

Name: .....

Roll No: .....

Class: ..... Section: .....

Date: .....

## BASIC CONCEPTS OF PROGRAMMING

### Chapter-2

#### A. Fill in the blanks using the hints given below:


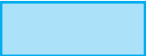

**Hints:** Connectors, Consistent, Instructions, Algorithm, Assembler

1. An ..... is a collection of steps in a sequential manner.
2. The ..... are usually labeled in pairs to show matching jump points.
3. A good flowchart will use ..... symbols.
4. A computer language is the means by which ..... are transmitted to the computer.
5. An ..... is a program used to translate assembly language into machine language.

#### B. Answer the following questions:

1. What is meant by a flowchart?  
.....
2. What is an algorithm?  
.....
3. Define computer language.  
.....

#### C. Match the symbols with their functions used in flowcharts.

- |                                                                                        |                                                       |
|----------------------------------------------------------------------------------------|-------------------------------------------------------|
| 1.  | a. Shows a process or action step                     |
| 2.  | b. Indicates a question or branch in the process flow |
| 3.  | c. Start and stop points of the flowchart             |