables

77. What do we call a situation in which more than one rule of a decision table may be applied for a given combination of condition?

A. Contradiction

B. Confusion

C. Conflict

D. Redundancy

78. A situation in a decision table in which the same combinations lead to different actions is referred to as _____. _____.

A. Contradiction

B. Confusion

C. Conflict

D. Redundancy

A. mixed-entry decision table

B. Compound decision table

C. Extended-entry decision table

D. Complex-entry decision table

110. Two tables with the same number of elements & some logical relationship is a
- A. Single table
 - B. Paired table
 - C. Argument table
 - D. Function table
111. Data items those are of the same types are considered to be what?
- A. Homogeneous data
 - B. Paired data.
 - C. Single data.
 - D. None
112. What is homogeneous data?
- A. Data items those are the same length.
 - B. Data items those are the same type
 - C. Textual data items.
 - D. Numeric data items.
113. Why tables can be required?(chose two)
- A. To hold information that is in processing.
 - B. To store results of processing.
 - C. To hold summery information.
 - D. To store control information.
114. Accessing a function table directly without first searching an argument table is known as ____
- A. Discrete table.
 - B. Direct table addressing.
 - C. Direct table analyzing.
 - D. Direct table acting.
115. To perform a table search, we look for particular value in the argument table that equaled the search argument in ____
- A. Discrete table
 - B. Segmented table.
 - C. Function table.
 - D. None
116. A table that is searched is ____what?
- A. The argument table.
 - B. The function table.
 - C. The multidimensional table.
 - D. The binary table.
117. A table that contains values that are to be retrieve for use in processing ____ What?
- A. The argument table
 - B. The function table..
 - C. The multidimensional table.

D. The binary table.

118. An argument table in which each represents a particular value that is compared to find an exact match is _____. What?

A. A segmented table.

B. A discrete table

119. An argument table in which the argument entry is upper or lower limit of values is _What?

A. A segment table.

B. A discrete table

120. The value that is compared with argument table entries is _____. What?

A. Function table.

B. Search argument.

C. Search parameter

D. Search entry

123. For which type of tables the binary search is a more efficient technique?

A. Large tables.

B. Small tables

C. A table with 500 entries.

D. None