**Chapter 1: The Programming Process**

**Multiple Choice Questions:**

**1. The programming process is -----------**

A) System-development process

B) Coding process

C) Testing process

D) Problem solving process

Answer: **D**

**2. 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**

**3. 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**

**4. 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**

**5. Which of the following is or are included the problem definition?**

A) Out put.

B) What the out look like.

C) Input.

D) Processing algorithm.

Answer**: A, B, C**

**6. 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**

**7. 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**

**8. 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**

**9. 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**

**10. 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**

**11. What do mean by in correcting?**

A) Squaring.

B) Adding one.

C) Subtracting one.

D) Setting initial value>

Answer: **B**

**12. 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**

**13. Which of the following procedure can you use to check an algorithm?**

A) Debugging by automated debugger.

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**15. What does the following notation mean?**

A counter <- 0

A) Destroying the memory location used by a counter.

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C) Decrementing a counter.

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Answer: **B**

**16. A source program written in a High-level language is translated into -------- using a special translator program?**

A) Object program.

B) Assembly program.

C) IL program.

D) Byte code.

Answer: **A**

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

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D) Bug.

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

A) Complier.

B) Assembler

C) Generator

D) Interpreter

Answer: **A, B, C, D**

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

A. Syntax Error

B. Logic Error

C. Execution time error

D. None of the above

Answer: **A, B**

**20. A computer is a**

A. Software development environment

B. Code Editor

C. Translation program

D. System software

Answer: **C**

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

A. Compiler

B. Generator

C. Assembler

D. Interpreter

Answer: **A, B, C**

**Chapter 2: Introduction to Structured Programming**

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

A. Efficient algorithms and techniques to save computer time and memory.

B. Easily understood logic.

C. Easy maintenance

D. Low usage of costly disk space

Answer: **B, C**

**23 Which of the following the term structured programming refers to?**

A. A collection of techniques to follow for program developing

B. A collection of library code to help programmers

C. A collection of hardware for fast processing

D. A collection of efficient logic

Answer: **A**

**24. 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 task the control back

D. The sub module transfers control the underlying operating system

Answer: **B**

**25. 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?**

A. Internal

B. External

Answer: **B**

**26. 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**

**27. What do we do identify 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 a name with a special prefix.

D. None of the above

Answer: **B**

**28. 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**

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

A. The sequence structure .

B. The loop structure

C. The selection structure

D. Control structure.

Answer: **A, B, C**

**30. EOF means……..**

A. There is no record in the file.

B. The file does not exist

C. The file is not accessible

D. The file cannot be created

Answer: **A**

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

A. Files

B. Projects

C. Instructions

D. Modules

Answer: **D**

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

A. Subroutine

B. Instructions

C. Source programs

D. Machine code

Answer: **A**

**33. 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: **A**

**34. A collection of techniques for planning writing for program that increases programmer productivity is \_\_\_**

A. Modular programming

B. Procedural programming

C. Structure programming

D. A functional programming

Answer: **A**

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

A. Top down programming

B. Use of control structure-loop, selection, sequence

C. Functional programming

D. OOP

Answer: **A**

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

A. A class

B. A module

C. A loop

D. A sequence

Answer**: B**

**37. 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**

**38. 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 ?**

A. Each Sub module exits program when it has performed its function.

