1. How do we know that the algorithm produce the correct result?

a. Desk Checking

b. Program Flow Chart

c. Debugging

d. All of the above.

Answer: a

2. A group of instructions for a computer that causes it to perform a task as known as.................

a. Algorithm

b. Statement

c. Computer Program

d. Counter

Answer: c

3. Which steps allow for programming process?

a. Coding the program

b. Defining the problem

c. Preparing an algorithm

d. All of the above

Answer: d

4. A sequence of steps that describes a method for solving a problem is known as..............

a. Algorithm

b. Flowchart

c. Pseudocode

d. HIPO

Answer: a

5. Represents any data input or output operations........

a. Process

b. Input /output

c. preparation

d. Decision

Answer: b

7. ANSI stands for ...............

a. American National Standards Institute.

b. American National Stander information

c. American National Standard Institute

d .American Nationalism standard Institute

Answer: a

8. The go- to instruction causes a branch to a step that is not next in sequence..........

a. The cause of branching.

b. Documenting

c. Computer program

d. Decision table

Answer: a

9. Something that is not even a valid number in which case the computer will stop...........

a. Syntax Error

b. Runtime Error

c. General Error

d. Execution time Error

Answer: d

10. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is a more efficient searching algorithm.

a. Binary search

b. Sequential search

c. Linear search

Answer: a

11. A source program written in a high language is translated into Using a special translation program?

a. Object program

b. Assembly program

c. IL program

d. Byte Code

Answer: a

12. Which of the following are translator program?

a. Compiler

b. Assembler

c. Generator

d. Interpreter

Answer: a,b,c,d

13.Which of the following is programming language category?

a. High Lavel Language

b. Low Level Language

c. Top Level Language

d. Middle Lavel Language

Answer: a,b

14.Which Languages allows three way branching?

a. FORTRAN

b. COBOL

c. BASIC

d. Pascal

Answer:a

15. Which Languages allow two way branching?

a. Assembler

b. RPG II

c. FORTARN

d. BASIC

Answer:d

16.We can display our program in which way?

a. Using printing

b. Using CRT

c. Using VDT

d. All of the above

Answer:d

17. Interpreter is used for what?

a. Syntax of whole program Checked

b. Syntax of each instruction is checked

c. Checked the algorithm

d. All of the above

Answer:b

18. Violation of the rules of a particular programming language creates what?

a. Syntax error

b. Logical error

c. Execution time error

d. Bug

Answer:a

19. A compiler is a

a. Software development environment

b. Code editor

c. Translator program

d. System software

Answer:C

20. An asterisk (\*) is represent?

a. Multiplication

b. Division

c. Subtraction

d. Addition

Answer:a

21. When is the early days of programming?

a. In 1960 and 1970

b. In 1950 and 1960

c. In 1970 and 1980

d. None of them.

Answer:b

22. What are the result of the emphasis the programmer often spent a great deal?

a. A clever techniques and algorithms to remove computer time and memory.

b. A clever techniques and algorithms to save computer time and memory.

c. None of them.

d. Both a and b.

Answer:b

23.Some of the early programmers are what?

a. Truly ingenious.

b. Their programs could properly be considered works of art.

c. Both a and b

d. None of above.

Answer:c

24. Which of the following the term structured programming refers to?

a. A collection of techniques to follow for program developing

b. A collocations of library code to help programs

c. A collocations hardware for fast processing

d. A collocations of efficient logic.

Answer:a

25. The main transfers controls to a sub module to perform a task. What happens when the sub module has completed its task?

a. The sub module closes the program.

**b. The sub module returns control to the main module.**

c. The sub module waits idly for the main take the control back

d. The sub module transfers control the underlying operating system.

Answer:b

26. Which type of subroutine is frequently used for complex processing that is needed by many users, such as mathematical or statistical

routines or the sorting of files?

a. Internal

b. External

Answer:b

27. The top-down approach is a useful technique in-

a. Planning a modular programming

b. Writing a smart program code

c. A object oriented programming

d. Report writing

Answer:a

28. What do we identity a module?

a. A module is given a abbreviated name

b. A module is given a name which reflects what the module does and a number is included with name.

c. A module is given name a special prefix.

d. None of the above.

Answer:b

29. A structure chart is commonly used planning tool in--

a. top-down programming.

b. Object oriented programming

c. procedural programming

d. data processing.

Answer:a

30.Find out the following logic patterns or structures are identified as sufficient for any structured programming?

a. The sequence structure.

B. the loop structure.

C. the selection structure.

d. control structure.

Answer:a,b,c

31. Write down the name of the tools for planning programs?

a. structured flowcharts

b. structure charts

c. pseudocode

d. All of them

Answer:d

32. In modular programming, the program is broken down into-

a. files.

b. project

c. Instructions

d. Modules

Answer:d

33. Modular programming is implemented by-

a. Subroutine

b. Instryctios

c. Source programs

d. Machine code

Answer:a

34. Which one is the definition of a subroutine?

a. A group of instructions that perform a limited processing task.

b. A file that contains a group of instructions that performs a limited processing task.

c. A group of instructions that performs a total processing task.

d. None.

Answer:b

35. A collection of techniques for planning and writing of program that increases programmer productivity is-

a. Modular programming

b. Procedural programming

c. Structured Programming

d. Functional Programming

Answer: c

36. The subroutine that is part of the program that uses is-

a. An internal subroutine

b. An external subroutine

c. None

Answer:a

37. After a subroutine has finished its work what will happen?

a. The program end

b. Control is returned transferred to the caller of the subroutine

c. Control is transferred to the exit routine

d. None Answer:b

38. Which one is register?

a. A special-purpose hardware

b. A special-purpose software

c. A special purpose memory device

d. None

Answer:c

39. VTOC means-

a. Visual tool of contains

b. Visual table of contents

c. None

Answer:b

40. What is the use of rectangle?

a. to represent modules

b. to represent submodule

c. to represent subroutine

d. Allof above

Answer:a

41. In this technique we define the main program module ,which initiates the program, call other modules and then terminates.

What technique is this?

a. Moduler programming

b. Top-down programming

c. Bottom-up programming

d. None

Answer:a

42. What is the disadvantage of subroutine?

a. Using them results in generally slower execution speed for the program.

b. Using them results in generally faster execution speed for the program.

c. None

Answer:a

43. The modules are ordered--

a. Right to Left

b. Left to Right

c. None

Answer:b

44. A module name is a short description of what?

a. the module does.

b. the file does.

c. the structure does.

d. the sub module does.

Answer: a

45. What is the identification of a module?

a. a character.

b. a name.

c. a number.

d. a file.

Answer:c

46. What is the advantage of system?

a. simple.

b. flexible.

c. both simple and flexible.

Answer:c

47. What are shows the numbers for modules?

a. show the processing

b. show the number.

c. show the record.

d. show the requiring.

Answer:a

48. What do contain Transaction records?

a. data about a business activity .

b. data about a marketing activity.

c. data about a official activity.

d. data about a designing activity.

Answer:a

49. What is the symbol of a module?

a. a rectangle

b. a oval.

c. a flowline.

d. a circle.

Answer:a

50. How can we identify a subordinate module?

a. by a module which is shaded in the upper left corner.

b. by a module which is shaded in the upper right corner.

c. by a module which is shaded in the down left corner.

d. by a module which is shaded in the down right corner.

Answer:b

51. What is the structure chart?

a. a tool for planning.

b. a tool for documenting.

c. a tool for designing.

d. a tool for decision.

Answer:a

52. What does show the structure chart?

a. the function to be performed.

b. the relationship between modules.

c. the function to be performed and the relationship between double.

d. none of them.

