



NAME: _____

MATRIC NO: _____

COURSE OF STUDY: _____

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1					11					21					31					41					51				
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- Which of the following is false about the binary search? (a) the input array must be sorted (b) successful searches take logarithmic time on average (c) the worst case for any search is logarithmic (d) all of the above are true
- The following items are inserted into a binary search tree: 3, 6, 5, 2, 4, 7, 1. Which node is the deepest? (a) 1 (b) 3 (c) 4 (d) 7
- Jobs sent to a printer are generally placed on a ____ (a) Stack (b) Hash table (c) Priority queue (d) Queue
- Two main measures for the efficiency of an Algorithm are ____ (a) Processor and memory (b) Complexity and capacity (c) Time and space (d) Data and space
- Which of the following case does not exist in complexity theory? (a) Best case (b) Worst case (c) Average case (d) A Null case
- The Worst case occur in linear search Algorithm when ____ (a) Item is somewhere in the middle of the array (b) Item is not in the array at all (c) Item is the last element in the array (d) Item is the last element in the array or is not there at all
- The Average case occur in linear search Algorithm ____ (a) When item is somewhere in the middle of the array (b) When item is not in the array at all (c) When item is the last element in the array (d) When item is the last element in the array or is not there at all
- The complexity of linear search Algorithm is ____ (a) $O(n)$ (b) $O(\log n)$ (c) $O(n^2)$ (d) $O(n \log n)$
- The complexity of binary search Algorithm is ____ (a) $O(n)$ (b) $O(\log n)$ (c) $O(n^2)$ (d) $O(n \log n)$
- Finding the location of the element with a given value is ____ (a) Traversal (b) Search (c) Sort (d) None of above
- Which of the following statements define Computer Graphics? (a) It refers to designing plans (b) It means designing computers (c) It refers to designing images (d) None of the mentioned
- What command do you use if you want program to play music? (a) Music (b) Tune (c) MSC (d) Play
- How do you draw pixels in QBasic? (a) PXL (b) DRWPX (c) DRAW (d) PSET
- How many screen graphics modes are available in QBasic? (a) 13 (b) 15 (c) 12 (d) 14
- How many colors can be used in QBasic? (a) 15 (b) 16 (c) 13 (d) 12
- The ____ statement fills closed areas on the screen with a specified color (a) Circle (b) Line (c) Color (d) Paint
- The maximum number of pixels that can be displayed vertically or horizontally on a computer screen is termed as (a) Coordinate (b) screen resolution (c) Pixel (d) Lines
- The screen has a maximum of ____ lines. (a) 20 (b) 40 (c) 25 (d) 80
- ____ is the position of a point on a screen which can be thought of in relation to a matrix or grid covering the area of the screen. (a) Screen resolution (b) Coordinate (c) Pixel (d) Line
- Which of the following commands is not the way of making sound in QBasic (a) Beep (b) Sound (c) Play (d) Frequency
- Subroutine is way to break up code into reusable ____ (a) Loop (b) Loop (c) Floop (d) Routine
- Why is subroutine used in QBasic Programming? (a) Not to make programs shorter as well as easier to read and understand (b) Make programs longer as well as easier to read and understand (c) Make programs shorter as well as easier to read and understand (d) None of the above
- Mention the two types of subroutines in QBasic Programming Language (a) Procedures and looping (b) Procedures and functions (c) Functions and Case (d) All of the above
- What is a table format in QBasic Programming Language? (a) A caption, row groups and column group (b) A collection of rows having one or more columns (c) Every row of the same table has the same row type (d) Options (a) and (b) are correct
- What is a data table? (a) Any display of information in tabular form, with rows and/or columns named (b) Any display of information in tabular form, without rows and/or columns named (c) Any display of information in tabular form, only with rows named (d) Any display of information in tabular form, only with columns named
- String concatenation is the operation of ____ (a) Separating character strings end-to-end (b) Joining character strings end-to-end (c) Controlling character strings end-to-end (d) None of the above

