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Programme: Computer Science Matric Number:

1. Choose the answer that best describes the result when the given line of code is executed.

LET A = C - 2

- a. The variable A receives the value of C squared.
- b. The variables A and C both receive the value
- c. An error message is displayed due to a type mismatch.
- d. The variable A receives the value of C minus 2.

2. PRINT A, B\$, C\$

- a. The expression A, B\$, C\$ is printed.
- b. The variable A receives the value of B\$ + C\$.
- c. One numerical value and two string values are printed.
- d. An error message is displayed, because 3 variables cannot be printed with one command.

3. Print the sum of three integer variables

- a. PRINT A + B + C
- b. PRINT (A + B + C)
- c. PRINT "D = A + B + C"
- d. PRINT SUM(A, B, C)

4. Print the 30th item of the array B.

- a. PRINT B(30)
- b. PRINT B*30
- c. PRINT 'B(30)'
- d. PRINT B

5. Transfer control to the line labeled "TEN" if Z is between 0 and 15 inclusive

- a. IF (Z >= 0 AND Z <= 15) THEN GOSUB TEN
- b. IF Z = -15 THEN GOSUB TEN
- c. IF (Z > 15 AND Z < 15) THEN GOSUB TEN
- d. IF Z > 15 THEN GOSUB TEN

6. Choose the answer that describes the result when this segment of code is executed.

```
LET X = 0
FOR Y = 1 TO 10
LET X = X + Y
NEXT Y
PRINT X
```

- a. The letter X is printed.
- b. The sum of the integers from 1 to 10 is printed.
- c. The integers from 1 to 10 are printed.
- d. An error message is displayed.

7. What is the value of X in the QBasic Program below:

```
LET X = 0
DO WHILE X <= 5
LET X = X + 1
LOOP
PRINT X
```

- a. 0
- b. 1
- c. 6
- d. 5

8. LET CS = '0' + LEFT\$('624', 1) + MID\$('3549', 3, 1)

- a. CS receives the value 0.
- b. CS receives the value 013
- c. An error message is displayed because strings are added.
- d. CS receives the value 064.

9. DIM C(4, 12)

- a. The third item in the array C is assigned the value 48.
- b. A two-dimension array C is dimensioned to hold 48 items of data.
- c. An error message is displayed because DIM is not a variable name.
- d. A two-dimension array C is dimensioned to hold 4 items of data

```
10. SCREEN 12
COLOR 7
CIRCLE (320, 240), 25
END
```

- a. Draws a white circle at the centre of the screen
- b. Draws a blue circle of radius 240 at the centre of screen
- c. Draws a white circle of radius 25 at the centre of screen
- d. Draws a white circle of radius 240 at the centre of screen

11. SCREEN 12
COLOR 2
CIRCLE (320, 240), 75
END
- Draws a blue circle of radius 75 at the centre of the screen
 - ☒ Draws a green circle of radius 75 at the centre of the screen
 - Draws a green circle of radius 50 at the centre of the screen
 - Draws a pink circle of radius 75 at the centre of the screen

12. 10 REM [Download more on stechitegist.com](http://stechitegist.com)
20 SQUARE = 0
30 FOR I = 2 TO 50 STEP 2
40 SQUARE = I * I
50 PRINT "SQUARE OF"; I, "IS"; SQUARE
60 NEXT I
70 END
- ☒ Output the square of even integers between 2 and 50
 - Output the square of odd integers between 2 and 50
 - Output the square of integers between 2 and 50
 - Output the square of even integers between 0 and 50

13. 10 REM
20 LET a = 4
25 LET b = 18
30 LET c = 14
35 LET d = 2
~~40 e = a + b - c * d~~
~~50 f = d + 2~~
60 y = e / f
55 PRINT "Your answer is "; y
60 END
- The answer is 16
 - The answer is 14
 - The answer is 20
 - The Answer is 18

