11 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)