Computer Science - ICS Part 2 Computer Science Chapter 8 Short Questions Preparation

Q1. Write two Characteristics of C-language .

Ans 1: 1) This is English like language, hence rare close to human language and far from the machine language and very easy to learn.
2) This described a well defined way of writing programs.

Q2. What is define directives?

Ans 1: The define create a macro, which is the association of an identifier or parameterized identifier with a token string, after the macro is defined, the compiler can substitute the token string for each occurrence of the identifier in the source file.
Syntax : #define identifier token -stringopt
#define identifier (identifieropt,..., identifieropt) token-stringopt

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Q3. How program logic is implemented in un-structured programming languages?

Ans 1: In un-structured programming languages, the entire logic of the program is implemented in a single module (function), which cause the program error prone, difficult ti understand, modify and debug.

Q4. Why logical errors is the most difficult error to find?

Ans 1: Logical errors when a program follows a faculty algorithm. The compiler cannot detect logical errors; therefor no error message is reported from the compiler . Moreover, these errors don't cause the program to be crashed that's why these are very difficult to detect. One can recognize logical errors by just looking at the wrong output of the program. Logical errors can only be detected by through testing of the program.

Q5. What is Object Code?

Ans 1: Object code is a set of instruction codes that is understood by a computer at the lowest hardware level. Object code is usually produced by a compiler that reads some higher level computer language . Source instruction amd translate into equivalent machine language instructions.

Q6. Define Low Level Language ?

Ans 1: **Low Level Language :** A low level language is a programming language that deals with a computers hardware components and constraints. It has no (or only a minute level of) abstraction in reference to a computer and works to manage a computers operational semantics. A low-level language may also be referred to as a computer native language.
Categories: There are two broad categories of low level language.

1. Machine Languages
2. Assembly Languages

Q7. What is compiler?

Ans 1: Compiler translates the source program into an object program with .obj extension .

Q8. Differentiate between Preprocessor directives and header file .

Ans 1: **Preprocessor Directives :**Preprocessor directives are commands that give instruction to the C preprocessor. The preprocessor is a program that modifies the program .(Source program) prior to its compilation. A preprocessor directive always begins with the symbole (#). In the above program, include is preprocessor directives.

Ans 2: **Header Files :**Header Files contain definitions of Functions and Variables, Which is imported or used into any C++ program by using the preprocessor # include statement. Header file have an extension "h" which contains C++ function declaration and macro definition.

Q9. Differentiate between Compiler and Interpreter.

Ans 1: **Compiler :** Compiler translate the source program into an object program with .obj extension . A Compiler is a special program that processes statements written in a particular programming language and turns them into machine language or "code" that a computer processor uses.

Ans 2: **Interoperate :** An Interpreter is a computer program that directly executes I.e performs, instructions written in a programming or scripting language, without requiring them previously to have been compiled into a machine language program.

Q10. What are preprocessor directives?

Ans 1: Preprocessor directives are commands that give instruction to the C preprocessor. The preprocessor is a program that modifies the program .(Source program) prior to its compilation. A preprocessor directive always begins with the symbole (#). In the above program, include is preprocessor directives.