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**UNIVERSITI TEKNOLOGI MARA**  
**QUIZ (SET 1)**

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<b>COURSE</b>	<b>:</b>	<b>INTRODUCTION TO ALGORITHM DESIGN AND DEVELOPMENT</b>
<b>COURSE CODE</b>	<b>:</b>	<b>CSC121</b>
<b>DATE</b>	<b>:</b>	<b>MAY 2024</b>
<b>TIME</b>	<b>:</b>	<b>1 HOUR</b>

**NAME:**  
**MATRIC NO:**  
**GROUP:**

**INSTRUCTIONS:**

1. This paper contains FOUR (4) question.
2. Answer ALL questions in English.
3. Students are prohibited from any discussion. If caught, your marks will be deducted, and you will be penalized.

**I agree to the following declaration by answering this assessment question and submitting my answer sheet.**

*I promise to be truthful, and I am fully aware that cheating is a sin, and that any cheating I ~~am~~is punishable by God. I also understand that if I cheat in this assessment, my submission may not be accepted.*

**QUESTION 1 ( 10 MARKS)**

Fill in the blank for the following questions

- i) \_\_\_\_\_ computer is intended for individual use or small-scale networking.
- ii) Computer stores information in its \_\_\_\_\_ for future use.
- iii) \_\_\_\_\_ is the brain of a computer.
- iv) \_\_\_\_\_ use geometrical symbols to show the sequence of an algorithm.
- v) The purpose of the \_\_\_\_\_ control structure is to enable decision making.

**QUESTION 2 (5 MARKS)**

- i) List the type of character encoding  
(3 marks)
  
  
  
  
  
  
  
  
  
  
- ii) Based on your answer above, explain ONE (1) feature of any type of character encoding  
(2 marks)

**QUESTION 3 ( 7 MARKS)**

- i) Describe TWO (2) problems when developer skips algorithm design phase in the Program Development Life Cycle (PDLC) (4 marks)

- ii) Referring to Figure 1 below, list THREE (3) errors in the flowchart

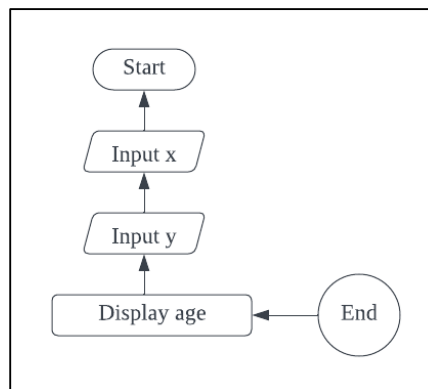


Figure 1

(3 marks)

**QUESTION 4 (8 MARKS)**

- i) Discuss ONE (1) difference between data and information in computer system.  
(4 marks)

Data	Information

- ii) Given the following C++ code, write the input variable and output variable of the program

```
float x = 4, y = 2, z = 9;  
float result = x / y % z;  
cout<<result;
```

(3 marks)

- iii) Calculate the value for *result* in question (ii)

(1 mark)

**-END OF QUIZ-**