- 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

Chapter-2, Chapter-4 and Chapter-7

- 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 submodules 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
- 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
- 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

Class Test (MCQ) Chapter-2, Chapter-4 and Chapter-7

Set - B

1. Structure chart is planning tools used in	8. What do we call a situation in which more than
a. Modular programming	one role of a decision table may be applied for a
b. Top down programming	given combination of condition? a. Contradiction.
c. Bottom-up programming	b. Confusion.
d. None	c. Conflict.
2. Which of the following is/are true for structure chart?	d. Redundancy.
a. It does not show the exact processing steps	9. A situation in a Decision table in which the same
b. It does not show what modules will be called	combinations of conditions lead to different actions
under what condition	is referred to us
c. It does not show function to perform	a. Contradiction.
d. It does not show relationship between	b. Confusion.
modules	c. Conflict.
	d. Redundancy.
3. Reading of first record in a file prior to entering	10. It is possible move part of the condition from
a loop that is executed until EOF is reached is known as	the condition stub to the condition entries and the
a. Priming read	part of the action from the action stub to the action
b. Active read	entries?
c. Data read	a. Mixed-entry decision table.
d. Read record	b. Compound decision table.
	c. Extended entry decision table
4. Pseducode is	d. Complex entry decision table
a. Language dependent	
b. Language independent	11. Two table with the same number of elements
c. Flowcharting tool	and some logical relationship is a
dnet compilation language	a. Single table
	b. Paired table
5. Which is used to plan and document processing	c. Argument table
that involves complex combination of conditions?	d. Function table
a. Flow Chart.	12. Data items those are of the same type are
b. Structure Chart	considered to be what?
c. HIPO Chart d. Decision Table	a. Homogeneous data
a. Decipion and	b. Paired data
6. Which of the flowing is true for a decision table?	c. Single data
a. It is a tool for identifying and documenting	d. None
modules in a program?	
b. It is a tool for showing what happens in a	13. What is homogenous data?
program module.	a. Data items those are of same length
c. It is a tool planning and documenting	b. Data items those are of same type
processing that involves complex combination of	c. Numeric data items
conditions.	d. Character date items
d. It is a tool for developing algorithm.	
	14. Why table can be required (choose 2)
7. Is the order of rules in a decision table	a. To hold information that is required in
important?	processing

b. To store results of processing

c. To hold summery information d. To store control information

a. Yes.

b. **No.**

Chapter-2, Chapter-4 and Chapter-7

15. 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. 16. Is perform a table search, we look for a particular value in the argument table that equaled the search argument in____ a. Discrete table b. Segmented table c. Function table d. None 17. A table that in searched is_____ a. The argument table b. The function table c. The multidimensional table d. The binary table 18. The table that contains values that are to be retrieved for use in processing is ____ a. The argument table b. The function table c. The multidimensional table d. The binary table 19. An argument table in which each entry represents a particular value that is compared to fine an exact match is a. A segmented table b. A discrete table 20. An argument table in which argument entry is the upper or lower limit of a range of values is___ a. A segmented table b. A discrete table

21. The value that is compared with argument table

entries is___

a. Function argumentb. Search argumentc. Search parameterd. Search entry

- 22. 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
- 23. 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
- 24. 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
- 25. 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