

9 Lecture - CS201

Important Mcqs

1. What is the purpose of an introduction in programming?
 - a) To define the problem to be solved
 - b) To initialize variables
 - c) To define functions
 - d) All of the above

Answer: a)

2. Which of the following is not a part of the introduction of a program?
 - a) Setting up the environment
 - b) Defining variables
 - c) Writing the main program logic
 - d) Defining functions

Answer: c)

3. Which of the following is a good practice when writing an introduction in programming?
 - a) Writing lengthy and detailed explanations
 - b) Using unclear language and jargon
 - c) Being concise and clear
 - d) Ignoring any potential issues or edge cases

Answer: c)

4. What is the benefit of initializing variables in the introduction of a program?
 - a) It saves time
 - b) It makes the code easier to read and understand
 - c) It reduces the chance of errors
 - d) All of the above

Answer: d)

5. Which of the following is true about defining functions in the introduction of a program?
 - a) It is optional
 - b) It is mandatory
 - c) It is not recommended
 - d) It depends on the programming language

Answer: a)

6. What is the role of comments in the introduction of a program?
 - a) To explain the purpose and logic of the program
 - b) To provide instructions on how to use the program

- c) To list the variables and functions used in the program
- d) All of the above

Answer: d)

7. What is the purpose of setting up the environment in the introduction of a program?
- a) To create a comfortable work environment for the programmer
 - b) To ensure that the program runs smoothly and without errors
 - c) To define the problem to be solved
 - d) None of the above

Answer: b)

8. Which of the following is a good practice when defining variables in the introduction of a program?
- a) Using vague and unclear names for variables
 - b) Defining all variables at the end of the program
 - c) Initializing variables with default values
 - d) Ignoring the data types of variables

Answer: c)

9. What is the main goal of the introduction of a program?
- a) To provide an overview of the program's purpose and functionality
 - b) To list all the code that needs to be executed
 - c) To define the input and output of the program
 - d) To test the program for errors

Answer: a)

10. Which of the following is not a potential issue to consider when writing the introduction of a program?
- a) Memory leaks
 - b) Input validation
 - c) Edge cases
 - d) Code optimization

Answer: d)