Answer:c

53. What is the most easy to be understand?

a. a flowchart.

b. a structure chart.

c. a truth table.

d. a decision table.

Answer:b

54. What is GOTOless programming?

a. programming without using the branch instruction.

b. programming which using the branch instruction.

c. programming without using the go-to instruction.

d. programming without using the go-to instruction.

Answer:a,c

55. What kinds of logic pattern?

a. three.

b. two.

c. four.

d. five.

Answer:a

56. Which is the part of logic pattern?

a. selection structure.

b. multiple structure.

c. decision structure.

d. logical structure.

Answer:a

57. What is the way to enter a sequence structure and to exit?

a. to enter a sequence structure is at the top and to exit from it is at the bottom.

b. to enter a sequence structure is at the bottom and to exit from it is at the top.

c. to enter a sequence structure is at the top and to exit from it is at the middle.

d. to enter a sequence structure is at the middle and to exit from it is at the bottom.

Answer:a

58. When a condition exists in the loop structure ?

a. when a condition is true.

b. when a condition is false.

c. when a condition both of true and false.

d. none of them.

Answer:a

59. What is EOF?

a. end of file .

b. end of function.

c. both of them.

d. none of them.

Answer:a

60. Why we use connectors?

a. to return the flow to the beginning of the loop is a branch.

b. to return the flow to the beginning of the loop is not a branch.

c. both of them.

d. none of them.

Answer:b

61. Which are the relational operators?

a. true, false.

b. \*,/,+.

c. <,>,=.

d. -,%.

Answer:c

62. An entire program module can be represented

a. by a selection structure.

b. by a loop structure.

c. by a sequence structure.

d. both of them.

Answer:c

63. What is the significant feature of the threes structures?

a. a double entry point.

b. a double exit point.

c. a single entry point.

d. a single entry point and a single exit point.

Answer:d

64. Why will use a Pseudocode?

A. Structure coding.

B. Structure looping

C. Structure initializing

D. All the above

Answer:A

65. Pseudocode, literally a ……….

A. Fake code.

B. Selection code

C. Reading code

D. All the above

Answer: A

64. Pseudo code is an extension of, and a replacement for…

A. Program develop

B. The algorithm developed.

C. Defining the problem

D. All the above

Answer: B

65. Which rules to be concerned with involve the loop and selection structure?

A. Code rules

B. System rules

C. Syntax rules

D. All the Above

Answer: C

66. The loop structure is illustrated by which instruction?

A. IF-ELSE

B. GO-TO

C. A&D

D. DO WHILE

Answer: D

67. The indention of all instructions within the ……….

A. EACH

B. End

C. LOOP

D. Not at all

Answer: C

68. What is aligned left with DO WHILE?

A. End.

B. DO

C. While

D. All the above

Answer: A

69. Which instruction is illustrated by the selection structure?

A. IF-THEN-TRUE

B. IF-THEN-ELSE

C. IF-THEN-FALSE

D. A&B

Answer: B

70. Who provide FOR Loops?

A. BASIC, COBOL

B. PASCAL, COBOL

C. BASIC, FORTAN77, PASCAL, COBOL

D. All the above

Answer: C

71. Who has a PERFORM UNTIL instruction?

A. BASIC

B. PASCAL

C. FORTAN77

D. COBOL

Answer: D

72. PASCAL has which instruction?

A. Do while

B. Go to instruction

C. REPEAT UNTIL

D. All the above

Answer: C

73. Which instruction can be represented in a flowchart as a series of selection structure?

A. CASE.

B. Verb

C. Sentence

D. All the above

Answer: A

74. The comparison of two values is represented in a program flowchart by the….

A. Decision making

B. Decision outline

C. Decision putting

D. Decision understanding

Answer: B

75. When we deal with combinations of conditions which is convenient to use?

a. Logical operator

b. Boolean algebra

c. Relational operator

d. mathematical operator

Answer: B

76. Boolean algebra deals with-

a. <, =,>, <=,>=

b. yes or no

c. True or false

d. +,-,\*, /

Answer: C

77. Boolean algebra uses-

a. Addition, division,

b. greater than, smaller than Multiplication equal

c. If, for each

d. and, or, not

Answer: d

78. (Sex= m)and(age>=65) if one is true then the result is-

a. True

b. false

c. Cannot say

d. no one

Answer: B

79. A or b is true then it is

a. True

b. false Answer: A

80. To change the value we use

a. And

b. or

c. Not

d. all the above

Answer: C

81. .……….is commonly used to represent the possible values of combinations of condition

a. Condition table

b. pseudo code

c. Truth table

d. hipo chart

Answer: c

82. If there are thee conditions how many rows their will be?

a. Nine

b. sixteen

c. Eight

d. twelve

Answer: c

83. Which is the correct evaluation?

a. Or, not, and

b. not, and, or

c. And, or, not

d. none

Answer: B

84. We deal with equivalencies in

a. Logical operator

b. Boolean algebra

c. Condition table

d. relational operator

Answer: B

85. Which can be used to prove the equivalence of Boolean Expressions?

a. Condition table

b. condition stub

c. Loop structure

d. truth table

Answer: d

86. What is compound condition?

a. When more than one Condition is combined ()

b. two condition combined

c. Multiple conditions is Combined

d. none

Answer: c

87. Which table is used to plan and document processing that involves combinations of conditions?

a. Decision table.

b. Truth table.

c. All of the above.

d. Structured table

Answer: a

88. What a decision table shows us?

a. What is to be done, under what conditions and in what order.

b. What has been done by which action.

c. The order in which the conditions will be considered.

Answer: a

89. What a decision table does not show?

a. What is to be done, under what conditions and in what order.

b. It does not show us the order in which the conditions will be considered.

c. What has been done by which action

Answer: b

90. Which statement is correct?

a. decision tables are best suited to documenting complex decisions involving combinations of conditions.

b. Decision tables do summarize clearly the conditions under which actions will be taken.

c. By reading and understanding a decision table, a user can check on whether all combinations of conditions have been included and are handled properly.

d. All of the above.

Answer: d

91. A decision table top portion, bottom portion, left portion, tight portion respectively?

a. Action, conditions, stub, entries

b. stub, entries, action, conditions.

c. conditions, actions, stub, entries.

d. None of the above.

Answer: c

92. What the right portion of a decision table shows?

a. It shows what combinations of conditions will lead to what actions.

b. Simple conditions.

c. A series of rules, one for each combination of conditions that must be considered.

d. None of the above.

Answer: a

93. Is the order of the rules in the decision table important?

a. No.

b. Yes.

c. It depends on some conditions.

d. Rules are not used in decision table.

Answer: a

94. The action stub------

a. Shows for each rule just what actions will be taken

b. Lists the possible actions in the order that they will be taken.

c It shows what combinations of conditions will lead to what actions.

Answer: b

95. Which statement is correct?

a. In creation a decision table, one must be sure that all possible combinations of conditions are included.

b. One must be sure that for any possible combination, only one rule in the table applies.

c. a decision table can deal with simple conditions.

d. a truth table is more powerful than a decision table for the case of complex conditions.

Answer: a,b

96. Redundancy exists--------

a. When more than one rule applies in a given situation and the action under the rules are different.

b. When there are more rules than are necessary.

c. Redundancy never occurs in decision table.

d. When contradiction occurs.

Answer: b

97. What is correct?

a. We must eliminate redundancies one at a time.

b. A table may have only one ELSE rule.

c. A contradiction exists when more than one rule applies in a given situation and the action under the rules is different.

d. All of the above

Answer:d

98. How many of the rules are included under the ELSE rule if there are four (4) independent conditions?

a. 16.

b. 15

c. 8

d. 1

Answer: b

99. How a user can check on whether all combinations of conditions have been included and are being handled properly?

a. By reading and understanding a truth table.

b. By reading and understanding a mixed table.

c. By reading and understanding a decision table.

d. By reading and understanding an extended-entry table.

Answer: c

100. The condition entries, in a decision table, consist of...?

a. Y’s and X’s.

b. Y’s and N’s.

c. Y’s only

d. X’s only

Answer: b

101. The action entries, in a decision table, consist of…?

a. X’s.

b. Y’s

c. N’s.

d. None of the above.

Answer: a

102. Changing in the value of the control field is …?

a. Programming

b. Debugging.

c. A control break.

d. A control error

Answer: c

103. The input file must be started on..?

a. Control field

b. Control line

c. Data field

d. Data line

Answer: a

104. Nassi-Shneiderman (N-S) is a method of….?

a. Pseudo code

b. Documenting

c. Flowcharting

d. Desk checking

Answer: c

105. To show total earnings of each of the employee’s we use…?

a. One asterisk

b. Two asterisks

c. Three asterisks

d. No asterisk

Answer: a

106. For preventing the first employee record from causing a false sequence error we initialize the old employee number field to….?

a. Zero

b. One

c. Zero & One

d. None of the above

Answer: a

107. Encountering the end of the data file is regarded as….?

a. Data line

b. Total line

c. Data break

d. Control break

Answer: d

108. If the new employee number is smaller than the previous one, we have…?

a. An exception

b. A run-time error

c. A sequence error

d. Both a & b

Answer: a

109. When the new number is greater than the employee number from the preceding record, it is…?

a. An exception

b. A control break

c. A sequence error

d. None of the above

Answer: b

110. Which processing is checking by the control break?

a. First record

b. Second record

c. Third record

d. Fourth record

Answer: a first record

111. How type of unction we use in flowchart?

a. true

b. false

c. true &false

d. none

Answer: c

112. Which is the suggestion of our intuition?

a. checking minor control field

b. checking high control field

c. checking drbuggin system

d. checking the console application

Answer: a

113. What is the abbreviation of “IDV”?

A. Input division

B. Islamic development bank

C. Id value

D. integrated digirtal volum

Answer: A

114. What is the function of end of file?

a. stop

b. start

c. last

d. down

Answer: a

115. What is the highest level of control field?

a. end of file

b. start of file

c. down of file

d. start&down of file

Answer: a

116. Where the call action represents a temporary transfer of control to another module?

a. in subroutines & modules

b. in modules

c. in subroutine

d. none of the above

Answer: a,b,c

117. What is the permanent transfer of control?

a. go to action

b. go to less

c. going

d. go to multiple

Answer: a

118. “FRS” means?

a. first record switch

b. first recode syllable

c. first record system

d. first record series

Answer: a

119. What is the combination of “HIPO Chart”?

a. structure chart&pseudocode

b. structure chart

c. pseudocode

d. none of the above Answer: a

120. How type of number will be increased in per module?

a. 10

b. 09

c. 100

d. 20

Answer: a

121. What is the main disadvantage of HIPO Chart?

a. they are bulky

b. The input and output for each module are unidentified.

c. It provides less information.

d. Easily determine module calling process.

Answer:a

122. Which most powerful programming tool for organizes a collection of homogenous data?

a. table

b. Array

c. Chart

d. All of the above.

Answer:b

123. When data items are consider being homogenous?

a. Same type and same length.

b. Same length and same numeric.

c. Same length and same alphabetic.

d. All of the above.

Answer:a

124. Which perpose table can be used?

a. to store the result of processing.

b. To hold information that is required in processing.

c. To make decision.

d. All of the above.

Answer:

125. HIPO stands for….?

a. hierarchical input-process-output chart.

b. Hierarchical-input-perform-output chart.

c. Higher-input-process output chart.

d. Hierarchical-input-program output chart.

Answer:a

126. In which programming tool structure chart and pseudocode are combined?

a. n-s flowchart

b. flowchart

c. HIPO chart

d. Truth table.

Answer: C

127. In HIPO chart a IPO chart is prepared for …?

a. each module

b. pseudocode

c. structure chart

d. flowchart

Answer:a,b

128. Tables are two types. Name…?

a. single and paired table

b. one and multi column table

c. one and multidimensional table

d. none of the above

Answer:a

129. An array refers to----

a. A collection of homogeneous data items.

b. A collection of inhomogeneous data items.

c. Same type and same length.

d. Same type and different length.

Answer: a, c

130. A paired table refers to ----

a. Two tables with no relationship.

b. Two tables both have same type of elements and have some logical relationship.

c. Only one table.

d. Two tables with some logical relationship and the type of elements of One table is different than the element type of other table.

Answer: b, d

131. If we have a paired table, one containing pay rate and one containing Job code, then which is/are correct?

a. Job code---argument table

b. Pay rate---argument table

c. Job code---function table and pay rate ---argument table.

d. Job code---argument table and pay rate ---function table. Answer: a, d

132. with direct table addressing technique---

a. We can have an argument table with no corresponding function table.

b. We can have a function table with no corresponding argument table.

c. We can have a function table with no corresponding function table.

Answer: b

133. An argument table is---

a. Neither discrete nor segmented.

b. Must be discrete.

c. Must be segmented.

d. Either discrete or segmented.

Answer: d

134. Segmented table relates to---

a. Function table

b. Argument table

c. Two dimensional table.

Answer: b

135. Which is/are correct?

a. An argument table without any function table includes one dimensional table type.

b. An argument table with corresponding function table includes one dimensional table type.

c. Two dimensional table includes multidimensional table type.

d. All of the above.

Answer: d

136. An individual table entry is specified by---

a. Only an index.

b. Only a subscript.

c. Only the table name.

d.An index (or subscript ) enclosed in parentheses following the table name.

Answer: d

137. Searching table is sometimes referred to as---

a. Table backup.

b. Table index.

c. Table lookup.

Answer: c

138. In the case of sequential search for a large table what is/are correct?

a. It is quite time consuming.

b. It is an efficient technique.

c. It is quit perfect technique.

Answer: a

139. In the case of binary search for a large table what is/are correct?

a. The argument table must be in either ascending or descending order.

b. Binary search is only possible for discrete table.

c. Binary search can be used both for discrete and segmented table.

d. It is a more efficient technique.

Answer: a,c,d

140. Sequential search is much easier to program than a binary search.

a. True

b. False

Answer: A

141. Which language provides the programmer with two search routines, one sequential and one binary?

A. FORTRAN

B. COBOL.

C. RPG11

D. C++

Answer: B.

142. The logic for sequentially searching a segmented table is much simpler than logic for sequentially searching a discrete table.

A. True.

B. False.

Answer: A.

143.\_\_\_\_\_\_\_\_\_\_\_ can be used to retrieve information required in processing.

A. Program

B. Master file.

C. Table.

D. File.

Answer: C.

144. When the number of entries in a table can vary, we must reserve storage for the \_

A. Smallest number that we expect.

B. Number that we expect.

C. Numeric number that we expect.

D. Largest number that we expect.

Answer: D

145. What we use to mark the end of the argument table.

A. A numeric Value.

B. A sentinel value.

C. A string value.

D. None of above.

Answer: B

146.If we have a discrete argument table in ascending order, what we can use as a sentinel value.

A. an argument entry of negative number.

B. an argument entry of positive number.

C. an argument entry of nines.

D. an argument entry of zeros.

Answer: C

147. If the table is in descending order, the last argument entry must be ……

A. less than any valid search argument.

B. greater than any valid search argument.

C. Equal to any valid search argument.

D. Not equal to any valid search argument.

Answer: A

148. An advantage of direct table addressing is that function entries can be accessed without having to search an argument table.

