

## **WORKSHEET 1**



	Nam	e:		Roll No:	
	Class	s:Section:	•••••	Date:	
BASIC CONCEPTS OF PROGRAMMING Chapter-2					
A.	Tick (✓) the correct option.				
	A computer programmer draws a before writing a computer program.				
		a. Chart		b. Scenery	

- 2. A flowchart is a graphical representation of a/an .....
  - a. program
  - c. symbol
- b. algorithm

d. Syntax

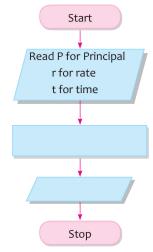
- d. none of these
- 3. The language understood by the computer is ...............
  - a. Assembly language
  - c. High-level language
- b. Machine language
- d. 4GL

## B. Write 'T' for true and 'F' for false.

c. Flowchart

- 1. Algorithm uses various symbols to show the process flow of the program. ..........
- 2. In flowcharts, decision box is used to show the branches in the process flow. ....
- 3. Algorithm and flowchart are the same thing.

## C. Complete the flowchart to calculate the simple interest.



Grade: A A A A

Teacher's Signature: