Chapter-1

**Written Question:**

**RUHUL**

1. What is Computer program?

Ans: A computer program is a group of instructions that preform a desired task to solve a problem.

1. Write down the process to solve a problem?

Ans: The process to solving a problem is

1. Defining the problem
2. Preparing an algorithm
3. Preparing a program flowchart
4. Coding the Program
5. Debugging and testing
6. Documenting
7. What should we do if we face any problem at any stage of our working process to solve a problem?

Ans: We should return to an earlier activity or stage.

1. Write the abbreviation of CRT and VDT.

Ans: CRT-cathode ray tube, VDT- visual display terminal.

1. What is file?

Ans: File is the collection of related records.

1. What is file containing?

Ans: File contains information.

1. What is record?

Ans: Record is collection of data that pertains to a particular entity in a file.

1. Who is a programmer?

Ans: A programmer is a person who writes program to solve a problem.

1. Who is a system analysis?

Ans: A system analyst is a person who plans the collection of equipment, programs, people, and procedures that make up a system.

1. What is algorithm? When we should prepare an algorithm?

Ans: Algorithm is a step by step method to solve a problem. After the problem has been defined, we should prepare an algorithm.

1. Describe the computer limited capabilities.

Ans: The computer limited capabilities are

* 1. A computer can perform arithmetic operations
  2. It can compare two things and, on the basis of the result of the comparison, chose another alternative course of action.
  3. It can move data about in its memory.
  4. The computer can also input data and output results.

1. What is counter?

Ans: A counter is a device for keeping track of the numbers of times something occurs.

1. What is Desk-checking**?**

Ans: A reviewing process in which a representative sample of data is manually processed through an algorithm, flowchart, pseudo code or coded program to locate logic errors.

1. What is flowchart?

Ans: A symbolic representation of our algorithm.

1. What is process?

Ans: Represents any manipulation of data, such as arithmetic operations or movement of data from one place to another.

1. What is Input Output?

Ans: Inputs are the signals or data received by the system and outputs are the signals or data sent from it.

1. What is preparation?

Ans: Represents any manipulation performed on the program rather than on data such as initializing counters

1. What is decision?

Ans: Represents the comparison of two values, alternative courses of action can be taken according to whether the first value is greater than less than or equal to the second value.

1. What is terminal?

Ans: Represents the point at which a program starts, and the points at which it may stop.

1. What is connector?

Ans: Represents the exit to or entry from another part of the program.

1. What is flow line?

Ans: Indicates the sequence of operations. The normal flow of top to bottom or left to right requires no arrowhead.

1. What is Annotation?

Ans: Provides a way to add descriptive comments to explain processing steps that are not obvious.

1. Describe Flowchart Guidelines.
   * Ans: Flowchart should be read the way a printed page is read.
   * From top to bottom and left to right
   * Every program flowchart starts with a single terminal outline.
   * Ends with one or more terminal outlines.
   * Descriptive names that identify data items and operations being performed should be used consistently.
   * Contents of a decision outline should consist of the two items being compared.
   * Exit from a decision outline should be labeled with the appropriate condition.
2. Write the full form of ANSI.

Ans: American National Standards Institute.

1. What is Single line?

Ans: Details line is a printed line that contains information about a single entity.

1. What is details line?

Ans: Details line contains a summary total derived from the records of more than one employee.

1. What is loop?

Ans: Loop is a group of processing steps that is used repeatedly.

MCQ Question:

1. When we can go to the next activity for coding the program?  
   A. When logic of the flowchart is correct.
2. Define your statement about “Coding has entirely different implications for us.  
   A. True  
   B. False
3. Which form will be used in the program?  
   A. Binary form
4. Coding refers for the computer………  
   A. Writing of instructions
5. Why High-level languages are the most widely used type for computer?  
   A. Relatively easy to learn  
   B. Easy to understand and modify
6. Which is/are correct for BASIC?  
   A. Beginners All-purpose Symbolic Instruction Code  
   B. It is widely used on personal computers  
   C. Easy to learn and easy to use language  
   D. Use in solving algebraic problems
7. Which designed for solving mathematical problems?  
   A. FORTRAN(Formula Translator)
8. Which is powerful language for business applications?  
   A. RPG II
9. A compiler is used to--------  
   A. Translate each source program instruction into one or more object program instruction
10. Which is problem-oriented language?  
    A. RPG II
11. Define your statement about “An assembler language is a low-level language”.  
    A. True
12. Choose correct idea about “ Assembler language programming is widely used for business data processing.”  
    A. False
13. Which type of branches can be used in any programming language?  
    A. Two-way branches
14. The programmer must desk-check the code for which type of error?  
    A. Syntax errors
15. When a program has been coded examined for which?  
    A. Syntax errors
16. When the program is in a machine-readable form , it is submitted as………  
    A. Input
17. Which translation program?  
    A. Compiler  
    B. Generator  
    C. Assembler  
    D. Interpreter
18. Who think that when a program produces output, the job is completed?  
    A. Beginning programmer
19. When the program can be run to produce output?  
    A. When all syntax errors have been eliminated
20. Which is bug?  
    A. Correcting error
21. For creating a program, we must keep…………….  
    A. A written record of everything
22. Which of the following are included in problem definition?  
    A. Print chart  
    B. Multiple card layout form  
    C. Record layout form  
    D. Display system layout sheet