A. True

B. False

Answer: A

149. For the month name the index varied from

A. 0 to 12

B. 1 to 12

C. 0 to 11

D. 1 to 30

Answer: B

150. Which statement is true?

A. Index = (search argument – first argument)

B. Index = (search argument – first argument+1)

C. Index = (search argument + first argument+1)

D. Index = (search argument – first argument-1)

Answer: B

151. Which table is actually placed in the computer memory?

A. Argument table.

B. Single table

C. Function table.

D. Dimensional table

Answer: C

152. The function table from which we have so far retrieved data are referred to as

A. two dimensional table.

B. multi dimensional table.

C. one dimensional table.

D. non dimensional table.

Answer: C

153. In which function table two or more search arguments are used to retrieve a function value.

A. two dimensional table.

B. multi-dimensional table.

C. one dimensional table.

D. non dimensional table.

Answer: B

154. How we refer an element of a multi dimensional table by specifying two indexes.

A. table name (column, row).

B. table name (id, name).

C. table name (row, column).

D. table size (row, column).

Answer: C

155. Which tables are difficult for many people to visualize.

A. One dimensional table.

B. Two dimensional table.

C. Three dimensional table.

D. Four dimensional table.

Answer: C

156. fortunately, most business data processing applications can be handled with

A. non dimensional tables.

B. one or two dimensional tables.

C. multi dimensional tables.

D. single dimensional tables.

Answer: B

157. Which languages handle multi dimensional tables very easily?

A. those designed for numerical application.

B. those designed for mathematical application.

C. those designed for program application.

D. those designed for boolean application.

Answer: B

158. Which language accommodate more than one dimension in a process that amounts to converting a multidimensional table into a series of one dimensional tables.

