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| **FORMATIVE ASSESSMENT TOOL** | | | |
| **UNIT OF COMPETENCY** | **DEVELOP COMPUTER PROGRAM** | **UNIT CODE** | **IT/OS/ICT/CR/10/6** |
| **QUALIFICATIONS: ICT TECHNICIAN**  **LEVEL 6** | |  |  |
| QUALIFICATION CODE: 061006T4ICT | | | |

**CAT 2**

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| Candidate’s name &Registration No. |  |
| Assessor’s name & Reg. code |  |
| Unit (s) of competency | DEVELOP COMPUTER PROGRAM |
| Venue of assessment |  |
| Date of assessment |  |

**Answer all questions in this section**

**SECTION B (40 MARKS)**

***Answer all the questions in this section***

1. Define the following terms as used in program development. (4 Marks)
2. Algorithm
3. Bug
4. State **three** types of control structures in used in C. (3 Marks)
5. Identify **four** rules for naming an identifier in C programming. (4 Marks)
6. Describe the following terms as used in C language. (4 Marks)
7. Scanf()
8. Printf()
9. Keyword
10. Variable
11. Explain the output of the **&copy; or & #169** in HTML pages. (2 Marks)
12. Explain **two** ways of defining constants in a C program. Give an example in each case. (4 Marks)
13. Explain **two** differences between interpreters and compilers. (4 Marks)
14. Outline **three** uses of HTML programming language in our day-to-day lives. (3 Marks)
15. State the function of each of the following reserved words in C program. (2 Marks)
16. Break
17. Return
18. Write an HTML table tag sequence that outputs the following: (4 Marks)

100 pcs 100 500

10 pcs 5 50

1. Sate **five** advantages of documenting a program. (4 Marks)
2. State the purpose of the following data types. (2 Marks)
3. Doubles
4. Booleans