

CS-101 - Virtual University CS-304 Short Question Preparation

Q1. What are Local or Function-level Variables?

Ans 1: Declaring variables (using the var keyword) within a function, makes them local. They are available only within the function and hold no meaning outside of it.

Q2. What is best algorithm?

Ans 1: Greedy algorithm is the best algorithm as it is an algorithm that always takes the best immediate, or local solution while finding an answer.

Q3. In programming, what is an object?

Ans 1: A spreadsheet is a grid that organizes data into columns and rows. Spreadsheets make it easy to display information, and people can insert formulas to work with the data.

1. Electronic replacement for ledgers Charts
2. financial-forecasting

Q4. What do you mean by FTP or File Transfer Protocol?

Ans 1: This protocol is used to upload and download the files on remote computers.

Q5. What does NIC stand for?

Ans 1: Network Interface Cards.

Q6. Explain function arguments with the help of an example?

Ans 1: A named group of statements that is put together once and then used (by reference) repeatedly on a Web page Code becomes easier to read, understand and maintain

Q7. Why do we call JavaScript an Object-based Language?

Ans 1: Java Script is a language by which we are writing our web-pages, this language is designed to work for web pages

Q8. What is a Relational Database? Give the names of any three RDBMS software.

Ans 1: Database architecture consists of three levels, external, conceptual and internal. Clearly separating the three levels was a

major feature of the relational database. NAMES: Oracle Database software, Linux, and oracle e business database software , and Oracle OLAP.

Q9. Why the quality of image in dithering scheme is not good?

Ans 1: In this scheme, pixels of alternating colors are used to simulate a color that is not present in the platelet For example, red and green pixels can be alternated to give the impression of bright yellow The quality of the displayed image is poorer

Q10.

Write a short note on:

Good programming methodology?

Correct program

Ans 1: Good programming methodology

A methodology that enables the lowest-cost and on-schedule development of programs that are correct, easy to maintain & enhance

Ans 2: Correct program

A program with correct syntax & semantics.
