Name: KEY   **Id#**

ICS 103, Term 103

Computer Programming in C
Quiz# 1

Date: Tuesday, July 5, 2011

Q1. Fill the blank in each of the following:

(1) There is one-to-one correspondence between machine language and <u>assembly language</u>.

(2) A <u>compiler</u> turns the source file into an object file.

(3) A <u>linker</u> turns the Object File into an Executable

(4) Software development process is composed of the following steps:
1. <u>Specify problem requirements</u>
2. <u>Analyze the problem</u>
3. <u>Design the algorithm to solve the problem</u>
4. <u>Implement the algorithm</u>
5. <u>Test and verify the completed program</u>
6. <u>Maintain and update the program</u>

7. <u>Pseudo code</u> is a combination of English phrases and language constructs to describe algorithm steps.

8. <u>Flowchart</u> is a diagram that shows the step-by-step execution of a program.

9. <u>Preprocessor directives</u> are instructions to C Preprocessor to modify the text of a C program before compilation.

10. <u>Executable</u> statements are translated into machine language and eventually executed.

11. The #include directive is used to <u>include other source files into your source file</u>.

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

13. To write a comment in C we can use any of the following symbols <u>// or /* */.</u>

14. To read an integer and a real number and store them in variables x and y respectively, the following statement is used:

<u>scanf("%d%lf", &x, &y);</u>

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

```c
#include <stdio.h>
int main(void) {
    int i = -99;
    double j = 899.567;
    printf("%.0f%6.1f%8.2f\n",j,j,j);
    printf("%2d%5d",i,i);
return 0;
}
```

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