Computer Science 10th Class English Medium Chapter 1 Online Test

Sr	Questions	Answers Choice
1	Software that facilitates programmers in writing computer programs is known as _____:	A. a complier B. an editor C. an IDE D. a debugger
2	_____ is a software that is responsible for the conversion of program files to machine understandable and executable code:	A. compiler B. editor C. ide D. debugger
3	Every programming language has some primitive building blocks and follows some grammar rules known as its _____:	A. programming rules B. syntax C. building blocks D. semantics rules
4	A list of words that are predefined and must not be used by the programmer to name his own variables are known:	A. auto words B. reservedwords C. restrictedwords D. predefinedwords
5	Includes statements are written in _____ section:	A. header B. main C. comments D. print
6	_____ are added in the source code to further explain the techniques and algorithms and by the programmer.	A. messages B. hints C. comments D. explanations
7	_____ are the values that do not change during the whole execution of program:	A. variables B. constants C. strings D. comments
8	A float uses _____ bytes of memory:	A. 4 B. 3 C. 5 D. 6
9	For initializing a variable, we use _____ operator:	A. = B. ? C. @ D. >
10	_____ can be thought of as a container to store constants:	A. box B. jar C. variable D. collection
11	Set of instruction given to the computer to perform a specific task is known as:	A. computer program B. software C. both a and b D. none of these
12	The process of feeding or storing the instruction in the computer is known as:	A. computer program B. software C. hardware D. computer programming
13	The person who knows how to write a computer program correctly is known as:	A. programmer B. firmware C. engineer D. composer
14	Computer programs are written in languages called:	A. developer B. software C. engineer D. programming languages
15	A collection of all the necessary tools for programming makes up a:	A. tools B. programming environment C. designer D. programming languages

No.	Question	Options
16	Which provides us the basic platform to write and execute programs ?	A. tools B. programming environemtn C. designer D. programming languages
17	software that provides a programming environment and facilitates the programmer is writing and executing computer programs is known as:	A. IDE B. block C. designer D. software
18	Software that allows programmers to write and edit computer progams:	A. editor B. code C. software D. programmer
19	Which is software that is responsible for conversion of a computer program written in some programming language to machine language code ?	A. header B. compiler C. progammer D. text editor
20	Every programming language has some primitive building blocks and follows some grammar rules known as:	A. rules B. signs C. blocks D. syntax
21	Words which have predefined meaning is known as:	A. reserved words B. keywords C. both a and b D. syntax
22	How many parts C language program is divided ?	A. 1 B. 3 C. 2 D. 4
23	Which is a part where head files are included ?	A. header section B. mainsection C. bodysection D. fullsection
24	Which section corresponds to the main function and the body of the main function ?	A. header B. main C. body D. full
25	In main function everything enclosed in:	A. body B. included files C. curly braces D. file
26	Statements that are ignored by the compiler and do not get executed:	A. read only B. comments C. enclosed in braces D. curly braces
27	Which are used to include additional information about the program ?	A. comments B. read only C. colon D. underscore
28	Which are the values that do not change ?	A. constants B. variables C. numeric D. string
29	How many types of constant ?	A. 3 B. 1 C. 2 D. 4
30	Which of the following are types of constant ?	A. Integer constants B. realconstants C. characterconstants D. all of these
31	What is the name given to a memory location as the data is physically stored inside the computer's memory ?	A. constant B. realconstants C. characterconstants D. variable
32	Each variable has a unique name called:	A. identifier B. simple name C. formula D. constant
33	Which from the following describes the types of constant that can be stored in variable ?	A. character B. data type C. variable

C. variable
D. constant

| 34 | A _____ must be declared before its use: | A. character
B. data type
C. variable
D. constant |

| 35 | _____include specifying variable's data type and giving it a valid name: | A. identifier
B. variable declaration
C. formula
D. constant |

| 36 | Assigning value to variable for the first time is called: | A. initiation
B. variable initialization
C. variable
D. string constant |

| 37 | The _____ can be initialized at the time of declaration or after declaration: | A. character
B. data type
C. variable
D. constant |

| 38 | Programmers write computer programs in special languages called: | A. general languages
B. programming languages
C. popper languages
D. constant |

| 39 | A _____ has a graphical user interface (GUI), meaning that a user can interact with it using windows and buttons to provide input and get output: | A. IDE
B. programming
C. constant
D. EDA |

| 40 | An _____ consists of tools that help a programmer throughout the phases or writing, executing an testing a computer program: | A. DBA
B. IDE
C. EDP
D. editor |

| 41 | Which of the following is an example of IDE's for C language ? | A. visual studio
B. Xcode
C. code::blocks
D. all of these |

| 42 | _____ editor is a software that allows programmers to write and edit computer programs: | A. text
B. ms word
C. notepad
D. power point |

| 43 | Main screen of an _____ where we can write our programs: | A. DBA
B. EDP
C. IDE
D. editor |

| 44 | C language program is written in the text editor of IDE _____: | A. text
B. ms word
C. power point
D. code::blocks |

| 45 | Which languages is understood by computer ? | A. machine language
B. assemblylanguage
C. high levellanguage
D. middle levellanguage |

| 46 | Which is used to convert high level programming language into machine language ? | A. compiler
B. C language
C. code programming
D. internal programming |

| 47 | Which can be thought of as grammar of a programming language ? | A. syntax
B. rules
C. english
D. programming |

| 48 | Which error if proper syntax or rules of the programming language are not followed ? | A. logical error
B. runtimeerror
C. englisherror
D. syntaxerror |

| 49 | Words which have special meaning in language are called: | A. simple word
B. englishword
C. reservedwords
D. commonwords |

| 50 | Which section contains header files ? | A. header section (Link section)
B. main section
C. reservesection
D. bodysection |

