

## CS-101 - Virtual University MTH-501 Short Question Preparation

Q1. Elaborate Rester Graphics with examples.

**Ans 1:** Raster graphics are digital images created or captured (for example, by scanning in a photo) as a set of samples of a given space. A raster file is usually larger than a vector graphics image file. A raster file is usually difficult to modify without loss of information. Examples of raster image file types are: BMP, TIFF, GIF, and JPEG files.

Q2. What is best algorithm?

**Ans 1:** Greedy algorithm is the best algorithm as it is an algorithm that always takes the best immediate, or local solution while finding an answer.

Q3. Why do we call JavaScript an Object-based Language?

**Ans 1:** Java Script is a language by which we are writing our web-pages, this language is designed to work for web pages

Q4. What is meant by semantic error ?

**Ans 1:** It is an error which a developer encounters when a statement is executed but it was not intended by him (the developer). Such errors are very difficult to locate during testing. Mostly these occur during abnormal circumstances. It may be referred as the logical error.

Q5. Who is a Computing Professional?

**Ans 1:** Computing technology has changed our way of life like no other technology. We need to study how it has done it to highlight the mistakes and success stories of the past. We need to do it so that we can learn from them and select our future direction Accordingly.

Q6. How can you define a consistent web design? Why is it needed?

**Ans 1:** A consistent web design is Easy understandable, not with heavy graphics, easy navigation. It is needed because most of the website views leave the site because of poor navigation and not easy to understand, text and design is not clear etc

Q7. How can we define a Pixel?

**Ans 1:** It is the smallest element of image which is spread with regular array on display and each element consist of particular color.

Q8. Define the key weakness of the web?

**Ans 1:** Initially web was designed only for humans to read not for computers to understand it.

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Q9.

Write a short note on:

Good programming methodology?

Correct program

**Ans 1: Good programming methodology**

A methodology that enables the lowest-cost and on-schedule development of programs that are correct, easy to maintain & enhance

**Ans 2: Correct program**

A program with correct syntax & semantics.

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Q10. Differentiate Local and Global Variables.

**Ans 1:** Local variables are the variables have limited scope while global have bigger scope Local variables are not accessed by others while global is accessible to every one Local variable used by single user while global variable can be used by different users at time from all around.

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