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C.S. Test

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- Q.1
- a) Tokens: a token is a single element of programming language
the types of tokens are: identifiers, keywords, operators etc.
ex: False, +, - etc.
- b) an escape sequence is
an escape sequence is a sequence of characters that
do not represent itself when used in a character or string literal
ex: '\', '\n', '\r'
- c) L value and r value
a left value (l value) is an assignable object which may occur
on the left side of the problem. an r value is an expression that
has a value that may appear on right
Side of assignment
- d)
- '\\' \rightarrow 1
- '\ab' \rightarrow 3
- 'Ash's pen' \rightarrow 9
- 'r" IT "e' \rightarrow 8

e) output =
12 48

* Syntax Errors

- \rightarrow Does not produce an output
- \rightarrow Program stops running once it reaches the error

ex: forgetting the
') '
symbol

Logical Errors

- \rightarrow produces an undesired output
- \rightarrow program does not stop running in between.

ex: writing a code for finding the average as

$$x + y / 2$$

this will give the output

$x + (\frac{y}{2})$ because '/' is having higher preference.

a)

```

num1 = float(input("enter first number"))
num2 = float(input("enter second number"))
num3 = float(input("enter third number"))
num4 = float(input("enter fourth number"))
num5 = float(input("enter fifth number"))

avg = (num1+num2+num3+num4+num5)/5
prod = num1*num2*num3*num4*num5

print("The product of the numbers is", prod, "and the
average of the numbers is", avg)

```

b)	line	correction
	name="john"	name = "John"
	prints(name)	print(name)
	name[1]='u'	name_1='u'
	Prints(type(name))	print(type(name))

c)

- `_1` → valid
- `_k@` → invalid, special characters like @ cannot be used.
- `1_a` → invalid, identifiers cannot begin with 0-9 digits
- `text.cx` → invalid, characters like '.' are not allowed.
- `if` → invalid, it is a predefined keyword
- `Switch` → valid
- `break` → invalid, it is a predefined keyword
- `new-rec` → invalid, we cannot use '-' (hyphen)

d)

Implicit

→ When computing with two different numerical data types, the program automatically converts the values into the same data type, which is a broader data type

→ ex: $50 + 43.9 + 0.1$
 $= 94.0$
 ↓
 float

int float float

Explicit

→ type conversion has to be written in the source code to be executed.

→ The person writing the code has to specifically type a line to change the data type.

→ ex: `num1 = int C input("enter a number")`
`num1 = str C num1)`
 here num1 will be converted from integer to string.

e)

inches

= int C input C " type the value in inches")

feet = inches // 12

yard = feet // 3

feet = feet % 3

inches = inches % 12

print C "The value in yards is", yard, "yards", "feet", "feet",
 inches, "inches.")

- f. An operator is a token used to carry out arithmetic or logical computation.

associativity helps to find the order of the operations.

for example:

$$a + b / c$$

will give the output $a + (\frac{b}{c})$

because the operator $(/)$ (divide) has a higher precedence than the binary $+$ operator.