

Name:

Roll No:

Class: 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	<input type="checkbox"/>	b. Scenery	<input type="checkbox"/>
c. Flowchart	<input type="checkbox"/>	d. Syntax	<input type="checkbox"/>
- A flowchart is a graphical representation of a/an

a. program	<input type="checkbox"/>	b. algorithm	<input type="checkbox"/>
c. symbol	<input type="checkbox"/>	d. none of these	<input type="checkbox"/>
- The language understood by the computer is

a. Assembly language	<input type="checkbox"/>	b. Machine language	<input type="checkbox"/>
c. High-level language	<input type="checkbox"/>	d. 4GL	<input type="checkbox"/>

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

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

C. Complete the flowchart to calculate the simple interest.

