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NPTEL

Unit 2 - Week 1

Assignment 1

Due date for this assignment: 2018-08-15, 23:59 IST.

1) An electronic machine can understand *1 point*

- (•) English statements
- ( ) Flow chart
- ( ) Binary digits
- ( ) Integers

2) A 2D diagram to represent the steps to be followed to solve a problem is known as *1 point*

- (•) Flow-chart
- ( ) Pseudo-code
- ( ) Both (a) and (b)
- ( ) None of these

3) A Pseudo-code is *1 point*

- ( ) An equivalent of a flow chart
- (•) English-like statements
- ( ) Steps to write a program
- ( ) All the above

4) What is algorithm? *1 point*

- ( ) A process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer.
- (•) A process or set of rules to be followed in calculations or other problem-solving operations, especially by a human.
- ( ) A process or set of rules to be followed to solve numerical problems only.
- ( ) A process or set of rules to be followed in to solve logical problems only.

5) Which one of the following statement is the most appropriate? *1 point*

- ( ) Flowchart is diagrammatic representation of the algorithm. Pseudo code is just another name of algorithm.

- (•) Flowchart is basically a diagrammatic representation of the algorithm. Whereas in pseudo code normal English language is translated into the programming languages to be worked on.
- ( ) Pseudo code is basically a diagrammatic representation of the algorithm. Whereas in flowchart normal English language is translated into the programming languages to be worked on.
- ( ) Pseudo code is another name of programming. Whereas in flowchart is diagrammatic representation of algorithm.

6) Compiler helps in the translation from ***1 point***

- ( ) Integer to binary
- ( ) High-level program to binary digits
- (•) High-level language to machine level language
- ( ) Pseudo code to computer program

7) Which of the following statement is correct? ***1 point***

- (•) Interpreter translates program one statement at a time; compiler scans the entire program and translates it as a whole into machine code.
- ( ) Compiler translates program one statement at a time, Interpreter Scans the entire program and translates it as a whole into machine code.
- ( ) Both Interpreter and Complier translate one statement at a time to machine code.
- ( ) None of the above.

8) C programming language uses ***1 point***

- ( ) Compiler
- (•) Interpreter
- ( ) Both
- ( ) None of the above

9) The word length of a computer is measured in ***1 point***

- ( ) hexadecimal
- ( ) millimetres
- ( ) meters
- (•) bits

10) Which part of the computer is used for calculating and comparing? ***1 point***

- ( ) Hard Disk
- ( ) Control unit
- (•) ALU
- ( ) Monitor

11) The correct sequence of memory access while running a computer program is ***1 point***

- ( ) RAM → DISK → RAM →CPU
- ( ) CPU → DISK→RAM→CPU
- (•) DISK→RAM→CPU→DISK
- ( ) DISK→RAM→DISK→CPU

12) When we write X=10 and Y=X, which of the following memory assignment is correct **1 point**

- X and Y will have same location and 10 will be stored.
- X and Y will have two distinct locations and 10 will be stored in both
- X and Y will have same location and only X will contain value 10
- X and Y will have two distinct locations and only X will contain value 10

13) Which is more memory efficient? **1 point**

- Interpreter
- Compiler
- Both are same
- Can't say

14) Debugging is easier in which case? **1 point**

- That uses Compiler
- That uses Interpreter
- It depends on the expertise of the programmer
- None

15) When we write a program, before saving and compilation, it is saved into **1 point**

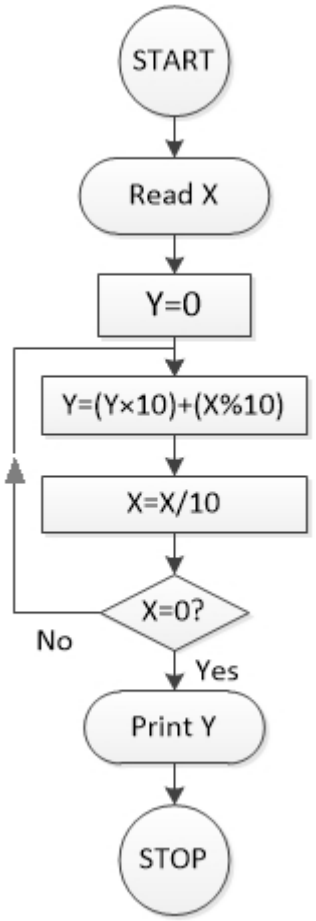
- ROM
- RAM
- DISK
- CD

16) CPU gets the address of the next instructions from **1 point**

- Register
- RAM
- Instruction Register
- Program Counter

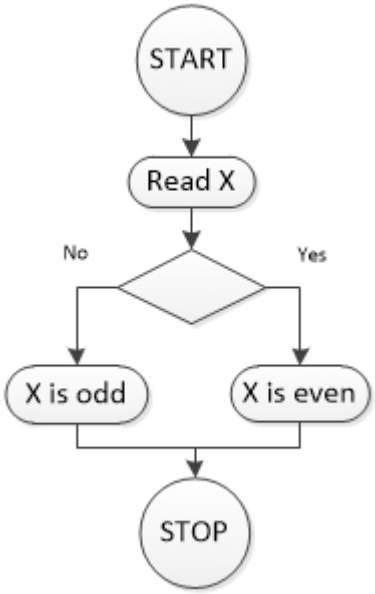
17) X is an integer (X=1234). The print value of Y of the algorithm below is **1 point**
[Note: The modulo operator returns the remainder of the left side divided by the right side. So

5%2 will evaluate to 1. (5 / 2 = 2 remainder: 1).]



- 10
- 11223344
- 4321
- 0

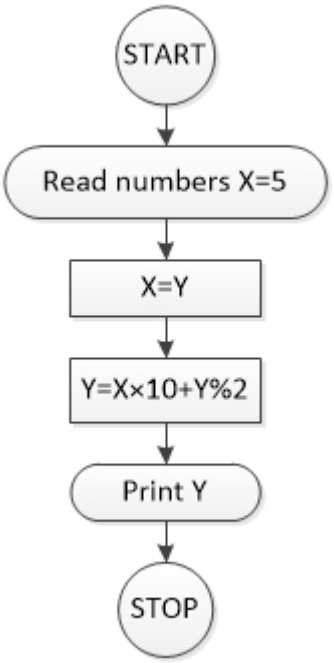
18) The following algorithm is used to find a number X is even or odd. What will be the content of the empty box? ***1 point***



- X%10=0?

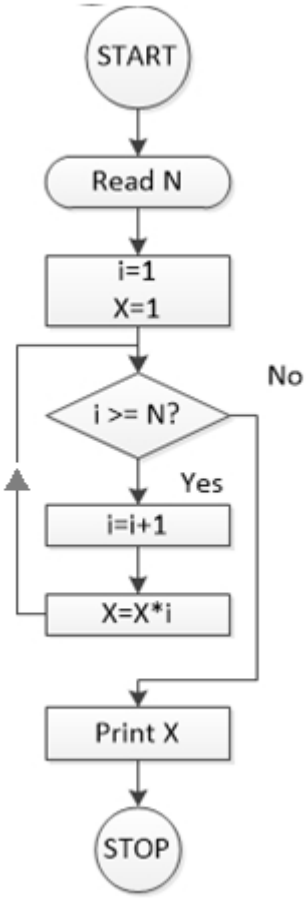
- X/10=0?
- X/2=0?
- X%2=0?

19) What will be the output of the algorithm given below? ***1 point***



- 51
- 52
- 50
- Compilation error

20) The input N from the user is 6. The output of the following algorithm is *1 point*



- 21
- 720
- 1
- 1024

You may submit any number of times before the due date. The final submission will be considered for grading.

Submit Answers

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