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

Q1. 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.

Q2. Define Runtime Errors.

Ans 1: A Runtime errors occur when the program directs the computer to perform an illegal operation, such as dividing a number by zero. Runtime errors are detected and displayed by the computer during the execution of a program. When a runtime error occurs the computer stops executing the program and displays a diagnostic message.

Q3. What is Assembly Language?

Ans 1: Assembly level language is a set of codes that can run directly on the computer's processor. This type of language is most appropriate in writing operating systems and maintaining desktop applications. With the assembly level language it is easier for a programmer to define commands. It is easier to understand and use as compared to machine language.

Q4. State the purpose of header file.

Ans 1: The C and C++ standard library contains files containing the standard functions that are known as header files. Header file provide function prototypes, definition for library functions .
Data types and contants used with the library functions are also used in them .

Q5. Distinguished between source code and object code .

Ans 1: Source Code : Source code is a set of instructions and statements written by a programmer using a computer programming language. This code is later translated into machine language. By a compiler. The translated code is referred to as object code.

Ans 2: Object Code : 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 and translate into equivalent machine language instructions.

Q6. Define Structure programming .

Ans 1: In structured programming languages, the entire logic of the of the program is divided into number of smaller modules, where each modules, (piece of code) implements a different functionality.

Q7. 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

Q8. What is Header File?

Ans 1: Header File : 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. What is the difference between High level language and low Level language?

Ans 1: High Level Language : Program languages whose instructions resemble the English Language are called high level languages. Every high level language define a set of rule of writing. Programs called syntax of the language. Every instruction in the high level language must confirm to its syntax .

Ans 2: 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.

Q10. Why Source code cannot be executed directly?

Ans 1: Source code is a human readable but cannot be executed directly . To execute the program, hower the programmer must translate it into machine language ,the language that the computer understands. The first step of this translation process is usually performed by a utility called a compiler .