

# Computer Science - ICS Part 2 Computer Science Chapter 9 Short Questions Preparation

Q1. List three names of functions used for charter input.

Ans 1: The data type char is used to represent a letter, number. A char type variable occupies 1 byte in memory and can represent Individual characters such as 'a', 'x' '5', and '#' etc. (The character '5' is manipulated quite differently than the integer 5 in the computer, so one should not consider both the same. We shall thoroughly discuss the topic in next chapter). In C, a character is expressed as enclosed in apostrophes such as 'a'.'e', 'i','o'. And 'u' etc.

Q2. Writes any two rules for naming Variables.

**Ans 1:** 1) A variable name can consist of letters, digits, and the underscore character (\_) 2) A variable can only be declared for only one data type.

Q3. Find out the errors in the following code .

```
Ans 1: #include (stdio.h)
Main ()
{
Char ch ='a';
Float 3 digit = 33.3;
Errors: There are the following errors in this program:
```

- 1st error is in this program is that brackets do not use with library
- 2nd error is float 3 digit is not any sata type.

### Q4. What is Arithmetic Expression?

**Ans 1:** An expression, in which only arithmetic operators operate on operands, is known as arithmetic expression. To Solve different mathematicals problems, one needs to write arithmetic expression. Arithmetic expressions involve integers and floating point numbers, which are manipulated with arithmetic operators.

Q5. Differentiate between declaring and defining a variable.

## Ans 1: Declaring:

- 1. A variable declaration does not set aside memory location for the data to be stored. It just informs the compiler the name of the variable and the type of data to be stored in it.
- 2. Declaration will identify the data type of the identifier.
- 3. Re-declaration is illegal in C programming language.

## Ans 2: Defining:

- 1. A variable definition set aside memory location for the variable.
- 2. Definition of the variable will assign some value to it.

3. Re-definition is illegal in C programming language.

### Q6. What is the use of assignment statement?

Ans 1: An Assignment statements gives value to a variable .

Syntax: the general Syntax of an assignment statement is:

Variable = expression;

Example: x= 5

Givess x the value 5.

The value of a variable may be changed.

If x has the value 5, then the assignment statement: x=x+1

#### Q7. What is Character constant.

**Ans 1:** A character constant is a single alphabet, a single digit or a single symbol enclosed within apostrophes e.g, A' is a valid Character constant e.g 'A', 'I' '5' '=' etc. The maximum length of a character constant is 1 character.

### Q8. Described Single Comments in C.

**Ans 1:** Comments is used to increase the readability of the program. With comments, informative notes are inserted in the program's code, which helps in debugging and modifying the program. One can insert single line comments by typing two (forward) slashes at the start of the note such as:

 $/\!/$  This program calculated the factorial of the given number .

These are called single-line comments.

### Q9. Differentiate between Unary and binary operator.

**Ans 1:** Unary Operator: Unary mean consisting of single component or element. Operator means a symbol that tells the compiler to perform specific mathematical or logical functions. A unary operator in C is an operator that takes a single operand in an expression or statement.

**Ans 2:** Binary Operator: A binary operator is an operator that operates on two operands and manipulates them to return a result. Operators are represented by special characters or by keywords and provide an easy way to compare numerical values or character strings

#### Q10. What is compound assignment operator?

**Ans 1:** The ++and - operators respectively increment and decrement the value of their operand by one. There are four other compound assignment operators that can increment or decrement the values of their operand by other than one. There are the following types of compound assignment operators:

- +=
- -+
- \*=
- /=
- •

