

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

Q1. How a source code is different than an object code.

Ans 1: Source Code:

- . Source code is in the form of the text .
- Source code is Human Readable.
- · Source code is generated by human .
- Source code is Input Given to Compiler.

Ans 2: Object Code:

- Object code is in the form of binary Numbers.
- Object code is in Machine Readable.
- · Object code is generated by Compiler.
- · Object code is Output of Compiler.

Q2. Write the use of Turbo C++.

Ans 1: Use of Turbo C++: Turbo C++ is a Borland International's Implementation of a compiler for C language. In addition to a compiler' TC provides a complete IDE to create, edit and save programs is called TC editor. It is also provides a powerful debugger that helps in detecting and removing errors in the program. It is very easy to write C programs in its editor.

Q3. Define Source Code.

Ans 1: 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.

Q4. Why does machine language program executes faster than high level languages?

Ans 1: Machine language is the native language of the computer. The computer does not need any translator to understand this language. Programs written in high level language must be converted to machine language so that the computer can understand then that's why Machine language program execute faster than high level language.

Q5. 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

- Q6. Differentiate Between Linking and Loader.
 - **Ans 1:** Linking: The Linker is a program the combine the object program with additional object files that may be needed for the program to execute and save the final machine language program as an executable file on disk. The linker combine different library files to the object file and produces an executable file with exe extension
 - Ans 2: Loding: A loader takes an executable file and copies its section into memory. Then it produces a process control block to control program execution. Finally, it starts executing the code, usually by jumping to its main address.

Q7. Define High Level Language?

- **Ans 1:** 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.
- Q8. 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.

Q9. 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.

Q10. Define Delimiters?

Ans 1: Delimiters: Next to the function definition are braces, which indicate the beginning and end of the function body. These braces are called delimiters. The opening braces {indicates the beginning of a block of code (set statement) .while the closing brace) represents the end of a block of code.