Computer Science - ICS Part 2 Computer Science Chapter 14 Short Questions Preparation

Q1. Compare Binary and Text Stream.

Ans 1: Binary Stream:

- As Binary stream is a sequence of bytes.
- Translations do not occur.
- One-to-one relation is present

Ans 2: Text Stream:

- A text stream is a sequence of characters.
- Translations may occur.
- One-to-one relation is not present.

Q2. Describe the purpose of file handling .

Ans 1: File Handling: A file represents a sequence of bytes on the disk where a group of related data is stored. File is created for permanent storage of data. It is a readymade structure.
In C Language, we use a structure pointer of file type to declare a file.
File *fp
Types of function: C provides a number of functions that helps to perform basic file operations.

Q3. Name two type of stream used in files.

Ans 1: Name of Stream: There are two types of stream:

- Text Stream
- Binary Stream

Q4. Why is it important to close a file?

Ans 1: When a program has no further use of file, it should close it with fclose(V) library function.
Syntax:
int fclose (FILE* fp)

Q5. Define pointer.

Ans 1: A pointer is a memory cell whose content is the address of another memory cell.

Q6. What is text file?

Ans 1: A text file is a name collection of characters saved in secondary storage e.g on a disk. A text file has not fixed size.To mark the end of text file, a special end-of-file character is placed after the last character in the file (denoted by EOF in C.) When we create a text file using a text editor such as notepad, pressing the ENTER key causes a newline character (denoted by \n in C)to be placed at the end of each line, and an EOF marker is placed at the end of the file.

Q7. What do you mean by text stream?

Ans 1: A text steam is a sequence of character . In a text stream, certain character translation may occur(e.g., a newline may be converted to a carriage return\line-feed pair). This means that there may not be one-to-one relationship between the characters written and those in the external device.

Q8. How is file opened in C?

Ans 1: Before reading from or writing to a file, it must be opened. All Standard file handling file handling function of C are declared in stdio.h. Thus it is include in almost every program. To open a file and associate it with a stream, the fopen( ) function is used. Its prototype is shown here:
File* fopen (const char * filename, const char* mode);

Q9. What is binary system?

Ans 1: A binary system is a sequence of bytes with a one-to-one correspondence to those on the external device (I.e.,no translation occur). The number of bytes written or read is the same as the number on the external device.However, an implementation-defined number of bytes may be appended to a binary stream

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Q10. What is File Pointer ?

Ans 1: A file pointer is a variable of type FILE that is defined in stdio.h. To obtain a file pointer variable, a statement like the following is used: FILE* fp;
Explanation :
We Know the symbol '*' as the arithmetic multiplication operator. But it has entirely different meaning when used with a data type such as int, double ,or FILE. It represents a pointer to the variable of type with which it is used e.gint* represents a pointer to an integer , float represents a pointer to afloat variable , and FILE * represents a pointer to a variable of type FILE. Conceptually, a pointer is a memory cell whose content is the address of another memory cell.
