Name: KEY Id#

ICS 103, Term 093

Computer Programming in C

Quiz# 1

 Date: Tuesday, July 13, 2010

# **Q1.** Fill the blank in each of the following:

## The main memory of the computer is composed of the RAM, ROM and Cache memory.

## Two examples of secondary memory are hard disk and DVD.

## A byte addressable memory stores in each address one byte.

## The set of instructions that can be executed by the CPU represented in binary format is called machine language while when represented using symbolic codes it is called assembly language.

## The main advantages of programming in High level languages like C are programs are portable since they are machine independent and are easier to develop and maintain.

## A compiler turns the Source File into an Object File while the linker turns the Object File into an Executable.

## Part of the Software development, analyzing the problem involves identifying the problem’s inputs, outputs, and additional requirements.

## Algorithm is a list of steps for solving a problem.

## The benefit of using pseudo code is that it enables the programmer to concentrate on the algorithms without worrying about all the syntactic details of a particular programming language.

## Preprocessor Directives are instructions to C Preprocessor to modify the text of a C program before compilation.

## The #include directive is used to include other source files into your source file.

## The #define directive instructs the preprocessor to replace each occurrence of a text by a particular constant value before compilation.

## To write a comment in C we can use any of the following symbols // or /\* \*/.

## In C language, the data type int is used for representing integers, the data type double is used for representing real numbers and the data type char is used for representing characters.

## To read a real number and store it in variable **score**, the following statement is used:

## scanf(“%lf”, &score);

**Q2.** Show the output of the following program in the space provided below it. Each square corresponds to one space.

#include <stdio.h>

int main(void) {

int i = 119;

double j = 99.99;

printf("%2.0f%7.1f%7.3f\n",j,j,j);

printf("%2d%5d",i,i);

return 0;

}

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **1** | **0** | **0** |  |  | **1** | **0** | **0** | **.** | **0** |  | **9** | **9** | **.** | **9** | **9** | **0** |  |  |  |  |
| **1** | **1** | **9** |  |  | **1** | **1** | **9** |  |  |  |  |  |  |  |  |  |  |  |  |  |