**CLASS X PAPER COMPUTER**

**SECTION A(12 marks)**

A. ENCIRCLE THE CORRECT ANSWER:

1. To “bake a cake” is an example of:

a. problem b. strategy c. algorithm d. solution

2. To find a feasible solution to a problem, the first step is to:

**a. establish starting point b. find available solutions c. create a strategy d. identify and analyze the problem**

3. Step by step solution of a problem in simple language is called:

a. Problem Solving b. Algorithm c. Flow Chart d. Data Structure

4. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ shows the logic of program graphically.

a. Data Structure b. Graph c. Algorithm d. Flowchart

5. \_\_\_\_\_\_\_\_\_\_ Symbol is used for input / output in flowchart

a. Triangle b. Square c. Parallelogram d. Rectangle

6. Elements of \_\_\_\_\_\_\_\_\_\_\_\_ data structure are not connected sequentially.

a. Array b. Graph c. Queue d. Stack

7. The primary characteristics of a computer is to:

**a. Translate codes line-by-line b. Translate low-level code to machine language c. Detect logical errors**

**d. Translate codes all at once**

8. The primary characteristics of an interpreter is to:

**a. Translate codes line-by-line b. Translate low-level code to machine language c. Detect logical errors**

**d. Translate codes all at once**

9. An Integrated Development Environment facilities a programmer to:

**a. Edit source code b. Complete and highlight syntaxes c. Debug and compile codes d. All of the above**

10. All errors, detected by users are typically:

a. Syntax Errors b. Semantic Errors c. Run- Time Errors c. Logical Errors

11. Allowed names for declaring a variable:

**a. Can contain whitespaces b. Can be one of the reserved words c. Can contain letters, digits and underscores**

**d. Can be same as its data type**

12.A bool data can store following type of value:

A. Number b. Strings c. Fractional numbers d. True of false

**SECTION B (DO ANY 10) 30 MARKS**

2.Define algorithm and flowchart?

3.Write about qualities of a good algorithm?

4.Write an algorithm of average three numbers?

5. Write an algorithm for percentage calculation ?

6.Difference between algorithm and flowchart?

7.Define tree and graph?

8.Discuss the types of graphs?

9.Define push,overflow,Enqueue?

10.Draw the flowchart of assigning the Grade?

11. Write an algorithm for the area of a triangle ?

12.Write about rules of naming variables?

13.Differentiate constant and variable?

14.Define error ,string in C++ ,and translator

**SECTION C (DO ANY 3) 18 MARKS**

15.Write a note on components of IDE

16 Discuss types of error and types of translator

17a.Differentiate low level language and high level language

b. Differentiate of source code and object code

18.Define linear data structure to explain its types?