A. COBOL & FORTRAN

B. Assembler and RPG11

C. Pascal & C#

D. Pascal & C#

Answer: B

159. The way in which two dimensional tables are not loaded varies considerably from one language to another.

A. True

B. False

Answer: A

160. Which language provides for only a single index in referencing table?

a. Pascal

b. FORTRAN

c. RPG II

d. COBOL

Answer: C

161. The inventory file that is to be altered is an example of ….?

a. Transaction file

b. Document file

c. Master file

d. Alternative file

Answer: C

162. Information about the changes to be made is found in a …?

a. Transaction file

b. Document file

c. Master file

d. Database file

Answer: A

163. Programs will be developed that read both a master file and a transaction file will be accessed …..?

a. Serially

b. Sequentially

c. Randomly

d. Both B & C

Answer: B

164. The term “Sequential” and “Serial” are …..?

a. Synonymous

b. Antonymous

c. Similar

d. None of above

Answer: C

165. Sequential access is one kind of …..?

a. Parallel access

b. Random Access

c. Binary access

d. Serial access

Answer: D

166. Sequential access being processed in the file based on the value in a field in each record called ….?

a. Key field

b. Data field

c. Record field

d. Value field

Answer: A

167. In which files Batch Processing is used?

a. Random files

b. Master files

c. Transaction files

d. Sequential files

Answer: D

168. Maintaining refers to any activities that change the number of records in where?

a. Master file

b. Transaction file

c. Random file

d. Data file

Answer: A

169. Which changes nothing in the file?

a. Updating a file

b. Maintaining a file

c. Referencing a file

d. Both A & B

Answer: C

170. When magnetic tape was widely used for master files?

a. in the early 1960s

b. in the early 1950s

c. in the early 1850s

d. in the early 1860s

Answer: A

171. How many kinds of media we consider for our master file?

a. One

b. Two

c. Three

d. Four

Answer: B

172. What kind of medium the Tape is?

a. Parallel medium

b. Serial medium

c. Backup medium

d. None of above

Answer: B

173. Record in a master file must have?

a. Primary key

b. Unique key

c. Index key

d. Both B & C

Answer: B

174. The updating produces a completely a new master file on a ------ reel of tape?

a. Same

b. Different

c. Another

d. Magnetic

Answer: B

175. What is DASD means?

A. Direct-access storage device.

B. Data-access storage device.

C. None

Answer: A

176. Magnetic disk is the most widely used-

A. CADS

B. DASD

C. SDAS

D. None

Answer: B

177. What are the disks?

A. Round

B. Rigid

C. Flat surfaces which data is recorded magnetically.

D. All of them.

Answer:D

178. Where data is recorded?

A. In tracks.

B. In magnetic disk.

C. In DASD

Answer: A

179. A record can be retrieved from--

A. Disk

B. Index

C. Indexed file

Answer: C

180. What are the three methods of index today?

A. ISAM

B. VSAM

C. the full index

D. All above.

Answer : D

181. ISAM ---------------

A. the index sequence -access method.

B. the index selection access method.

C. the indexed sequential -access method.

Answer: C

182. What is VASM stands for-

A. the virtual-storage-access method.

B. the verity -sort ascending method.

C. the virtual-storage access method.

D. None

Answer: C

183. Which area are used on disk by an ISAM file?

A. the prime data area

B. the index

C. the overflow area.

D. All above.

184. What is the meaning of fixed -length records?

A. Records that all require the same amount.

B. Records that all require the different amount

C. None

Answer: A

185. IOCS stands for---

A. The input /output control system

B. The input-output content system

C. International Organization control system

D. None

Answer: A

186. Very large ISAM files also have-

A. Random files

B. Master files

C. Transaction file

D. None

Answer: B

187. The next-higher level index is the -

A. Cylinder index

B. Index file

C. Master index

D. Both A and B

Answer: A

188. An ISAM file the lowest level is-

A. Master index

B. Cylinder index

C. Treack

D. Track index.

Answer: D

189. IOCS handles works of setting up--

A. The index area

B. The index and overflow area

C. track index

D. Master index and track index

Answer: B

190. The program must check-

A. witch before proceeding

B. switch after proceeding

C. switch between proceeding

D. None

Answer: A

191. If there is no error a record is updated and written back to……………

A. Master copy

B. Master file

C. Hidden file

D. Not at all

Answer: B

192. If the cylinder overflow area is filled, a record is written in the…………..

A. Dependent overflow area

B. Independent overflow area

C. Over flow area

D. A & B

Answer: B

193. Records are deleted from an ISAM file in………………..

A. Two way

B. One way

C. Three way

D. Four way

Answer: A

194. Any reference to a VSAM file is to a …………….

A. Sequence data set

B. Record sequence data set

C. Key- Sequence data set

D. A& C

Answer: C

195. The lowest level index in a VSAM file is called the…………..

A. Data set

B. Record set

C. Sequence set

D. All of the above

Answer: C

196. All higher level index records are part of the………………..

A. Sequence set

B. Index set

C. Loop Set

D. A & B

Answer: B

198. The highest level in the index set always consist of a ……………..

A. Double record

B. Multiple records

C. Single record

D. A & B

Answer: C

199. No 0over flow area is required for a ………..

A. ISAM file

B. ASAM file

C. Record file

D. VSAM file

Answer: D

200. VSAM provides for a …………….

A. Field area

B. Record area

C. Control area

D. B & C

Answer: C

201. A fully index file is conceptually quit different from a ……………

A. ISAM or VSAM file

B. Master file

C. Record file

D. Key file

Answer: A

202. The index is ordered by…………..

A. Field key

B. Record key

C. System key

D. All key

Answer: B

203. The call of the external subroutine looks like this…………..

A. Write –algorithm ( )

B. Call hashing-algorithm (record key, address)

C. Hashing algorithm

D. A&B

Answer: B

1. Internal subroutine is represented in a program flowchart by-
   1. Verticals
   2. Diagonal
   3. **Horizontal**
   4. All of them
2. The structured programming refers to a collection of –
   1. Information
   2. Instruction
   3. **Technique**
   4. None of them
3. There are \_\_\_ types of subroutine.
   1. **Two**
   2. Three
   3. Four
   4. Five
4. Structure chart is a commonly used planning tool in top down programming.
   1. **True**
   2. False
5. Structure chart are easier than flowchart-
   1. **True**
   2. False
6. Pseudo code is no Longer beneficial but just a duplication effort.
   1. **True**
   2. False
7. Which is/are not programming structure?
   1. Selection structure
   2. Loop structure
   3. **Pseudo code**
   4. None of all
8. Internal subroutine is a part of the\_\_
   1. Module
   2. Outer routine
   3. Subroutine
   4. **Program**
9. In modular programming modules are\_\_
   1. **Independent**
   2. Dependent
   3. Both
   4. None of all
10. What are the result of the emphasis the programmer often spent a great deal?
    1. A clever techniques and algorithms to increase computer time and memory.
    2. **A clever techniques and algorithms to save computer time and technique.**
    3. None of them.
    4. Both A and B.
11. What types of subroutine is frequently used for complex processing that is needed by many users?
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    2. Outer
    3. Internal
    4. None of all
12. In modular programming the program is broken down into\_\_
    1. Files
    2. Project
    3. Instruction
    4. **Modules**
13. VOTC means—
    1. Visual Tool Of Contain
    2. **Visual Table Of Contents**
    3. Visual Over Transfer Control
    4. None of all
14. The modules are ordered\_\_
    1. Right to left
    2. **Left to right**
    3. Top to Down
    4. Down to Top
15. What is the structure chat?
    1. **A tool for planning**
    2. A tool for documenting
    3. A tool for designing
    4. A tool for decision making
16. When is the early days of programming?
    1. In 1960 and 1970
    2. **In 1950 and 1960**
    3. In 1970 and 1980
    4. None of them
17. Which rules to be concerned with involve the loop and selection structure?
    1. Code rules
    2. System rules
    3. **Syntex rules**
    4. All of the above
18. The loop structure is illustrated by which instruction?
    1. IF-ELSE
    2. GO-TO
    3. A & D
    4. **D0 While**
19. What is aligned left with DO WHILE?
    1. **END**
    2. DO
    3. WHILE
    4. All the above
20. Which instruction is illustrated by the selection structure?
    1. IF-THEN-TRUE
    2. **IF-THEN-ELSE**
    3. IF-THEN-FALSE
    4. A&B
21. Who has a PERFORM UNTIL instruction?
    1. BASIC
    2. PASCAL
    3. FORTAN77
    4. **COBOL**
22. Which instruction can be represented in a flowchart as a series of selection structure?
    1. **CASE**
    2. Verb
    3. Sentence
    4. All the above
23. The comparison of two values is represented in a program flowchart by the….
    1. Decision making
    2. **Decision outline**
    3. Decision putting
    4. Decision understanding
24. Boolean algebra deals with--
    1. <, =,>, <=,>=
    2. yes or no
    3. **True or false**
    4. +,-,\*, /
25. A or b is true then it is--
    1. **TRUE**
    2. FALSE
26. Why we use truth table?
    1. For telling truth
    2. For testing truth
    3. **For proving equivalence of Boolean expression.**
    4. All of them
27. What is compound condition?
    1. When more than one Condition is combined ()
    2. Two condition combined
    3. **Multiple conditions is Combined**
    4. None
28. What a decision table shows us?
    1. **What is to be done, under what conditions and in what order.**
    2. What has been done by which action?
    3. The order in which the conditions will be considered.
29. Which statement is correct?
    1. decision tables are best suited to documenting complex decisions involving combinations of conditions.
    2. Decision tables do summarize clearly the conditions under which actions will be taken.
    3. By reading and understanding a decision table, a user can check on whether all combinations of conditions have been included and are handled properly.
    4. **All of the above.**
30. Represents any data input or output operations---
    1. Process
    2. **Input/Output**
    3. Preparation
    4. Decision
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    4. **All of the above.**
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    1. Process
    2. **Input/Output**
    3. Preparation
    4. Decision
61. Two tables with the same number of elements and some logical relationship is a\_
    1. Single table
    2. **Paired table**
    3. Argument table
    4. Function table
62. Data items those are of the same type are considered to be what?
    1. **Homogenous data**
    2. Paired data
    3. Single data
    4. None
63. What is homogenous data?
    1. Data items those are of same length
    2. **Data items those are of the same type**
    3. Textual data items
    4. Numeric data items
64. Why tables can be required? (choose two)
    1. **To hold information that is required in processing**
    2. **To store results of processing**
    3. To hold summary information
    4. To store control information
65. A table that is searched is \_\_\_\_ what?
    1. **The argument table**
    2. The function table
    3. The multidimensional table
    4. The binary table
66. The value that is compared with argument table entries is \_\_\_\_. What?
    1. Function argument
    2. **Search argument**
    3. Search parameter
    4. Search entry
67. A paired table refers to ----
    1. Two tables with no relationship.
    2. **Two tables both have same type of elements and have some logical relationship.**
    3. Only one table.
    4. **Two tables with some logical relationship and the type of elements of One table is different than the element type of other table.**
68. An argument table is---
    1. Neither discrete nor segmented.
    2. Must be discrete.
    3. Must be segmented.
    4. **Either discrete or segmented.**
69. Which is/are correct?

a. An argument table without any function table includes one dimensional table type.

b. An argument table with corresponding function table includes one dimensional table type.

c. Two dimensional table includes multidimensional table type.

**d. All of the above.**

10. An individual table entry is specified by---

a. Only an index.

b. Only a subscript.

c. Only the table name.

**d. An index (or subscript ) enclosed in parentheses following the table name.**

11. A relatively permanent file that contains information used regularly is a \_\_\_\_

1. Transaction file
2. **Master file**
3. Index file
4. Data file

12. A master file must be\_\_\_.

1. Checked
2. Written
3. **Update and maintained**
4. None

13. What is a transaction file?

1. A relatively permanent file that contains information used
2. **A relatively temporary file that contains information used to update or maintain a master file**
3. A relatively permanent file that contains valuable information
4. A relatively permanent file that contains on transactional information

14. It is a method of reading or writing a file in which first record is processed first and then the second and so on. What the method is?

1. Sequential access
2. **Serial access**
3. Direct aaccess
4. Binary access

15. File processing activities include which of the following?

1. Scheduling
2. **Maintaining**
3. **Updating**
4. **Referencing**

16. Sequential search is much easier to program than a binary search.

1. **True**
2. False

17. Which language provides the programmer with two search routines, one sequential and one binary?

A. FORTRAN

**B. COBOL.**

C. RPG11

D. C++

18. The logic for sequentially searching a segmented table is much simpler than logic for sequentially searching a discrete table.

**A. True.**

B. False.

19.\_\_\_\_\_\_\_\_\_\_\_ can be used to retrieve information required in processing.

A. Program

B. Master file.

**C. Table.**

D. File.

20. When the number of entries in a table can vary, we must reserve storage for the \_

A. Smallest number that we expect.

B. Number that we expect.

C. Numeric number that we expect.

**D. Largest number that we expect.**

21. What we use to mark the end of the argument table.

A. A numeric Value.

**B. A sentinel value.**

C. A string value.

D. None of above.

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D. None of above.

