Chapter - One

1. Arrange the activities of a problem solving process in order.
    1. Defining the problem.
    2. Documenting.
    3. Preparing a program flowchart.
    4. Preparing an algorithm.
    5. Debugging and testing.
    6. Coding the program.

Ans. 1-4-3-6-6-5-2

2. A programming process is a
    a. System development process
    b. Coding process.
    c. Testing process.
    d. Problem solving process.

3. A computer program is a means to an end. Which of the following about "the end" is true?
    a. The end will normally be information needed to solve a program.
    b. The end will normally be input needed to solve the problem.
    c. The end will normally be process needed to solve the problem.
    d. None of the above.

4. Which one is true?
    a. The programming process is 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 problem defining process.

5. Which of the following is or are included in problem definition
    a. Output
    b. What is the output is look like
    c. Input
    d. Processing algorithm

6. In the problem definition, which of the following do we use to describe the output that is to be printed?
    a. Print chart
    b. Display system layout sheet
    c. A record format form
    d. All of the above

7. Who usually provides the problem definition to a programmer?
    a. **The system analyst**
    b. The program manager.
    c. The project manager.
    d. The system Engineer.

8. 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 the sequence of steps required to solve the problem.
    d. It is the actual program unit.

9. What is used for keeping track of the number of times something occurs in program?
    a. A Loop
    b. A Counter.
    c. A Decision Construct
    d. None of them.

10. What do we can an error that occurs while a program is being executed?
    a. Syntax error
    b. Logical error
    c. Execution time error
    d. Bug

11. Which of the following are translator program?
    a. Compiler
    b. Assembler
    c. Generator
    d. Interpreter

12. During testing what type or types or error are eliminated?
    a. **Syntax error**
    b. **Logical error**
    c. Execution time error
    d. Bug

13. A compiler is a____
    a. Software development environment
    b. Code editor
    c. **Translation program**
    d. System program

14. Which of the following translation programs process the entire source program as a unit?
    a. Compiler
    b. Assembler
    c. Generator
    d. Interpreter

15. In a Programming process what the programmer must do carry out before moving from one activity to the next?
    a. **Documenting procedures**
    b. Model design activity
    c. Checking procedure
    d. Compilation

16. A group of instructions for a computer that causes it to perform a task as known as…?
    a. Algorithm
    b. Statement
    c. **Computer Program**
    d. Counter
    e. Wrong!

17. What do you mean by incrementing?
    a. Squaring
    b. Setting initial value
    c. Subtracting One
    d. **Adding one**

18. Which of the following procedure can you use to check an algorithm?
    a. Debugging by automated debugger
    b. **Desk checking**
    c. Consultation
    d. Inspection

19. A source program written in High-level language is translating into ___using a special translator program?
    a. **Object program**
    b. Assembly program
    c. IL program
    d. Byte code

20. Violation of the rules of particular programing language creates what's?
    a. Logical error
    b. **Syntax error**
    c. Execution time error
    d. Bug

21. Which of the following are translator program?
    a. **Compiler**
    b. **Assembler**
    c. Internet
    d. All of them

22. Which of the following is the term of structured programming refers to?
    a. A collection of efficient logic
    b. A collection of library code to help programming
    c. **A collection of techniques to follow for program developing**
    d. A collection of hardware for fast programming
    e. Congratulation!

23. Which steps allow for programming process?
    a. Coding the program
    b. Defining the problem
    c. Preparing an algorithm
    d. **All of the above**

24. Represents any data input or output operations……..?
    a. Process
    b. **Input /output**
    c. preparation
    d. Decision
    e. Congratulation!

25. ANSI stands for?
    a. **American National Standards Institute**
    b. American National Stander information
    c. African National Standard Institute
    d. American Nationalism standard Institute

26. The go- to instruction causes a branch to a step that is not next in sequence_____
    a. **The cause of branching**
    b. Documenting
    c. Computer program
    d. Decision table

Chapter - Two

1. 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.

2. Which of the following the term structured programming refers to?
    a. A collection of techniques to follow for program developing.
    b. A collection of library code to help programming.
    c. A collection hardware for fast programming
    d. A collection of efficient logic

3. The main transfers controls to a sub module to perform a task. What happens when the sub module has completed its task?
    a. The sub module closes the program
    b. The sub module returns control to the main module
    c. The sub module waits idly for the main take the control task
    d. The sub module transfers control the underlying operating system.

