

## Introduction to programming

Sr	Questions	Answers Choice
Oi .	Questions	A. main()
1	Which is the starting point of the execution of the program?	B. body() C. end() D. center()
2	How many characters can be stored in a char type variable ?	A. 1 B. 3 C. 4 D. 2
3	Multiple variables of same data type may also be declared in a:	A. multiple B. single statement C. many D. multiple variable
4	Keyword unsigned in the used to declare an integer:	A. signed B. negative integer C. unsigned D. originalinteger
5	How many parts C language program is divided ?	A. 1 B. 3 C. 2 D. 4
6	Software that allows programmers to write and edit computer progams:	A. editor B. code C. software D. programmer
7	Header file is started from symbol:	A. # B. \$ C. & D. =
8	Which keyword is used for integer data type ?	A. int B. float C. char D. double
9	How many types of constant ?	A. 3 B. 1 C. 2 D. 4
10	Each statement ends with:	A.; B.: C. = D.,
11	To declare character type variables in C, we use the keyword:	A. int B. char C. float D. positive
12	How many bytes are used by float type variable?	A. 1 B. 4 C. 3 D. 2
13	Any single small case letter, upper case letter, digit, punctuation mark, special symbol enclosed within '' is considered:	A. integerconstants B. stringconstants C. characterconstants D. singleconstants
14	Every programming language has some primitive building blocks and follows some grammar rules known as:	A. rules B. signs C. blocks D. syntax
15	Which one is not IDE?	A. x code B. dev, c++ C. visual studio D. python

16	are the values that do not change during the whole execution of program:	A. variables B. constants C. strings D. comments
17	Which help us to understand our own code even after years of writing it?	A. common words B. comments C. end sensitive D. section sensitive
18	The person who knows how to write a computer program correctly is known as:	A. programmer B. firmware C. engineer D. composer
19	Which error if proper syntax or rules of the programming language are not followed?	A. logical error B. runtimeerror C. englisherror D. syntaxerror
20	A list of words that are predefined and must not be used by the programmer to name his own variables are known:	A. auto words B. reservedwords C. restrictedwords D. predefinedwords