B. Each Sub module returns control to the main module when it has performed its function.

C. Each Sub module calls an exit module when it has performed its function.

D. None

Answer: **B**

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

A. Group indication

B. Heading line

C. Detail line

D. Printed line

Answer: C

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

A. An internal subroutine

B. An external subroutine

C. None

Answer: **A**

**41. 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**

**42. Which one is register?**

A. A special-purpose hardware

B. A special-purpose software

C. A special-purpose memory device

D. None

Answer: **C**

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

A. Call instruction

B. Return instruction

C. Call and return instruction

D. Any of the three

Answer: **B**

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

A. the location of the instruction to which control is to return is stored in program

B. the location of the instruction to which control is to return is stored in memory

C. the location of the instruction to which control is to return is stored in register

D. None

Answer: **C**

**45. 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 ……**

A. Internal subroutine

B. External subroutine

C. Module

D. None

Answer: **B**

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

A. Modular programming

B. Top-down programming

C. Bottom up programming

D. None

Answer: **B**

**47. Structure chart is planning tool used in \_\_\_\_\_\_\_\_\_\_\_**

A. Modular programming

B. Top-down programming

C. Bottom up programming

D. None

Answer: **A**

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

A. It does not show the exact processing steps

B. It does not show what modules will be called under what condition

C. It does not show function to perform

D. It does not show relationship between modules.

Answer: **A, B**

**49. Reading of first record in a file prior to entering a loop that is executed until EOF id reached is known as \_\_\_\_\_\_\_\_\_\_\_\_**

A. Active read

B. Priming read

C. Data read

D. Read record

Answer: **B**

**50. Pseudo code is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A. language dependent

B. language independent

C. a flowcharting tool

D. a .NET complaint language

Answer: **B**

**Chapter 3: Conditions that Control Processing**

**51. How many ways contents of two variables can be compared?**

A. four

B. five

C. six

D. seven

Answer: **C**

**52. The condition A? B is equivalent to which of the following?**

A. A> B

B. B= A

C. A? B

D. NOT (B<A)

Answer: **D**

**53. Consider the following statements**

**IF A? B THEN**

**Instruction-1**

**ELSE**

**Instruction-2**

**END IF**

**Which of the following will produce the same result as the above does?**

A. IF A= B THEN

Instruction-1

ELSE

Instruction-2

END IF

B. IF B> A THEN

Instruction-2

ELSE

Instruction-1

END IF

C. IF B? A THEN

Instruction-1

ELSE

Instruction-2

END IF

D. IF B< A THEN

Instruction-2

ELSE

Instruction-1

END IF

Answer: **D**

**54. Which of the following exchanges the contents in memory locations X and Y?**

A. move Y to X

move X to Y

B. move X to TEMP

move Y to X

move TEMP to Y

Answer: **B**

**55. Boolean algebra (Boolean logic) works with which type of variable (fields)?**

A. Fields that represent numeric values

B. Fields that represent textual values

C. Fields that represent Boolean values

D. Fields that represent decimal values

Answer: **C**

**56. What value a Boolean field (variable) can have?**

A. Any value

B. Only Textual data

C. Either true or false

D. Only numeric value

Answer**: C**

**57.Which of the following operation or operations can be used in Boolean algebra?**

A. NEITHER

B. AND

C. OR

D. NOT

Answer: **B, C, D**

**58.Which of the following is or are Boolean Operators?**

A.NEITHER

B. AND

C.OR

D.NOT

Answer**: B, C, D**

**59: When the expression A AND B is true?**

A. If A is true and B is true

B. If A is false and B is false

C. Either A is true or B is true

D. Either A is false or B is false

Answer: **A**

**60. NOT A is false \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

A. if A is true

B. if A is false

Answer: **A**

**61. Say a=5 and b=9**

Now Consider the Boolean expression NOT (a<b)

This expression evaluates to \_\_\_\_\_\_\_\_.

A. true

B. false

Answer: **B**

62. **Not (3>5) AND (5>3)**

**This expression will evaluate to \_\_\_\_\_\_\_\_\_.**

A. true

B. false

Answer: **A**

**63. Which of the following is used to represent the possible values of combinations of conditions?**

A. Decision table

B. Truth table

C. Argument table

D. Function table

Answer: **B**

**64.If three are n number of conditions what will be the number of rows of possible combinations in the truth table?**

A. n2

B. n\*n

C. 2n

D. n/2

Answer: **C [**see page 57]

