Computer Science - 10th Class Computer Science English Medium Chapter 2 Preparation

Q1. Define multiplication operator.

Ans 1:
Multiplication operator (*) is a binary operator which performs the product of two numbers.
Example: int mul = 100 * 2;

Q2. What input functions ?

Ans 1: The data or instructions given to a program are called input. In programming, input means to enter or feed data in a computer program. C language provides the scan() function to get input from the user.

Q3. What is relationship between a computer and programming language ?

Ans 1: A computer is a device that takes data as input, process that data and generates the output. Thus all the programming languages must provide instructions to handle input, output and processing of data.

Q4. What is the purpose of printf() function ?

Ans 1: printf() is a built-in function in C programming language to show output on screen.

Q5. What is the list of some basic operator types ?

Ans 1: Following is the list of some basic operator types:
1. Assignment operators.
2. Arithmetic operators.
3. Logical operators.
4. Relational operators.

Q6. What is ternary operator ?

Ans 1: Ternary operators require three operands to perform the operation.

Q7. What is the purpose of getch() Function ?

Ans 1: This function is used to take a single character as input from the keyboard. The **get** means it gets something from an input device. The **'ch'** means it gets a character. To use this function, we need to include the library file conio.h in the header section of program.

Q8. What is the purpose of New Line (/n) escape character ?

Ans 1: After escape character, n specifies movement of the cursor to start of next line. This escape sequence is used to print the output on multiple lines.
Example: printf(" My name is zulfiqar ali/n) I live in Lahore");

Q9. What is decrement operator ?

Ans 1: A double minus (--) sign is called decrement operator. It is used to subtract 1 to the current value of variable.
Example: The statement a = a -1; is used to decrease the value of variable a by 1. It also can be written a-- and --a.

Q10. What is NOT operator (!) ?

Ans 1: