## ICS 103, Term 093

## Computer Programming in C Quiz# 1

Date: Tuesday, July 13, 2010

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

- (1) The main memory of the computer is composed of the RAM, ROM and Cache memory.
- (2) Two examples of secondary memory are hard disk and DVD.
- (3) A byte addressable memory stores in each address <u>one byte</u>.
- (4) The set of instructions that can be executed by the CPU represented in binary format is called <u>machine</u> language while when represented using symbolic codes it is called <u>assembly</u> language.
- (5) The main advantages of programming in High level languages like C are <u>programs</u> are portable since they are machine independent and are easier to develop and <u>maintain</u>.
- (6) A <u>compiler</u> turns the Source File into an Object File while the <u>linker</u> turns the Object File into an Executable.
- (7) Part of the Software development, analyzing the problem involves <u>identifying the</u> <u>problem's inputs</u>, <u>outputs</u>, and additional requirements.
- (8) Algorithm is a list of steps for solving a problem.

- (9) The benefit of using pseudo code <u>is that it enables the programmer to concentrate on</u> <u>the algorithms without worrying about all the syntactic details of a particular</u> <u>programming language</u>.
- (10) <u>Preprocessor Directives</u> are instructions to C Preprocessor to modify the text of a C program before compilation.
- (11) The <u>#include</u> directive is used to include other source files into your source file.
- (12) The <u>#define</u> directive instructs the preprocessor to replace each occurrence of a text by a particular constant value before compilation.
- (13) To write a comment in C we can use any of the following symbols  $\frac{1}{\text{ or } /* */}$ .
- (14) In C language, the data type <u>int</u> is used for representing integers, the data type <u>double</u> is used for representing real numbers and the data type <u>char</u> is used for representing characters.
- (15) 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;
}
```

1	0	0		1	0	0	•	0	9	9	•	9	9	0		
1	1	9		1	1	9										