4. Which type of subroutines is frequently used for complex processing that is needed by many users, such as mathematical or statically routines or the sorting the files?
    a. Internal
    b. External

5. 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

6. What do we do to identify a module?
   a. A module is given an 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 name with a special prefix
   d. None of the above.

7. A structure chart is a commonly used planning tool in
   a. Top-down programming
   b. Object oriented programming
   c. Procedural programming
   d. Data processing

8. 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

9. EOF means—
   a. There is no record in the file
   b. The file does not exits
   c. The file is not accessible
   d. The file cannot be created

10. In modular programming, the program is broken down into
   a. Files
   b. Projects
   c. Instructions
   d. Modules

11. Module programming is implemented by
   a. Subroutine
   b. instruction
   c. Source programs
   d. Machine code

12. Which one is the definition of a subroutine?
   a. A group of instructions that performs 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.

13. A collection of techniques for planning and writing of program that increases programmer productivity is___
   a. Modular programming
   b. Procedural programming
   c. Structural programming
   d. Functional programming

14. Which of the following are related to structured programming?
   a. Top-down programming
   b. Use of control structures-loop, selection, sequence.
   c. Functional programming
   d. OOP

15. In a 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

16. The likelihood of error in a small and limited purpose serving module is reduced.
   a. Because each module is written by an individual team.
   b. Because it is commented well while coding
   c. Because of the propose and size of the each module is limited.
   d. All of the above.

17. In modular programming, each program contains a main module ,which controls everything that happens build it transfers control to sub-modules so that they can he perform their function. Then which of the following is true?
   a. Each sub module exits program when it has performed its function
   b. Each sub module returns control to the main module when it has performed its function
   c. Each sub module calls an exit module when it has performed its function.
   d. None

18. 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

19. The subroutine that is part of the program that uses is___
   a. An internal subroutine
   b. An external subroutine
   c. None

20. 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

21. Which one is register?
   a. A special purpose hardware
   b. A special purpose software
   c. A special purpose memory device
   d. None

22. The instructions that transfers control to the subroutine and back a join are commonly known as___
   a. Call instruction
   b. Return instruction
   c. Call and return instructions
   d. Any of the three

23. The transfer of control to the subroutine and return control back is possible because
   a. The location of the instruction to which control is to return is stored in program
   b. The location of the instruction to which control is to return is stored in memory
   c. The location of the instruction to which control is to return is stored in register
   d. None

24. A set of instructions for performing a particular task that can be used by any program as the instructions reside in a library that is external to the using program is___
   a. Internal Subroutine
   b. External Subroutine
   c. Module
   d. None

25. In this technique we define the main program module, which initiated the program call other modules and then terminals. What technique is this?
   a. Modular programming
   b. Top down programming
   c. Bottom-up programming
   d. None

26. Structure chart is planning tools used in ____
   a. Modular programming
   b. Top down programming
   c. Bottom-up programming
   d. None

27. 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

28. Reading of first record in a file prior to entering a loop that is executed until EOF is reached is known as ____
   a. Priming read
   b. Active read
   c. Data read
   d. Read record

29. Pseducode is
   a. Language dependent
   b. Language independent
   c. Flowcharting tool
   d. .net compilation language

Chapter-3

1. Which of the following exchanges the contents in memory location X and Y?
   a. Move x to y
   Move y to x
   b. Move x to temp
   Move y to x
   Move temp to y

2. What values a Boolean filed (variable) can have
   a. Any vale
   b. Only textual data
   c. Either true or false
   d. Only numeric value

3 which of the following operation or operations can be used in Boolean algebra
   a. NEITHER
   b. AND
   c. OR
   d. NOT

4. Say a=5 b=9
Now consider the Boolean expression **NOT (a<b**)
This expression evaluates to
   a. True
   b. False

5. Consider the Boolean expression a and b or not c
Which operation evaluated first
   a. And
   b. Or
   c. Not
   d. From left to right as written

6. Two Boolean expressions are equivalent
   a. When they have the same values for all combinations of condition
   b. When they have the same values for any one combination of conditions

7. Which of the following is compound condition?
   a. More one conditions used in the same subroutine
   b. More than one conditions that are logically related
   c. More than one condition that are combined using Boolean operators
   d. None of the above

8. Which of the following is or are true about a condition
   a. It is used to control sub modules from the main in a program
   b. It is used to control a loop
   c. It is used to select form among two alternatives for processing
   d. It is used to display output of a program

9. Which of the following best describes an error routine?
   a. Instructions that prevent errors to occur
   b. Instructions that cause errors
   c. Instruction that are executed when an error is encountered during processing
   d. A subroutine that has erroneous instructions

10. When an error of the problem and is encountered what possible can you do, depending on the nature of the problem and the type of processing being done?
   a. Display an error message and try to correct the problem
   b. Display an error message and terminate processing immediate.
   c. Display an error message and wait for the operator to take some collective action
   d. Make a record of the error so that it can be corrected later and then continue processing erroneous record.