**28.** 201. A fully index file is conceptually quit different from a ……………

**A. ISAM or VSAM file**

B. Master file

C. Record file

D. Key file

29. The index is ordered by…………..

A. Field key

**B. Record key**

C. System key

D. All key

30. The call of the external subroutine looks like this…………..

A. Write –algorithm ( )

**B. Call hashing-algorithm (record key, address)**

C. Hashing algorithm

D. A&B

**Chapter 1: The Programming Process**

**Q: 1**. Arrange the activities of a problem solving process in order.

1)      Defining the problem

2)      Documenting

3)      Preparing a problem flow chart

4)      Preparing an algorithm

5)      Debugging and testing

6)      Coding the program

**Answer: 1>4>3>6>5>2**

**Q: 2**. The programming process is———–

A)    System-development process

B)    Coding process

C)    Testing process

D)    Problem solving process

**Answer: D**

**Q: 3.** A computer program is a means to end . Which of the following  about “ the end” is true ?

A)    The end will normally be information needed to solve a problem.

B)    The end will normally be input needed to solve the program.

C)    The end will normally be process needed to solve the program.

D)    None of the above.

**Answer: A**

**Q: 4**. which one is true?

A)    The programming process is a problem solving process.

B)    The programming process is a data transformation process.

C)    The programming process is a coding process.

D)    The programming process is a problem defining process.

**Answer: A.**

**Q: 5**. In a programming process what the programmer must do carry out before moving from one activity to the next?

A)    Documenting procedure.

B)    Model design activities.

C)    Checking procedure.

D)    Compilation.

**Answer: C.**

**Q: 6**. Which of the following is or are included the problem definition?

A)    Out put.

B)    What the output look like.

C)    Input.

D)    Processing algorithm.

**Answer: A, B, C**

**Q: 7.**In the problem definition which of the following do we use to describe the output that is to be printed?

A)    Print chart.

B)    Display system layout sheet.

C)    A record format form.

D)    All of the above.

**Answer: A**

**Q: 8**.  In the problem definition which of the following do we use to describe the output that is to be displayed on VDT?

A)    Print chart.

B)    Display system layout sheet.

C)     A record format form.

D)    All of the above.

**Answer: B**

**Q: 9**. Who usually defines the problem to programmer?

A)    The system analyst.

B)    The program manager.

C)    The project manager.

D)    A senior programmer.

**Answer: A**

**Q: 10**. Which of the following defines an algorithm?

A)    It is a graphical representation of a program flow.

B)    It is the documentation of program logic.

C)    It is a list of sequence of steps required to solve the problem.

D)    It is the actual program code.

**Answer: C**

**Q: 11.** What is used to keep track of the number of times something occurs in a program?

A)    A loop.

B)    A counter.

C)    A decision construct.

D)    None of the above.

**Answer: B**

**Q: 12**. What do mean by in correcting?

A)    Squaring.

B)    Adding one.

C)    Subtracting one.

D)    Setting initial value>

**Answer: B**

**Q: 13**. What do we can an error that occurs while a program is being executed?

A)    Syntax error.

B)    Logical error.

C)    Execution-time error.

D)    Bug.

**Answer: C**

**Q: 14.** Which of the following procedure can you use to check an algorithm?

A)    Debugging by automated debugger.

B)    Desk checking.

C)    Inspection.

D)    Consultation.

**Answer: B**

**Q: 15**. Which of the following defines an algorithm?

A)    It is a symbolic representation an algorithm.

B)    It is the documentation of program logic.

C)    It is a list of the sequence of steps required to solve the problem.

D)    It is the actual program code.

**Answer: C**

**Q: 16**. What does the following notation mean?

**Acounter<- 0**

A)    Destroying the memory location used by **acounter**.

B)    Replacing the value currently in memory location used by **acounter** by the value zero.

C)    Decrementing **acounter.**

D)    Incrementing **acounter.**

**Answer: B**

**Q20. During testing what type or types or error are eliminated?**

1. Syntax Error
2. Logic Error
3. Execution time error
4. None of the above

**Answer: A, B**

**Q21. A compiler is a**                        .

1. Software development environment
2. Code Editor
3. Translation program
4. System software

**Answer:  C**

**Q22. Which of the following translation program or programs process the entire source program as a unit?**

1. Compiler
2. Generator
3. Assembler
4. Interpreter

**Answer: A, B, C**

**1. How do we know that the algorithm produce the correct result?**

a. Desk Checking

b. Program Flow Chart

c. Debugging

d. All of the above.

Answer:

**2. A group of instructions for a computer that causes it to perform a task as known as..**

a. Algorithm

b. Statement

c. Computer Program

d. Counter

Answer: c

**3. Which steps allow for programming process?,**

a. Coding the program

b. Defining the problem

c. Preparing an algorithm

d. All of the above

Answer: d

**4. A sequence of steps that describes a method for solving a problem is known as…**

a. Algorithm

b. Flowchart

c. Pseudo code

d. HIPO

Answer: a

**5.. Represents any data input or output operations……..**

a. Process

b. Input /output

c. preparation

d. Decision

Answer: b

6. A master file must be—

a. Checked

b. Written

c. Updated & maintained

d. None

Answer: c

**7. ANSI stands for ……………**

a. American National Standards Institute.

b. American National Stander information

c. American National Standard Institute

d. American Nationalism standard Institute

Answer: a

**8. The go- to instruction causes a branch to a step that is not next in sequence……….**

a. The cause of branching.

b. Documenting

c. Computer program

d. Decision table

Answer: a

**9. Something that is not even a valid number in which case the computer will stop………..**

a. Syntax Error

b. Runtime Error

c. General Error

d. Execution time Error

Answer: d

**11. A source program written in a high language is translated into a special translation program?**

a. Object program

b. Assembly program

c. IL program

d. Byte Code

Answer: a

**12. Which of the following are translator program?**

a. Compiler

b. Assembler

c. Generator

d. Interpreter

Answer: a, b ,c ,d

**13. Which of  the following is programming language category?**

a. High Level Language

b. Low Level Language

c. Top Level Language

d. Middle Level Language

Answer: a, b

**14. Which Languages allows three way branching?**

a. FORTEAN

b. COBOL

c. BASIC

d. Pascal

Answer: a

**15. Which Languages allow two way branching ?**

a. Assembler

b. RPG  II

c. FORTARN

d. BASIC

Answer: d

**16.We can display our program in which way?**

a. Using printing

b. Using  CRT

c. Using VDT

d. All of the above

Answer: d

**17. Interpreter is used  for what?**

a. Syntax of whole program Checked

b. Syntax of each instruction is checked

c. Checked the algorithm

d. All of the above

Answer: b

**18. Violation of the rules of a particular programming language creates what?**

a. Syntax error

b. Logical error

c. Execution time error

d. Bug

Answer: a

**Module 1-Part 1: PPT**

**Chapter 2: Introduction to Structured Programming**

**Q. no1: Why will use a Pseudo code?**

Ans: structure coding.

**Q. no2: Pseudo code, literally a ……….**

Ans: Fake code.

**Q. no3: Pseudo code is an extension of, and a replacement for…**

Ans: The algorithom developed.

**Q. no4: Which rules to be concerned with involve the loop and selection structure?**

Ans: Syntax rules.

**Q. no5: The loop structure is illustrated by which instruction?**

Ans: DO WHILE.

**Q. no 6: The indention of all instructions within the ……….**

Ans: LOOP.

**Q. no7: What is aligned left with DO WHILE?**

Ans: End.

**Q. no8: Which instruction is illustrated by the selection structure?**

Ans: IF-THEN-ELSE.

**Q. no9: Who provide FOR Loops?**

Ans: BASIC, FORTAN77, PASCAL, COBOL.

**Q. no10: Who has a PERFORM UNTIL instruction?**

Ans: COBOL.

**Q. no11: PASCAL has which instruction?**

Ans: REPEAT UNTIL.

