

Computer Application

Chapter 1

1. Fill in the Blanks:

1. A software engineering concept, in which concepts are represented as "objects" is called_____.
2. Every program in C++ has _____ function, which is always called when your program first executes.
3. Reserved words in C++ have predefined meaning to compiler called _____.
4. A group of characters that logically belong together is called_____.
5. _____ is the process by which objects of one class acquire the properties of objects of another class.
6. The _____ approach focuses on objects that represent abstract or concrete things of the real world.
7. C++ programming language is extension to _____ language.
8. A _____ is a collection of commands.
9. During 1970 _____ created C programming Language.
10. A token is a group of _____ that logically belong together

Answer:

1. Object-oriented or object-orientation
2. One 'Main' Function
3. Keywords
4. Token
5. Inheritance
6. object-oriented
7. C language
8. Program
9. Dennis Ritchie
10. Characters

2. True/False

1. The wrapping up of data and functions into a single unit is known as encapsulation.
2. Comments affect the operation of the program.
3. Literals are data items that never change their value during the execution of the program
4. Structured programming takes on the top-to-bottom approach

5. Polymorphism is a process of deriving a new class from the existing class.
6. C++ is a Low level programming language.
7. C++ is case sensitive that is upper case and lower case letters are considered different from each other.
8. Operators are special symbols used for specific purposes.
9. C++ provides nine types of operators.

Answer:

1. True
2. False
3. True
4. True
5. True
6. False
7. True
8. True
9. True

3. Short Answer type Questions

1. Briefly explain the structure of typical C++ program?
2. What is comment?
3. List out C++ main character set.
4. What is meant by an object?
5. What is an Identifier?
6. What is source code?
7. What are literals?
8. Explain Tokens?
9. What are keywords?
10. What are operators?
11. Explain class?
12. What is Polymorphism?
13. Define Encapsulation.

4. Long Answer type Questions

1. Explain the role of Punctuators in C++ language.
2. How C++ came in to existence? Explain.
3. Explain the concept of object orientation in C++.
4. Explain the Character set of C++?
5. Differentiate between Structured and Object oriented programming language.
6. Differentiate between Inheritance and Polymorphism.

Chapter 2

1. Fill in the blanks:

1. Reserved memory locations to store values is called _____
2. A building block of a program is known as _____.
3. _____ Symbol that tells the compiler to perform specific mathematical or logical manipulations.
4. _____ is used to alter the meaning of the base type so that it more precisely fits the needs of various situations.
5. _____ contains characters that are similar to character literals: plain characters, escape sequences, and universal characters.
6. We need to use various _____ to store various information.
7. Constants refer to _____ values that the program may not alter.
8. Character literals are enclosed in _____ quotes
9. Operator _____ determines the grouping of terms in an expression.
10. String literals are enclosed in _____ quotes.

Answer:

1. Variable
2. keywords
3. Operator
4. Modifier
5. String
6. Variables
7. Fixed
8. Single
9. Precedence
10. Double

2. True/False

1. Operator precedence does not determine the grouping of terms in an expression.
2. Basic types cannot be modified by type modifiers.
3. Constants refer to fixed values that the program may not alter.
4. A conditional expression is one which evaluates as true (a non-zero value) or false (0).
5. You cannot break a long line into multiple lines using string literals.
6. When you create a variable you don't reserve some space in memory.
7. C++ allows the char, int, and double data types to have modifiers preceding them.