

## 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. &gt;
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

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. programmer 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

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