11. 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

12. In batch a process where data is stored on a key field (or field) which type of input editing technique is useful?
   a. Desk checking
   b. Sequence checking
   c. Restricted value test
   d. Counter technique

13. When counter technique can be used?
   a. In batch processing where data is stored on a key field
   b. When number of data record to be read be known in advance
   c. When number of data is over 10000
   d. When data is very few.

Chapter-4

1. Which is used to plan and document processing that involves complex combination of conditions?
   a. Flow Chart.
   b. Structure Chart
   c. HIPO Chart
   d. **Decision Table**

2. Which of the flowing is true for a decision table?
   a. It is a tool for identifying and documenting modules in a program?
   b. It is a tool for showing what happens in a program module.
   c. **It is a tool planning and documenting processing that involves complex combination of conditions**.
   d. It is a tool for developing algorithm.

3. Is the order of rules in a decision table important?
   a. Yes.
   b. **No.**

4. What do we call a situation in which more than one role of a decision table may be applied for a given combination of condition?
   a. Contradiction.
   b. Confusion.
   c. Conflict.
   d. **Redundancy.**

5. A situation in a Decision table in which the same combinations of conditions lead to different actions is referred to us____
   a. **Contradiction.**
   b. Confusion.
   c. Conflict.
   d. Redundancy.

6. It is possible move part of the condition from the condition stub to the condition entries and the part of the action from the action stub to the action entries?
   a. Mixed-entry decision table.
   b. Compound decision table.
   c. **Extended entry decision table**
   d. Complex entry decision table

Chapter-Seven

1. Two table with the same number of elements and some logical relationship is a
   a. Single table
   b. **Paired table**
   c. Argument table
   d. Function table

2. Data items those are of the same type are considered to be what?
   a. **Homogeneous data**
   b. Paired data
   c. Single data
   d. None

3. What is homogenous data?
   a. Data items those are of same length
   b. **Data items those are of same type**

c. Numeric data items
d. Character date items

4. Why table can be required (choose 2)
a. **To hold information that is required in processing**
b. **To store results of processing**
c. To hold summery information
d. To store control information

5. Accessing a function table directly without first searching an argument table is known as
a. Direct table accessing
b. **Direct table addressing**
c. Direct table analyzing
d. Direct table acting.

6. Is perform a table search, we look for a particular value in the argument table that equaled the search argument in__why?
a. **Discrete table**
b. Segmented table
c. Function table
d. None

7. A table that in searched is_____what?
a. **The argument table**
b. The function table
c. The multidimensional table
d. The binary table

8. The table that contains values that are to be retrieved for use in processing is _____what?
a. The argument table
b. **The function table**
c. The multidimensional table
d. The binary table

9. An argument table in which each entry represents a particular value that is compared to fine an exact match is_____what?
a. A segmented table
b. **A discrete table**

10. An argument table in which argument entry is the upper or lower limit of a range of values is___what?
a. **A segmented table**
b. A discrete table

11. The value that is compared with argument table entries is___what?
a. Function argument
b. **Search argument**
c. Search parameter
d. Search entry

12. How search argument is compared in case of a segmented table in ascending order to find an entry?
a. The search ends when we find a table is equal to the search argument
b. The search ends when we find a table is greater or equal to the search argument
c. **The search ends when we find a table is less than to the search argument**
d. none

13. For which type of table the binary search is a more efficient technique?
a. **Large table**
b. Small table
c. A table with 500 entry
d. None

14. When the binary search is used, in what order the argument table should be?
a. Ascending order
b. Descending order
c. **Enter ascending or descending order**
d. None

15. Which of the following is an advantage of direct table addressing?
a. Argument entries can be accessed without having to search the function table
b. **Function entries can be accessed without having to search the function table**
c. Entries can be searched faster
d. None

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