1. ***What is Modular Programming?***

**Answer:** Modular programming is an early stage in the development of structured programming. In modular programming, the program is broken down into modules, each of which performs a single, limited function and is written and debugged separately from other modules.

1. ***What do you mean by Structure Programming?***

**Answer:** A collection of techniques for the planning and writing of programs that increases programmer productivity is called Structure Programming. As for example: top-down programming and the use of sequence, loop and selection structures.

1. **What kind of work modular program done?**

**Answer:**  input, output, manipulating data, controlling other modules or some combination of these.

1. ***What are sub routines?***

**Answer:** Sub routines are some set of instructions for performing a particular task that can be called when needed. Such as painting a portion of report, reading and input record or calculating a square root etc.

1. ***What is internal sub module?***

**Answer:** Internal sub module is a set of instructions for performing a particular task that is written as a part of the using program. The use of an internal subroutine is represented in a program flowchart by a horizontally striped process outline.

1. ***What is External sub module?***

**Answer:** External sub module is a set of instructions for performing a particular task that can be used by any program because the instructions reside in a library that is external to the using program. The use of an external subroutine is represented in a program flowchart by the predefined process outline.

1. **What do you mean by top-down programming?**

**Answer**: Top-down programming is a technique for planning a structured program in which the entire program is first broken down into three modules of processing:

1. The processing that takes place before any data is processed,
2. The processing of the data and
3. The processing that takes place after all data records have been read.

These three modules in turn are successively subdivided until each module performs a single limited function.

1. **What is priming read?**

Ans. The **priming read** is one kind of added step. A **priming read** or **priming** input is the statement that reads the first input (whether it is a single data item or a complete data record).

1. **What is not EOF?**

**Answer:** We know EOF is stand for End-of-File. It is a name of condition when reading a file complete then program goes to the execution. So, not EOF is mainly the opposite condition of EOF that means the reading file by the program is not complete yet.

1. **What is pseudo code?**

Pseudo code is an artificial and informal language that helps programmers develop algorithms. Pseudo code is a "text-based" detail (algorithmic) design tool.

1. **What types of loops we use in pseudo code?**

Ans: DO WHILE, END DO, IF THEN and END IF are the pseudo code instructions.

1. **In pseudo code loops are writing?**

Ans: Capitalized word

1. **What should we do to end a loop?**

Ans: We should make a **return false**; else the loop will not end less

1. **What is most important in the loop?**

Ans: To note the indention of all instructions with in the loop is most important

1. **From where sequence structure can enter?**

Ans: Only way to enter is from the top

1. **How can a sequence structure combined and represented?**

Ans: A sequence structure combined and represented by one rectangle with a single entry point and a single exist point

1. **What is loop structure provided for?**

Loop structure is provided for the repetition of one or more instructions for as long as given situation. When a condition exist, it is true, when doesn’t exist, it is false. The loop is executed as long as the condition is true.

1. **What is Selection structure provides for?**

Selection structure provides for choosing between two alternatives without using any branch instructions.

**Note:** A limitation of pseudocode becomes apparent when we compare the pseudocode with the structured flowchart.

**Note:** Pseudo code doesn’t reveal what is happen as well as a flowchart does.

**Note:** It is generally easier to write a program from pseudo code than from a flowchart, and pseudo code is more easily understood by the user.

**Note:** Because of space limitations, only the module number is placed in the striped area of an outline representing a call, the rest of the module name is written in the lower part of outline.