A. top

51	We include header files in our program by writing the include statements at _____ of program:	B. middle C. end D. section
52	Which header file includes file that contains information related to input and output functions ?	A. math.h B. stdio.h C. string.h D. c.h
53	Header file is started from _____ symbol:	A. # B. $ C. & D. =
54	Which header file contains all predefined mathematical functions ?	A. math.h B. stdio.h C. strin.h D. c.h
55	Main section consists of a _____ function:	A. main() B. body() C. both a and b D. center()
56	Which is the starting point of the execution of the program ?	A. main() B. body() C. end() D. center()
57	All the statements inside these _____ make the body of main function:	A. { } B. () C. ?? D. ==
58	C language is:	A. top sensitive B. casesensitive C. endsensitive D. sectionsensitive
59	Each statement ends with:	A. ; B. : C. = D. ,
60	Which are the statements in a program that are ignored by the compiler ?	A. comments B. common verb C. end sensitive D. section sensitive
61	Which facilitate other programmers to understand our code ?	A. common words B. comments C. end sensitive D. section sensitive
62	Which help us to understand our own code even after years of writing it?	A. common words B. comments C. end sensitive D. section sensitive
63	How many types of comments in C language are ?	A. 1 B. 2 C. 3 D. 6
64	Single-line comments start with:	A. // B. == C. ?? D. &&
65	Multi-line comments start with;	A. ?* and end *? B. /==/ C. /??/ D. /*and end at */
66	These are the values without a decimal point:	A. integer constants B. stringconstants C. characterconstants D. singleconstants
67	If the value is not proceeded by a sign, it is considered:	A. negative B. positive C. module D. single constants
68	These are the values including a decimal point:	A. real constants B. string constants C. characterconstants D. singleconstants

69	Any single small case letter, upper case letter, digit, punctuation mark, special symbol enclosed within ' ' is considered:	A. integerconstants B. stringconstants C. characterconstants D. singleconstants
70	How many bytes of memory is used by integer data type ?	A. 1 B. 4 C. 2 D. 3
71	Which keyword is used for integer data type ?	A. int B. float C. char D. double
72	By default, type int is considered as:	A. single integer B. negativeinteger C. positiveinteger D. originalinteger
73	An _____ can store only positive values and its value ranges from 0 to +4,294,967,295.	A. unsigned int B. negativeint C. positiveint D. integer
74	Keyword unsigned in the used to declare an _____ integer:	A. signed B. negative integer C. unsigned D. originalinteger
75	Which data type is used to store a real number ?	A. float B. negative integer C. unsigned D. original integer
76	Floating point numbers store numbers up to:	A. seven digits of precision B. eightdigits of precision C. tendigits of precision D. sixdigits of precision
77	Which keyword is used to declare the floating type variable ?	A. int B. float C. positive D. char
78	How many bytes are used by float type variable?	A. 1 B. 4 C. 3 D. 2
79	To declare character type variables in C, we use the keyword:	A. int B. char C. float D. positive
80	How many characters can be stored in a char type variable ?	A. 1 B. 3 C. 4 D. 2
81	Which name must begin with a letter or an underscore, it cannot begin with a digit ?	A. character B. variable C. constant D. string
82	A _____ cannot be used as a variable name:	A. reserved word B. simple words C. stringwords D. reserved variable
83	Which of the following is not a valid variable name ?	A. height B. 9A C. f_name D. average
84	We need to declare a _____ before we can use it in the program:	A. variable B. constant C. string D. underscore
85	_____ includes specifying its data type and giving it a valid name:	A. variable B. constant C. string D. declaring a variable
86	Multiple variables of same data type may also be declared in a:	A. multiple B. single statement C. many D. multiple variable

87	_____ cannot be declared unless we mention its data type:	A. variable B. constant C. string D. declaring a variable
88	_____ specifies the type of variable, the range of values allowed by that variable and the kind of operations that can be performed on it:	A. variable B. constant C. string D. declaring a variable
89	Which language was developed by Dennis Ritchie ?	A. Java B. C C. Python D. COBOL
90	C language was develop in:	A. 1969-1973 B. 1990-2000 C. 1955-60 D. 1970-80
91	GUI stands for:	A. graphical user interface B. user interface C. global user interface D. grammar interface
92	Which one is not IDE ?	A. x code B. dev, c++ C. visual studio D. python
93	How many keyword (Reserve words) are ?	A. 28 B. 29 C. 32 D. 31
94	The execution of program starts from:	A. main section B. headersection C. header file D. #include
95	Header files have extension:	A. .c B. .h C. .doc D. .ppt
96	The conversion of program file into binary file is called:	A. editing B. compilation C. linking D. execution
97	In C language main() is a:	A. function B. code C. editor D. library
98	Which of the following is header file ?	A. void main() B. getch() C. #include<stdio.h> D. none of these
99	The process of running a program is called:	A. debugging B. compiling C. execution D. using
100	Which extension is used to save C language program ?	A. .doc B. .c C. .xls D. .dat
101	A program written in high level language is called:	A. source code B. objectcode C. normalcode D. binarycode
102	Output of compiler is called:	A. sourcecode B. objectcode C. binarycode D. both b and c
103	Which is of the following detect syntax error ?	A. compiler B. reader C. binary code D. both b and c