PPT:

Chapter-2

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

1. Efficient algorithms and techniques to save computer time and memory.
2. Easily understood logic
3. Easy maintenance
4. Low usage of costly disk space.

Answer: B,C

2. Which of the following the term structured programming refers to?

1. A collection of techniques to follow for program developing.
2. A collection of library code to help programming.
3. A collection hardware for fast programming
4. A collection of efficient logic

Answer:A

3. The main transfers controls to a sub module to perform a task. What happens when the sub module has completed its task?

1. The sub module closes the program
2. The sub module returns control to the main module
3. The sub module waits idly for the main take the control task
4. The sub module transfers control the underlying operating system.

Answer:B

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.

1. Internal
2. External.

Answer:B

5. The top down approach is a useful technique in

1. Planning a modular programming
2. Writing a smart program code
3. A object oriented programming
4. Report writing

Answer:A

6. What do we do to identify a module?

1. A module is given a abbreviated name
2. A module is given a name which reflects what the module does and a number is included with name
3. A module is given name with a special prefix
4. None of the above.

Answer:B

7. A structure chart is a commonly used planning tool in

1. Top-down programming
2. Object oriented programming
3. Procedural programming
4. Data processing

Answer:A

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

1. The sequence structure
2. The loop structure
3. The selection structure
4. Control structure

Answer:A,B,C

9. EOF means

1. There is no record in the file
2. The file does not exits
3. The file is not accessible
4. The file can not be created

Answer:A

10. In modular programming, the program is broken down into

1. Files
2. Projects
3. Instructions
4. Modules

Answer:D

11. Module programming is implemented by

1. Subroutine
2. instruction
3. Source programs
4. Machine code

Answer:A

12. Which one is the definition of a subroutine?

1. A group of instructions that performs a limited processing task.
2. A file that contains a group of instructions that performs a limited processing task.
3. A group of instructions that performs a total processing task.
4. None.

Answer:A

13.A collection of techniques for planning and writing of program that incresees programmer productivity is_____

1. Modular programming
2. Procedural programming
3. Structural programming
4. Functional programming

Answer:A

14. Which of the following are related to structured programming

1. Top-down programming
2. Use of control structures-loop,selection,sequence.
3. Functionl programming
4. OOP

Answer:A,B

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

1. A class
2. A module
3. A loop
4. A sequence

Answer:B

16. The likelihood of error in a small and limited purpose serving module is reduced .

1. Because each module is written by an individual team.
2. Because it is commented well while coding
3. Because the propose and size of the each module is limited.
4. All of the above.

Anwer:D

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?

1. Each submodule exits program when it has performed its function
2. Each submodule returns control to the main module when it has performed its function
3. Each submodule calls an exit module when it has performed its function.
4. None

Anwer:B

18.A priented line that contains information about a single entity is which of the following?

1. Group indication
2. Heading line
3. Detail line
4. Printed line

Anwer:C

19.The subroutine that is part of the program that uses is_____

1. An internal subroutine
2. An external subroutine
3. None

Anwer:A

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

1. The program end
2. Control is returned transferred to the caller of the subroutine
3. Control is transferred to the exit routine
4. None

Anwer:B

21.which one is register

1. A special purpose hardware
2. A special purpose software
3. A special purpose memory device

4. None

Anwer:B

22.The instructions that transfers control to the subroutine and back a join are commonly known as_____

1. Call instruction
2. Return instruction
3. Call and return instructions
4. Any of the three.

Anwer:C

23. The transfer of control to the subroutine and return control back is possible because

1. The location of the instruction to which control is to return is stored in program
2. The location of the instruction to which control is to return is stored in memory
3. The location of the instruction to which control is to return is stored in register
4. None

Anwer:A

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_____

1. Internal Subroution
2. External Subroution
3. Module
4. None.

Anwer:B

25.In this technique we define the main program module,which initiated the program call other modules and then terminals.what technique is this?

1. Modular programming
2. Top down programming
3. Bottom-up programming
4. None

Anwer:B

26. Structure chart is planning tools used in _____

1. Modular programming
2. Top down programming
3. Bottom-up programming
4. None

Anwer:B

27. Which of the following is/are true for structure chart?

1. It does not show the exact processing steps
2. It does not show what modules will be called under what condition
3. It does not show function to perform

It does not show relationship between modules.

Anwer:C,D

28. Reading of first record in a file prior to entering a loop that is executed until EOF is reached is known as _____

1. Priming read
2. Active read
3. Data read
4. Read record

Anwer:A

29. Pseducode is

1. Language dependent
2. Language independent
3. Flowcharting tool
4. .net compilation language.

Anwer:B