

FBQ1: A _____ is a series of step-by-step instructions that provides a solution to a particular problem and directs the computer on what to do exactly
Answer: PROGRAM

FBQ2: An _____ system is a collection of system programs that jointly controls the operations of a computer system and its resources
Answer: Operating

FBQ3: Errors in programs are usually called _____
Answer: Bugs

FBQ4: _____ Language is generally called the lowest-level language
Answer: Machine

FBQ5: An _____ is a prescribed set of well-defined rules or instructions for the solution of a problem in a finite number of steps
Answer: Algorithm

FBQ6: The two major types of programming are System Programming and _____ programming
Answer: Application

FBQ7: The _____ statement is simply a comment statement that provides information about the program or any of its segments to the programmer.
Answer: REM

FBQ8: The _____ Programming is also called Backtracking programming
Answer: Path

FBQ9: A macro _____ is the flowchart that outlines the general flow and major segments of a program
Answer: Flowchart

FBQ10: Programming by level is also called _____ programming technique
Answer: Top-down

FBQ11: A _____ is the name given to the programming statements you associate with the controls on your form.
Answer: Code

FBQ12: The two types of programs that make up the Operating System are Control Programs and _____ programs
Answer: Processing

FBQ13: _____ testing involves testing the separate components or modules as they are being developed
Answer: Unit

FBQ14: _____ testing involves testing the program as separate modules are put

together

Answer: Integration

FBQ15: _____ testing occurs when the whole program is being tested in its final form to be ready for use

Answer: System

FBQ16: The next in the hierarchy of languages that is closer to the Machine Language is the _____ Language

Answer: Assembly

FBQ17: The binary code of the Machine Language is called _____

Answer: Symbolic names

FBQ18: A _____ translates an entire program into machine language before the execution of the program

Answer: Compiler

FBQ19: A Compiler usually translates the SOURCE program into another program called the _____ program which is the machine language version of the source code

Answer: Object

FBQ20: The first high-level language is _____

Answer: Fortran

FBQ21: _____ is the most popular programming language.

Answer: Beginner's All-purpose Symbolic Instruction Code

FBQ22: The _____ programming language was developed in 1960 and suitable for business applications

Answer: COBOL

FBQ23: A _____ is a logical representation of an algorithm using third generation language (3 GL) style such as DO, WHILE, IF-then -else

Answer: Pseudocode

FBQ24: The full meaning of the acronym DFD is _____

Answer: Data Flow Diagrams

FBQ25: The full meaning of the acronym ANSI is _____

Answer: American National Standards Institute

FBQ26: The _____ programming language has been fundamentally derived from original C language

Answer: C++

FBQ27: The _____ programming language was designed by B. Stroustrup

Answer: C++

FBQ28: The tag in HTML for setting up a paragraph is the _____ tag

Answer:

FBQ29: The tag in HTML for horizontal rule is the _____ tag

Answer:

FBQ30: _____ are question and answer dialog boxes that automate tasks

Answer: Wizards

FBQ31: An _____ software is any program that is designed for the end user

Answer: Application

FBQ32: In computer networks, to _____ is to send data to a remote system such as a server or another client

Answer: Upload

FBQ33: In computer Networks, to download is to receive data from a _____ system server

Answer: Remote

FBQ34: A sequence of instructions that is continually repeated until a certain condition is reached is called a _____

Answer: Loop

FBQ35: The physical part of a computer system is known as a _____

Answer: Hardware

MCQ1: Which of the following is / are a processing programs existing in Operating system?

Answer: All of the options

MCQ2: Programmer who works with high level languages and have better understanding with applications are considered as _____

Answer: application programmer

MCQ3: Which of the following is not one of the demerits of Machine Language (ML)?

Answer: Fast execution speed

MCQ4: In high level programming language Pascal, each program statement ends with a _____

Answer: semicolon

MCQ5: Which of the programming languages can be used to teach structured programming?

Answer: FORTRAN

MCQ6: Pascal programming language was developed in _____

Answer: 1960s

MCQ7: Pascal is based on _____

Answer: structural language

MCQ8: Pascal is a _____

Answer: High " level language

MCQ9: The following are PASCAL type, Except

Answer: Float

MCQ10: Which of the following is NOT one of the pillars of object-oriented development

Answer: HTML

MCQ11: In flow chart, diamond shaped symbol is used to represent _____

Answer: decision box

MCQ12: Symbol used in flowchart such as rectangle with the horizontal lines on two sides is used for _____

Answer: predefined process

MCQ13: Program link with other parts of the program or connectors in flowchart are represented by _____

Answer: circle

MCQ14: Part of algorithm which is repeated for the fixed number of times is classified as _____

Answer: iteration

MCQ15: Method which uses a list of well - defined instructions to complete a task starting from a given initial state from a given initial state to end state is called _____

Answer: Algorithm

MCQ16: The chart that contains only function flow and no code is called as _____

Answer: Structure chart

MCQ17: Which of the following is a computer program structure?

Answer: None of the options

MCQ18: Execution of two or more programs by a single CPU is known as _____

Answer: Multiprocessing

MCQ19: Flowcharts and Algorithms are used for _____

Answer: All of the options

MCQ20: An Algorithm represented in the form of programming languages is a _____

Answer: Program

MCQ21: Which of the following is NOT a basic control structure ?

Answer: The process

MCQ22: GUI stands for _____

Answer: Graphical User Interface

MCQ23: Terminal symbol in a flowchart indicates _____

Answer: End

MCQ24: Pseudocode is used for _____

Answer: To write program steps

MCQ25: Which of the following is a pictorial representation of an algorithm?

Answer: Flowchart

MCQ26: Which of the following symbol in a flowchart is used to indicate all arithmetic processes of adding, subtracting, multiplying and dividing ?

Answer: Processing

MCQ27: Pseudo code is also known as _____

Answer: Program Design Language

MCQ28: Which of the following program planning tool allows the programmers to plan program logic by writing program instruction in an ordinary language?

Answer: Pseudo code

MCQ29: HTML stands for _____

Answer: Hypertext Markup language

MCQ30: All HTML tags are enclosed in -----

Answer: < and >

MCQ31: The BODY tag is usually used after _____

Answer: HEAD tag

MCQ32: The acronym MATLAB stand for _____

Answer: Matrix Laboratory

MCQ33: Which of the following is NOT a pre-defined variable in MATLAB?

Answer: gravity

MCQ34: What is the tag responsible to make text italic in HTML ?

Answer: <i>

MCQ35: Which of the following is a string variable ?

Answer: J\$