**65.Two Boolean expressions are equivalent \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

A. When they have the same values for all combinations of conditions.

B. When they have the same values for any one combination of conditions.

Answer: **A**

**66. Which of the following is compound condition?**

A. More than one conditions used in the same subroutine

B. More than one conditions that are logically related

C. More than one conditions that are combined using Boolean operators

D. None of the above

Answer: **C**

**67. Which of the following is or are true about a condition?**

A. It is used to control sub modules from the main module in a program

B. It is used to control a loop

C. It is used to select from among two alternatives for processing

D. It is used to display output of a program

Answer: **B, C**

**68.Which of the following is or are used as input editing techniques?**

A. Desk Checking

B. Sequence checking

C. Restricted-value test

D. Counter technique

Answer**: B, C**

**69.What is an error routine?**

A. Instructions that causes errors

B. Instructions that prevents errors to occur

C. Instructions that are executed when an error is encountered during processing

D. Suspicious instructions that are skipped during processing

Answer: **C**

**70.If you find a sequence error during processing, which of the following option will be suitable?**

A. Display error message and terminate processing

B. Display an error message and wait for the operator and the operator to some corrective action

C. Make a record of the error so that it can be corrected later and continue processing ignoring the error

D. None of the above

Answer: **A**

**71.If you find an invalid input during processing, which of the following option will be suitable?**

A. Display error message and terminate processing

B. Display an error message and wait for the operator and the operator to some corrective action

C. Make a record of the error so that it can be corrected later and continue processing ignoring the error

D. None of the above

Answer: **B**

**72. In batch a process where data is stored on a key field (or fields), which type of input editing technique is useful?**

A. Desk checking

B. Sequence checking

C. Restricted-value test

D. Counter technique

Answer: **B**

**73.When counter technique can be used?**

A. In batch processing where data is stored in a key filed

B. When number of data record to be read be known in advance

C. When number of data is over 10000

D. When data is very few

Answer: **B**

**73. Which is used to plan and document processing that involves complex combinations of conditions?**

A. Flow chart

B. Structure Chart

C. HIPO Chart

D. Decision table

Answer: **D**

**74. Which of the following is true for a decision table**?

A. It is a tool for identifying and documenting modules in a program

B. It is a tool for showing what happens is a program modules

C. It is a tool for planning and documenting processing that involves complex combinations of conditions

D. It is a tool for developing algorithm

Answer: **C**

**75. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ are best suited to documenting complex decisions involving combinations of conditions.**

A. Flow Charts

B. Structure Charts

C. HIPO Charts

D. Decision tables

Answer: **D**

**76. Is the order of rules in a decision table important?**

A. Yes

B. No

Answer: **B**

**77. What do we call a situation in which more than one rule of a decision table may be applied for a given combination of condition?**

A. Contradiction

B. Confusion

C. Conflict

D. Redundancy

Answer: **D**

**78. A situation in a decision table in which the same combinations lead to different actions is referred to as \_\_\_\_ \_\_\_\_.**

A. Contradiction

B. Confusion

C. Conflict

D. Redundancy

Answer: **A**

**79. It is possible to move part of the condition from the condition stub to the condition entries and part of the action from the action stub to the action entries. What do we call such a table?**

A. mixed-entry decision table

B. Compound decision table

C. Extended-entry decision table

D. Complex-entry decision table

Answer: **C**

**80. A common requirement of generating business report is inclusion of \_\_\_\_\_\_\_**

A. company heading

B. detail line

C. various subtotals as a final total

D. None

Answer: **C**

**81.What do we call the field in input record that is used to sequence the file?**

A. Control break

B. Control field

C. Control area

D. Control loop

Answer: **B**

**82. Which field is checked to determine when a subtotal is to be printed?**

A. Total field

B. Control field

C. ID field

D. None

Answer: **B**

**83. Where do we use control break situation using control field?**

A. In business analysis

B. In printing business report

C. In structure report

D. In structure chart

Answer: **B**

**84. Line printed at the top of the pages of a report is ------------.**

A. Heading line

B. Final line

C. Detail line

D. None

Answer: **A**

**85. Which of the following is headlining line?**

A. A line that contains sales amount for each item.

B. A line that prints subtotal for each item.

C. A line that final total in the report.

D. A line printed that identifies the contents of each column.

Answer: **D**

**86. In printing report all the input records for an item are grouped together to facilitate printing the item’s total. How this grouping is accomplished?**