**Q. no12: which instruction can be represented in a flowchart as a series of selection structure?**

Ans: CASE.

**Q. no13: The comparison of two values is represented in a program flowchart by the….**

Ans: Decision outline.

**1. How do we know that the algorithm produce the correct result?**

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c. Debugging

d. All of the above.

Answer: a

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c  Computer Program

d. Counter

Answer: c

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a. Syntax Error

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b. Sequential search

c. Linear search

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**17. Interpreter is used for what?**

a. Syntax of whole program Checked

b. Syntax of each instruction is checked

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d. All of the above

Answer:b

**18. Violation of the rules of a particular programming language creates what?**

a. Syntax error

b. Logical error

c. Execution time error

d. Bug

Answer:a

**19. A compiler is a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

a. Software development environment

b. Code editor

c. Translator program

d. System software

Answer:C

20. An asterisk (\*) is represent?

a. Multiplication

b. Division

c. Subtraction

d. Addition

Answer:a

21. What are the early days of programming?

a. In 1960 and 1970

b. In 1950 and 1960

c. In 1970 and 1980

d. None of them.

Answer:b

**22. What are the result of the emphasis the programmer often spent a great deal?**

a. A clever techniques and algorithms to remove computer time and memory.

b. A clever techniques and algorithms to save computer time and memory.

c. None of them.

d. Both a and b.

Answer:b

**23. Some of the early programmers are what?**

a. Truly ingenious.

b. Their programs could properly be considered works of art.

c. Both a and b

d. None of above.

Answer:c

**24. Which of the following the term structured programming refers to?**

a. A collection of techniques to follow for program developing

b. A collocations of library code to help programs

c. A collocations hardware for fast processing

d. A collocations of efficient logic.

Answer:a

**25. The main transfers controls to a sub module to perform a task. What happens when the sub** module has completed its task?

a. The  sub module closes the program.

b. The submodule returns control to the main module.

c. The sub module waits idly for the main take the control back

d. The sub  module transfers control the underlying operating system.

Answer:b

**26. Which type of subroutine is frequently used for complex processing that is needed by many users, such as mathematical or statistical routines or the sorting of files?**

a. Internal

b. External

Answer:b

**27.The top-down approach is a useful technique in-**

a. Planning a modular  programming

b. Writing a smart program code

c. A object oriented programming

d. Report writing

Answer:a

**28. What do we identity a module?**

a. A module is given a abbreviated name

b. A module is given a name which reflects what the module does and a number is included with name.

c. A module is given name a special prefix.

d. None of the above.

Answer:b

**29. A structure chart is commonly used planning tool in–**

a. top-down programming.

b. Object oriented programming

c. procedural programming

d. data processing.

Answer:a

**30.Find out the following logic patterns or structures are identified as sufficient for any structured** programming?

a. The sequence structure.

B. the loop structure.

C. the selection structure.

d. control structure.

Answer:a,b,c

**31. Write down the name of the tools for planning programs?**

a. structured flowcharts

b. structure charts

c. pseudocode

d. All of them

Answer:d

**32. In modular programming,the program is broken down into-**

a. files.   b.  project

c. Instructions

d. Modules

Answer:d

**33. Modular programming is implemented by-**

a. Subroutine

b. Instryctios

c. Source programs

d. Machine code

Answer:a

**34. Which one is the definittation of a subroutine?**

a. A group of instructions that perform a limited processing task.

b. A file that contains a group of instructions that performs a limited processing task.

c. A group of instructions that performs a total processing task.

d. None.

Answer:b

**35. A collection of techniques for planning and writing of program that increases programmer** productivity is –

a. Modular programming

b. Procedural programming

c. Structured Programming

d. Functional Programming

Answer:c

**36. The subroutine that is part of the program that uses is-**

a. An internal subroutine

b. An external subroutine

c. None

Answer:a

**37. After a subroutine has finished its work what will happen?**

a. The program end

b. Control is returned transferred to the caller of the subroutine

c. Control is transferred to the exit routine

d. None

Answer:b

**38. Which one is register?**

a. A special-purpose hardware

b. A special-purpose software

c. A special purpose memory device

d. None

Answer:c

**39. VTOC means-**

a. Visual tool of contains

b. Visual table of contents

c. None

Answer:b

**40. What is the use of ractangle?**

a. to represent modules

b. to represent submodule

c. to represent subroutine

d. Allof above

Answer:a

**41. In this technique we define the main program module ,which initiates the program, call other** modules and then terminates.

What technique is this?

a. Moduler programming

b. Top-down programming

c. Bottom-up programming

d. None

Answer:a

**42. What are the disadvantage of subroutine?**

a. Using them results in generally slower execution speed for the program.

b. Using them results in generally faster execution speed for the program.

c. None

Answer:a

**43. The modules are ordered–**

a. Right to left

b. Left to Right

c. None

Answer:b

**44. A module name is a short description of what?**

a. the module does.

b. the file does.

c. the structure does.

d. the sub module does.

Answer:a

**45. What is the identification of a module?**

a. a character.

b. a name.

c. a number.

d. a file.

Answer:c

**46. Whatis the advantage of system?**

a. simple.

b. flexible.

c. both simple and flexible.

Answer:c

**47. What are show the numbers for modules?**

a. show the processing

b. show the number.

c. show the record.

d. show the requiring.

Answer:a

**48. What do contain Transaction records?**

a. data about a business activity .

b. data about a marketing activity.

c. data about a official activity.

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Answer:a

**49. What is the symbol of a module?**

a. a rectangle

b. a oval.

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Answer:a

**50. How can we identify a subordinate module?**

a. by a module which is shaded in the upper left corner.

b. by a module which is shaded in the upper right corner.

c. by a module which is shaded in the down left corner.

d. by a module which is shaded in the down right corner.

Answer:b

**51. What is the structure chart?**

a. a tool for planning.

b. a tool for documenting.

c. a tool for designing.

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Answer:a

**52. What does show the structure chart?**

a. the function to be performed.

b. the relationship between modules.

c. the function to be performed and the relationship between double.

d. none of them.

Answer:c

**53. What is the most easy to be understand?**

a. a flowchart.

b. a structure chart.

c. a truth table.

d. a decision table.

Answer:b

**54. What is GOTOless programming?**

a. programming without using the branch instruction.

b. programming which using the branch instruction.

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d. programming without using the go-to instruction.

Answer:a,c

**55. What kinds of logic pattern?**

a. three.

b. two.

c. four.

d. five.

Answer:a

**56. Which is the part of logic pattern?**

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Answer:a

**57. What is the way to enter a sequence structure and to exit?**

a. to enter a sequence structure is at the top and to exit from it is at the bottom.

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c. to enter a sequence structure is at the top and to exit from it is at the middle.

d. to enter a sequence structure is at the middle and to exit from it is at the bottom.

Answer:a

**58. When a condition exists in the loop structure ?**

a. when a condition is true.

b. when a condition is false.

c. when a condition both of true and false.

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Answer:a

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a. to return the flow to the beginning of the loop is  a branch.

