Chapter : 1

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

   1. System development process
   2. Coding process.
   3. Testing process.
   4. **Problem solving process.**

3. A computer program is a means to an end. Which of the following about "the end" is true?

   1. **The end will normally be information needed to solve a program.**
   2. The end will normally be input needed to solve the problem.
   3. The end will normally be process needed to solve the problem.
   4. None of the above.

4. Which one is true?

   1. **The programming process is problem solving process.**
   2. The programming process is a data transformation process.
   3. The programming process is a coding process.
   4. The programming process is problem defining process.

6. 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

7. 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

9. 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.

10. Which of the following defines an algorithm?

1. It is a graphical representation of a program flow.
2. It is the documentation of program logic.
3. **It is a list of the sequence of steps required to solve the problem.**
4. It is the actual program unit.

11. What is used for keeping track of the number of times something occurs in program?

1. A Loop
2. **A Counter.**
3. A Decision Construct
4. None of them.

13. What do we can an error that occurs while a program is being executed?

1. Syntax error
2. Logical error
3. Execution time error
4. Bug

14. What does the following notation mean?

acounterß0

1. Destroying the memory location used by a counter.
2. Replacing the value currently in memory location used by the value zero.
3. decrementing a counter

4. Incrementing a counter.

15. Expand Following

FORTAN

BASIC

COBOL

16. Which of the following are translator program?

1. Compiler
2. Assembler
3. Generator
4. Interpreter

17. During testing what type or types or error are eliminated?

1. **Syntax error**
2. **Logical error**
3. Execution time error
4. Bug

18. A compiler is a_____

1. Software development environment
2. Code editor
3. **Translation program**
4. System program

19. Which of the following translation programs process the entire source program as a unit?

5. Compiler
6. Assembler
7. Generator
8. Interpreter

20. Arrange the Programming Process in order.
A. Defining the problem.
B. Documenting.
C. Preparing a program flowchart.
D. Preparing an algorithm.
E. Debugging and testing.
F. Coding the program.

- ⊙ A,D,C,B,F,E
- ○ D,B,C,F,E,A
- ○ A,B,C,F,E,D
- ○ **A,D,C,F,E,B**

21. A computer program is a means to an end. Which of the following about "the end" is true?

- ⊙ **The end will normally be information needed to solve a program.**
- ○ The end will normally be input needed to solve the problem.
- ○ The end will normally be process needed to solve the problem.
- ○ None of the above.

22. In a Programming process what the programmer must do carry out before moving from one activity to the next?

- ○ **Documenting procedures**
- ○ Model design activity
- ○ Checking procedure
- ○ Compilation

23. Which of the following is or are included in problem definition?

- ☐ **Output**
- ☐ **What is the output is look like**
- ☐ **Input**
- ☐ Processing algorithm

24. Who usually provides the problem definition to a programmer?

- ○ **The system analyst**
- ○ The program manager
- ○ The project manager
- ○ The system Engineer

25. Which of the following defines an algorithm?

- ○ It is a graphical representation of a program flow
- ○ It is the documentation of program logic
- ○ **It is a list of the sequence of steps required to solve the problem**
- ○ It is the actual program unit

26. A group of instructions for a computer that causes it to perform a task as known as……………..?

- ○ Algorithm
- ○ Statement
- ○ **Computer Program**
- ○ Counter

- Wrong!

27. What do you mean by incrementing?

- ○ Squaring
- ○ Setting initial value
- ○ Subtracting One
- ○ **Adding one**

• 28. A compiler is a_____.

- ○ Software development environment
- ○ Code editor
- ○ **Translation program**
- ○ System program

- Congratulation!

• 29. Which of the following procedure can you use to check an algorithm?

- ○ Debugging by automated debugger
- ○ **Desk checking**
- ○ Consultation

- ○ Inspection

- **30. A source program written in High-level language is translating into _____using a special translator program?**

  - ○ **Object program**
  - ○ Assembly program
  - ○ IL program
  - ○ Byte code

- **31. Violation of the rules of particular programing language creates what's?**

  - ○ Logical error
  - ○ **Syntax error**
  - ○ Execution time error
  - ○ Bug

- **32. Which of the following are translator program?**

  - ☐ **Compiler**
  - ☐ **Assembler**
  - ☐ Internet
  - ☐ All of them

- **33. During testing what type or types or error are eliminated?**

  - ☐ **Syntax error**
  - ☐ Bug
  - ☐ Execution time error
  - ☐ **Logical error**

- **34. Which of the following is the term of structured programming refers to?**

  - ○ A collection of efficient logic
  - ○ A collection of library code to help programming

- ○ **A collection of techniques to follow for program developing**
- ○ A collection hardware for fast programming

- Congratulation!

17. Which steps allow for programming process?

- ☐ Coding the program
- ☐ Defining the problem
- ☐ Preparing an algorithm
- ☑ **All of the above**

35. A sequence of steps that describes a method for solving a problem is known as…………..?

- ○ **Algorithm**
- ○ Flowchart
- ○ Pseudocode
- ○ HIPO

- Congratulation!

36. Represents any data input or output operations……..?

- ○ Process
- ○ **Input /output**
- ○ preparation
- ○ Decision

- Congratulation!

37. ANSI stands for?

- ○ **American National Standards Institute**
- ○ American National Stander information
- ○ African National Standard Institute
- ○ American Nationalism standard Institute

- **38. The go- to instruction causes a branch to a step that is not next in sequence_____**

  - **The cause of branching**
  - Documenting
  - Computer program
  - Decision table