# MCQ

1. **In structured programming, the problem is divided into various \_\_\_\_\_\_.**
2. Modules
3. **functions**
4. structures
5. objects
6. **What happens when the sub module has completed its task?**
7. The sub module closes the program
8. The sub module waits idly for the main take the control task
9. **The sub module returns control to the main module**
10. The sub module transfers control the underlying operating system
11. **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?**
12. Internal
13. **External**
14. **The top down approach is a useful technique in\_\_\_\_\_\_\_\_\_\_\_\_.**
15. Writing a smart program code
16. Report writing
17. A object oriented programming
18. **Planning a modular programming**
19. **What do we do to identify a module?**
20. A module is given a abbreviated name
21. A module is given name with a special prefix
22. **A module is given a name which reflects what the module does and a number is included with name**
23. None of the above
24. **Structure chart is a commonly used planning tool in\_\_\_\_\_\_\_\_.**
25. Object oriented programming
26. Data processing
27. Procedural programming
28. **Top-down programming**
29. **In modular programming, the program is broken down into?**
30. Files
31. **Modules**
32. Projects
33. Instructions
34. **Module programming is implemented by?**
35. Instruction
36. Module
37. Source programs
38. **Subroutine**
39. **A collection of techniques for planning and writing of program that increases programmer productivity is\_\_\_\_\_\_\_\_\_\_\_\_\_.**
40. Procedural programming
41. Structural programming
42. **Modular programming**
43. Functional programming
44. **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. Which of the following is true?**
45. Each submodule exits program when it has performed its function
46. Each submodule calls an exit module when it has performed its function
47. **Each submodule returns control to the main module when it has performed its function**
48. None
49. **After a subroutine has finished its work what will happen?**
50. The program end
51. Control is transferred to the exit routine
52. **Control is returned transferred to the caller of the subroutine**
53. None
54. **The transfer of control to the subroutine and return control back is possible because\_\_\_\_\_**
55. The location of the instruction to which control is to return is stored in memory
56. The location of the instruction to which control is to return is stored in register
57. **The location of the instruction to which control is to return is stored in program**
58. None
59. **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\_\_\_\_\_\_**
60. Internal Subroutine
61. Module
62. **External Subroutine**
63. None
64. **In this technique we define the main program module, which initiated the program call other modules and then terminals. What technique is this?**
65. **Top down programming**
66. Modular programming
67. Bottom-up programming
68. None
69. **Which is used to plan and document processing that involves complex combination of conditions?**
70. Flow Chart
71. Structure Chart
72. **Decision Table**
73. HIPO Chart
74. **Is the order of rules in a decision table important?**
75. Yes
76. **No**
77. Without which of the following a modular program cannot be executed?
78. An instruction **c. a main module**
79. A Sub module d. a command
80. Under modular program a program execution begins and ends in a-
81. Sub module **c. 0 level module**
82. Subordinate module d. a condition
83. Which of the following has evolved as a useful technique in planning a modular programming?
84. A flowchart c. An algorithm
85. A structured chart **d. Top-down programming**
86. **VTOC is** - A commonly used planning tool in top down programming
87. **Which of the followings are used for representing modules**
    * + Rectengles
88. **How many levels of module be thee in a moduler programming**
    * + 3
89. **Modules are executed**

* From top to down and from left to wright

1. **A module name**

* Is a short description of what the module does

1. **When a module may have a single subordinate module?**

Then ,when the single module is subordinate to at least one other module.

1. **Single subordinate module’s rectangle is shared**

* In the upper right corner

1. **The modules will usually appears in the program**

In module number order

1. **Why does the VTOC needs to be reviewed?**

* To be sure that it is completely and properly structured

1. **The process of developing hierarchy begins**

* With defining the main program module

1. **A program flowchart must be revised**

* Frequently

1. **The limitation of chart is**

* It provides too little information to serve as a base for coding a program

1. **Flow chart may be required as a part of the documentation of the program**

* For complex modules

1. **How does the modules being tested?**

By using dummy moduls

**Descriptive**

1. What is Top-down programming?
2. Describe the given diagram below?

0000

Gross Pay Report

300

Print Final Total

100

Priming Read

200

Process Pay Record

1. What is ZERO level module?
2. Describe the naming and numbering instructions of Modules.
3. Distinguish between Structured chart and flowchart.
4. What is a dummy Module? How it is be used?