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c. by a module which is shaded in the down left corner

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c. four

d. five

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b. to enter a sequence structure is at the bottom and to exit from it is at the top

c. to enter a sequence structure is at the top and to exit from it is at the middle

d. to enter a sequence structure is at the middle and to exit from it is at the bottom

Answer: a

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c. when a condition both of true and false

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a. end of file

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d. none of them

Answer: a

**60. Why we use connectors?**

a. to return the flow to the beginning of the loop is  a branch

b. to return the flow to the beginning of the loop is not a branch

c. both of them

d. none of them

Answer:b

**61. Which are the relational operator?**

a. true, false

b. \*,/,+

c. <,>,=

d. -,%

Answer: c

**62. An entire program module can be represented**

a. by a selection structure

b. by a loop structure

c. by a sequence structure

d. both of them

Answer:c

**63. What is the significant feature of the threes structures?**

a. a double entry point

b. a double exit point

c. a single entry point

d. a single entry point  and a single exit point

Answer: d

64. Why will use a Pseudocode?

A. Structure coding

B. Structure looping

C. Structure initializing

D. All the above

Answer: A

65. Pseudocode, literally a ………

A. Fake code

B. Selection code

C. Reading code

D. All the above

Answer: A

66. Pseudo code is an extension of, and a replacement for…

A. Program develop

B. The algorithm developed

C. Defining the problem

C. All the above

Answer: B

67. The indention of all instructions within the ………

A. EACH

B. End

C. LOOP

D. Not at all

Answer: C

68. What is aligned left with DO WHILE?

A. End

B. DO

C. While

D. All the above

Answer: A

**69. Which instruction is illustrated by the selection structure?**

A. IF-THEN-TRUE

B. IF-THEN-ELSE

C. IF-THEN-FALSE

D. A & B

Answer: B

**70. Who provide FOR Loops?**

A. BASIC, COBOL

B. PASCAL, COBOL

C. BASIC, FORTAN77, PASCAL, COBOL

D. All the above

Answer: C

**71. Who has a PERFORM UNTIL instruction?**

A. BASIC

B. PASCAL

C. FORTAN77

D. COBOL

Answer: D

**72.  PASCAL has which instruction?**

A. DO WHILE

B. Go to instruction

C. REPEAT UNTIL

D. All the above

Answer: C

**73. Which instruction can be represented in a flowchart as a series of selection structure?**

A. CASE

B. Verb

C. Sentence

D. All the above

Answer: A

**74. The comparison of two values is represented in a program flowchart by the….**

A. Decision making

B. Decision outline

C. Decision putting

D. Decision understanding

Answer: B

**75. Which rules to be concerned with involve the loop and selection structure?**

A. Code rules

B. System rules

C. Syntax rules

D. All the Above

Answer: C

**76. The loop structure is illustrated by which instruction?**

A. IF-ELSE

B. GO-TO

C. A&D

D. DO WHILE

Answer: D

**Q1. Today in developing a program, major emphasis is given on which aspects?**

1. Efficient algorithms and techniques to save computer time and memory.
2. Easily understood logic.
3. Easy maintenance
4. Low usage of costly disk space

**Answer: B, C**

**Q2. Which of the following the term structured programming refers to**?

1. A collection of techniques to follow for program developing
2. A collection of library code to help programmers
3. A collection of hardware for fast processing
4. A collection of efficient logic

**Answer: A**

**Q3. The main transfers controls to a sub module to perform a task. What happens when the sub module has completed its task?**

1. The sub module closes the program
2. The sub module returns control to the main module
3. The sub module waits idly for the main task the control back
4. The sub module transfers control the underlying operating system

**Answer: B**

**Q4. Which type of subroutines is frequently used for complex processing that is needed by many users, such as mathematical or statistical routines or the storing of files?**

1. Internal
2. External

**Answer: B**

**Q5. The top down approach is a useful technique in**                          .

1. Planning a modular programming
2. Writing a smart program code
3. A object oriented  programming
4. Report writing

**Answer: A**

**Q6. What do we do identify a module?**

1. A module is given a abbreviated name
2. A module is given a name which reflects what the module does and a number is included with name
3. A module is given a name with a special prefix.
4. None of the above

**Answer: B**

**Q6. A structure chart is commonly used planning tool in**                         .

1. Top-down programming
2. Object oriented programming
3. Procedural programming
4. Data processing.

**Answer; A**

**Q8. Find out the following logic patterns or structures are identified as suffient for any structured programming?**

1. The sequence structure.
2. The loop structure
3. The selection structure
4. Control structure.

**Answer: A, B, C**

**Q9.  EOF means\_\_\_**

1. There is no record in the file.
2. The file does not exist
3. The file is not accessible
4. The file cannot be created

**Answer: A**

**Q10. In modular programming, the program is broken down into \_\_**

1. Files
2. Projects
3. Instructions
4. Modules

**Answer: D**

**Q11. Modular programming is implemented by \_\_\_**

1. Subroutine
2. Instructions
3. Source programs
4. Machine code

**Answer: A**

**Q12. Which one is the definition of a subroutine?**

1. A group of instructions that perform a limited processing task.
2. A file that contains a group of instructions that performs a limited processing task.
3. A group of instructions that performs a total processing task.
4. None

**Answer: A**

**Q13. A collection of techniques for planning writing for program that increases programmer productivity is**

1. Modular programming
2. Procedural programming
3. Structure programming
4. A functional programming

**Answer: A**

**Q14. Which of the following are related to structured** **programming?**

1. Top down programming
2. Use of control structure-loop,selection,sequence
3. Functional programming
4. OOP

**Answer: A**

**Q15. In modular programming, a piece of program that performs a single limited function is known as which of the following?**

1. A class
2. A module
3. A loop
4. A sequence

**Answer: B**

**Q16. The likelihood of error in a small & limited purpose serving module is reduced. Why?**

A. Because each module is written by an individual team.

B. Because it commented well while coding

C. Because the purpose & size of the each module is limited

D. All of the above

**Answer: C**

**Q17. In Modular programming, each program contains a main module , which controls everything that happens but it transfers control to sub modules so that they can perform their function. Then, Which of the following is true?**

1. Each Sub module exits program when it has performed its function.
2. Each Sub module returns control to the main module when it has performed its function.
3. Each Sub module calls an exit module when it has performed its function.
4. None

**Answer: B**

**Q18. A printed line that contains information about a single entity is which of the following**?

1. Group indication
2. Heading line

C. Detail line

D. Printed line

**Answer: C**

**Q19. The subroutine that is part of the program that uses is \_\_\_\_\_\_\_\_\_\_\_**

1. An internal subroutine
2. An external subroutine
3. None

**Answer: A**

Q20. After a subroutine has finished its work what will happen?

1. The program end
2. Control is returned transferred to the caller of the subroutine
3. Control is transferred to the exit  routine
4. None

**Answer: B**

Q21. Which one is register?

1. A special-purpose hardware
2. A special-purpose software
3. A special-purpose memory device
4. None

**Answer: C**

Q22. The instruction that transfers control to the subroutine and back again are commonly known as\_\_\_\_\_\_\_\_\_\_\_

1. Call instruction
2. Return instruction
3. Call and return instruction
4. Any of the three

**Answer: B**

**Q23. The transfer of control to the subroutine and return control back is possible because**

1. the location of the instruction to which control is to return is stored in program
2. the location of the instruction to which control is to return is stored in memory
3. the location of the instruction to which control is to return is stored in register
4. None

**Answer: C**

**Q24. 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 \_\_\_**

1. Internal subroutine
2. External subroutine
3. Module
4. None

**Answer: B**

**Q25. In this technique we define the main program module, which initiates the program, call other** **modules and then terminates. What technique is this?**

1. Modular programming
2. Top-down programming
3. Bottom up programming
4. None

**Answer: B**

Q26. Structure chart is planning tool used in \_\_\_\_\_\_\_\_\_\_\_

A. Modular programming

1. Top-down programming
2. Bottom up programming
3. None

**Answer: A**

**Q27. Which of the following is / are true for structure chart?**

1. It does not show the exact processing steps
2. It does not show what modules  will be called under what condition
3. It does not show function to perform
4. It does not show relationship between modules.

**Answer: A, B**

**Q28. Reading of first record in a file prior to entering a loop that is executed until EOF id reached is known as** Active read**.**