14. 10 REM - Program to evaluate quadratic formula
20 LET a = 2
25 LET b = 6
30 LET c = 4
35 d = -b + SQR(b ^ 2 - (4 * a * c))
40 e = 2 * a
45 f = -b - SQR(b ^ 2 - (4 * a * c))
50 g = d / e
55 h = f / e
65 PRINT "The result is "; g, "and", h
75 END
- ☒ The result is -2 and -3
 - The result is -1 and -2
 - The result is 1 and -2
 - The result is -1 and 2

15. What will the following code produce? PRINT "Introduction to Computer Programming"

- A paper printed with Introduction to Computer Programming
- None of the answers given
- ☒ A screen printed with Introduction to Computer Programming
- An error indicating on the screen

16. If the English language follows formats and rules on grammar, what does QBasic follow as counterpart?

- strings
- grammar
- All of the answers given
- ☒ syntax

17. Text that you wish to appear on the screen while your program runs must appear inside of ---

- slashes
- ☒ brackets
- braces
- quotes

18. What must you do if "Syntax Error" appears?

- Close the programme
- Delete it
- ☒ Check for flaws, edit, and rerun. It may be a programmer's error
- None of the above

19. A computer program is simply

- An exercise of the brain
- ☒ A set of instructions to tell a computer how to perform a particular task
- Pairs of computer system
- None of the above

20. The following symbols are used in flowcharting except

- ☒ The cross symbol
- The terminal symbol
- The process symbol
- The input/output symbol

21. The following are types of errors in programming except

- Compile error
- Syntax error
- Logic error
- ☒ Grammar error

22. What is the output of the following code?
 10 REM EXAMPLE OF HOW A COMMA
 20 REM AFFECTS THE OUTPUT
 30 REM PRINT STATEMENT
 40 PRINT "4 + 7 = "
 50 PRINT 4 + 7
 60 END

- a. 4 + 7
- b. 4 + 7 = 11
- c. 11
- d. All of the above

23. What happens when you run the code below?
 10 REM Example of GOTO statement
 20 PRINT "HIV is real and abstinence is the solution"
 40 GOTO 20
 60 END

- a. The programme will not execute
- b. An error will be displayed on the screen
- c. The programme will never end because the computer can never execute the END statement.
- d. The programme will be executed without any problem

24. The following arithmetic operations are carried out in QBASIC except

a. +
b. -
c. *d. /

25. This expression $(a + b)^2$ can be written in BASIC as follows
 a. $(a + b) * (a + b) * (a + b)$
 b. Both as in a and b
 c. $(a +) * (a +) * (a +)$
 d. $(a + b)^2$

26. Qbasic files are saved with _____ as their extension.
 a. .qbasic
 b. .qda
 c. .bas
 d. .basic

Use this instruction to answer question 27 - 28. Given that A=T, B=T, C=F, D=T where A, B, C, D are Conditions and T is True while F is False; evaluate the following.

27. NOT D OR B OR A OR C
 a. True
 b. False
 c. Both
 d. None

NAT 1) OF B OR A OR C
 T OR T OR T OR F
 F OR T
 T

28. NOT (C AND A AND D) OR C
 a. True
 b. False
 c. Both
 d. None

Use this instruction to answer question 29 - 33. If A=1, B=2, C=3 and D=4, then state whether the following Conditions are True or False

29. D > C
 a. True
 b. False
 c. Both
 d. None

30. (A < C) AND (B > D)
 a. True
 b. False
 c. Both
 d. None

31. ((A + C) > (B - D)) AND ((B + C) < (D - A))
 a. Both
 b. False
 c. True
 d. None

32. (A > B) OR (C < D)
 a. None
 b. False
 c. Both
 d. True

33. (D > C) AND (C > B) = (A > B) AND (C > A)
 a. None
 b. False
 c. Both
 d. True

34. _____ can be a string or numeric constant, a variable or a combination of constants, variables with operators which returns a single value.

a. Expression
 b. Statements
 c. Operands
 d. Operators

35. A set of instruction written using keywords or commands in QBASIC is _____
 a. Operands
 b. Statements
 c. Expression
 d. Operators

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