# 15 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)