27. String manipulation functions accept arguments of type _____. (a) CHAR, NCHAR, VARCHAR (b) ALPHABETIC, STRING, CONCATENATION (c) CHAR, ALPHABETIC, STRING (d) VARCHAR, NCHAR, CONCATENATION
28. _____ and _____ are two kinds of strings lengths in QBasic Programming Language (a) Short-length and fixed-length strings (b) Long-length and variable-length strings (c) Variable-length and fixed-length strings (d) All of the above
29. What is input command in QBasic Programming Language? (a) Allows you to insert new lines of data below the current line (b) Allows you to insert new lines of data above the current line (c) Allows you to delete new lines of data below the current line (d) Allows you to delete new lines of data above the current line
30. A string is a type of value that can be stored in a variable (a) True (b) False (c) Only True if it is not declared (d) Only False if it is declared
31. Select - Case statement work like _____. (a) IF statement (b) IF - ELSE statement (c) IF - THEN - ELSEIF statement (d) IF - ELSEIF statement
32. What is the output of this line of code: FOR I = 1 TO 50 STEP 2 (a) Odd integers between 0 and 50 (b) Even integers between 2 and 50 (c) Odd integers between 2 and 50 (d) Even integers between 0 and 50
33. What is the output of this line of code: FOR J = 1 TO 50 STEP 2 (a) Odd integers between 1 and 50 (b) Even integers between 1 and 50 (c) Odd integers between 0 and 50 (d) Even integers between 0 and 50
34. DO...WHILE loop statement repeats _____ of statements (a) Loop (b) Line (c) Series (d) Block
35. WHILE - WEND executes a _____ of statements (a) Line (b) Loop (c) Series (d) Block
36. _____ is the construct that makes the computer repeat the instructions again and again (a) Command (b) Searching (c) Looping (d) Branching
37. SELECT CASE is _____ statement (a) Branching (b) Conditional (c) Unconditional (d) Looping
38. SELECT CASE structures ends with _____ (a) CASE (b) ENDIF (c) END SELECT (d) END
39. Types of loop statements are EXCEPT (a) FOR.....NEXT (b) GOTO (c) DO.....UNTIL (d) WHILE.... WEND
40. FOR NEXT statement is _____ statement (a) Conditional (b) Repetition (c) Branching (d) Unconditional
41. Print the sum of two integer variables. (a) PRINT Z = X + Y (b) PRINT Z = (X + Y) (c) PRINT (X + Y) (d) PRINT SUM(X, Y)
42. Transfer control to the line labeled ONE if the value of a string variable is YES (a) IF A = YES THEN GOSUB ONE (b) IF A\$ = YES THEN GOSUB ONE (c) GOSUB ONE IF A\$ = YES (d) IF A = YES TRANSFER ONE
43. Print the 24th item of the array B (a) PRINT B*24 (b) PRINT B(24) (c) PRINT 24 (d) PRINT B
44. Transfer control to the line labeled ONE if X is between 0 and 12 inclusive (a) IF X = 12 THEN GOSUB ONE (b) IF (X >= 0 AND X <= 12) THEN GOSUB ONE (c) IF X > 12 THEN GOSUB ONE (d) IF (X > 12 AND X < 12) THEN GOSUB ONE
45. Dimension the array RS to hold 20 string variables (a) LET RS = 20 (b) LET R = 20 (c) DIM RS(20) (d) DIM R(20)
46. LET S = 0
FOR C = 1 TO 10
LET S = S + C
NEXT C
PRINT S
(a) The letter S is printed (b) The integers from 1 to 10 are printed (c) The sum of the integers from 1 to 10 is printed (d) An error message is displayed.
47. LET C = 0
DO WHILE C <= 5
LET C = C + 1
LOOP
PRINT C
(a) 0 (b) 1 (c) 5 (d) 6
48. LET C = 0
DO WHILE C < 12
READ P
PRINT P
LET C = C + 1
LOOP
(a) One string value is printed (b) Twelve string values are printed (c) One integer value is printed (d) Twelve integer values are printed
49. "Address" is known as a _____. (a) String (b) Constant (c) Variable (d) Input driver
50. The following arithmetic operations are carried out in BASIC except _____. (a) * (b) * (c) + (d) %
51. Which of the following is not a part of software development phases? (a) Software designing (b) Software validation (c) Software process (d) Software implementation
52. Which programming languages are classified as low-level languages? (a) QBasic, Fortran, Pascal (b) Prolog 2, Expert systems (c) Assembly languages (d) Knowledge-based systems
53. Which of the following is not an advantage of a flowchart? (a) Better communication (b) Efficient coding (c) Systematic testing (d) Improper documentation
54. Which of the following is not a principle of good programming style? (a) Provide a welcome message (b) Use descriptive variable names (c) Test the program (d) Use algorithm and flowchart
55. Which of the following is not a basic control structure? (a) Process (b) Decision (c) Loop (d) Sequential
56. Which of the following is not a principle of structured programming? (a) Design the program in top-down manner (b) Write each program module as a series of control structures (c) Use good programming (d) Code the program so that it runs correctly.
57. Structured programming is (a) Using structures in the program (b) Using classes in the program (c) Dividing the program into different program modules (d) All of the above
58. Diagrammatic representation of an algorithm is _____. (a) Flowchart (b) Program diagram (c) Pseudo code (d) None of the above
59. Which of these is not a characteristic of Object-Oriented Programming? (a) Encapsulation (b) Designing (c) Polymorphism (d) Inheritance
60. All of these are properties of Algorithm except (a) Input (b) Output (c) Definiteness (d) Coding