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| 1. A/An can be defined as a finite set of steps. |
|---|
| Select one: |
| connector |
| program |
| Algorithm (ANS) |
| Process |
| 2. Which of the following is Not an advantage of algorithms? |
| Select one: |
| It is a challenging task to understand complex logic through algorithms (ANS) |
| Easy Debugging |
| effective communication |
| easy and efficient coding |
| 3. Which of the following is a feature or characteristics of Algorithm? |
| Select one: |
| flexibility |
| feasible |
| input |
| All of the options (ANS) |
| 4 is an algorithmic technique for solving an optimization problem by breaking it down into simpler subproblems. |
| Select one: |
| Backtracking |

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greedy technique

| Divide and conquer approach |
|--|
| 5. Why is an algorithm needed in designing a program? |
| Select one: |
| All of the options (ANS) |
| To improve the efficiency of existing techniques |
| To understand the basic idea of the problem |
| To understand the flow of the problem |
| 6 Notation is a way of comparing function that ignores constant factors and small input sizes. |
| Select one: |
| Symiotic |
| Asynchronous |
| Asymptotic (ANS) |
| None of the options |
| 7 is a method of solving a problem where the solution depends on solutions to smaller instances of the same problem. |
| Select one: |
| random |
| direct technique |
| recursion (ANS) |
| indirect technique |

8. An algorithm that employs a degree of randomness as part of its logic or procedure

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| Select one: |
|---|
| Dynamic Programming |
| Backtracking |
| randomized algorithm (ANS) |
| Loopy technique |
| 9. The following is a list of several popular design approaches of Algorithms Except? |
| Select one: |
| static programming (ANS) |
| Backtracking |
| Greedy technique |
| Dynamic Program |
| 10 refers to an informal high-level description of the operating principle of a computer program. |
| Select one: |
| Pseudocode (ANS) |
| algorithm |
| software |
| Program |

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