A. Sorting the input file by control field.

B. Changing the order of the input fields.

C. Checking sequence error in records.

D. None

Answer: **A**

**87. You are using employee files to print pay report and the file sorted in ascending order by employee. In a loop which condition should you say is a control break?**

A. When new employee number is equal to the previous employee number.

B. When new employee number is greater than previous employee number.

C. When new employee number is 0.

D. When new employee number is less than previous employee number.

Answer: **B**

**88. What do we call a control break that is encountered when processing the first record in an ordered file?**

A. Control field

B. False control break.

C. Page break.

D. Line break.

Answer: **B**

**89. In which of the following tools there is in option for branching?**

A. Structured chart.

B. HIPO chart.

C. Flow chart.

D. N-S flow chart

Answer: **D**

**90. Which one does use branching?**

A. Conventional flowchart.

B. N-S Flowchart

Answer: **B**

**91. Which is the following is true for a loop structure?**

A. One instruction must check the end of the loop.

B. At least one instruction must alter the condition being tested if the is to be terminated.

C. At least one instruction must beak the loop.

D. None.

Answer: **B**

**92. Case structure can be categorized as a -------**

A. Selection structure.

B. Loop structure.

C. Sequence structure

D. None.

Answer: **A**

**93. What do you mean by the term “single spacing”?**

A. Printing with no blank lines between report lines.

B. Separating report lines.

C. Printing a blank line between report lines.

D. None.

Answer: **A**

**94. What do you mean by the term “double spacing’?**

A. Printing with no blank lines between report lines.

B. Separating report lines.

C. Printing a blank line between report lines.

D. Printing page break.

Answer: **B**

========================================================\

**Chapter-1**

1. **Which is/are translation program(s)?**

a) Compiler b) Generator c) Assembler d) Interpreter e) All of the Above

1. **Choose the correct answer.**
2. En error that occurs while a program is being executed called execution error.
3. ANSI stands for American National Standards
4. A computer can perform an arithmetic operations such as addition, subtraction, division, multiplication
5. The programming process is also called a problem solving process.
6. All of the above
7. **Which is/are true?**
8. CRT is not stands for cathode ray tube. c) CRT is stands for cathod ray tube.
9. CRT is stands for cathode ray tube. d) Both b & c
10. **Which activity must occur simultaneously with the other five activities?**

a) Defining the problem b) Documenting c) Coding the program

d) Preparing algorithm e) Debugging & testing

1. **What is bug?**

a) An error in a computer program. b) A debug in a computer program.

c) An error in a computer d) Virtual display term

1. Input b. output c. Terminal d. Process

**7. The programming process is -----------**

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D) All of the above.

Answer: **A**

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D) All of the above.

Answer: **B**

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B) The program manager.

C) The project manager.

D) A senior programmer.

Answer: **A**

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

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Answer: **C**

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A) Squaring.

B) Adding one.

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A counter <- 0

A) Destroying the memory location used by a counter.

B) Replacing the value currently in memory location used by a counter by the value zero.

C) Decrementing a counter.

D) Incrementing a counter.

Answer: **B**

**22. A source program written in a High-level language is translated into -------- using a special translator program?**

A) Object program.

B) Assembly program.

C) IL program.

D) Byte code.

Answer: **A**

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

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C) Execution-time error

D) Bug.

Answer: **A**

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Answer: **A, B, C, D**

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Answer: **A, B**

**26. A computer is a**

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B. Code Editor

C. Translation program

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Answer: **C**

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

A. Compiler

B. Generator

C. Assembler

D. Interpreter

Answer: **A, B, C**