

Introduction to programming

Sr	Questions	Answers Choice
1	A program written in high level language is called:	A. source code B. objectcode C. normalcode D. binarycode
2	We need to declare a before we can use it in the program:	A. variable B. constant C. string D. underscore
3	editor is a software that allows programmers to write and edit computer programs:	A. text B. ms word C. notepad D. power point
4	The can be initialized at the time of declaration or after declaration:	A. character B. data type C. variable D. constant
5	How many types of constant ?	A. 3 B. 1 C. 2 D. 4
6	Which facilitate other programmers to understand our code ?	A. common words B. comments C. end sensitive D. section sensitive
7	Each statement ends with:	A.; B.: C. = D.,
8	What is the name given to a memory location as the data is physically stored inside the computer's memory ?	A. constant B. realconstants C. characterconstants D. variable
9	Set of instruction given to the computer to perform a specific task is known as:	A. computer program B. software C. both a and b D. none of these
10	Which section corresponds to the main function and the body of the main function ?	A. header B. main C. body D. full
11	cannot be declared unless we mention its data type:	A. variable B. constant C. string D. declaring a variable
12	Which of the following is not a valid variable name?	A. height B. 9A C. f_name D. average
13	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
14	Which is of the following detect syntax error ?	A. compiler B. reader C. binary code D. both b and c
15	Which languages is understood by computer ?	A. machine language B. assemblylanguage C. high levellanguage D. middle levellanguage

16	Which provides us the basic platform to write and execute programs?	A. tools B. programming environemtn C. designer D. programming languages
17	software that provides a programming environment and facilitates the programmer is writing and executing computer programs is known as:	A. IDE B. block C. designer D. software
18	The process of feeding or storing the instruction in the computer is known as:	A. computer program B. software C. hardware D. computer programming
19	In C language main() is a:	A. function B. code C. editor D. library
20	A has a graphical user interface (GUI), meaning that a user can interact with it using windows and buttons to provide input and get output:	A. IDE B. programming C. constant D. EDA