

Name: .....

Roll No: .....

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

Date: .....

## PROBLEM SOLVING AND PROGRAMMING LANGUAGES

Chapter-7

### A. Tick (✓) the correct option.

1. In machine language, '0' and '1' are ..... .
 

a. Binary digits <input type="checkbox"/>	b. Bytes <input type="checkbox"/>
c. Numbers <input type="checkbox"/>	d. Digits <input type="checkbox"/>
2. Which of the following languages is the Low Level Language?
 

a. Machine language <input type="checkbox"/>	b. Assembly language <input type="checkbox"/>
c. Both a and b <input type="checkbox"/>	d. None of these <input type="checkbox"/>
3. Natural language, sometimes called as ..... .
 

a. Fifth Generation Language <input type="checkbox"/>	b. Fourth Generation Language <input type="checkbox"/>
c. Third Generation Language <input type="checkbox"/>	d. Second Generation Language <input type="checkbox"/>
4. A language translator is a software that converts a High Level Language (HLL) program into a ..... language.
 

a. Symbolic <input type="checkbox"/>	b. Human <input type="checkbox"/>
c. Machine <input type="checkbox"/>	d. English <input type="checkbox"/>
5. In a flowchart, process box is represented by a ..... symbol.
 

a. Triangle <input type="checkbox"/>	b. Rectangle <input type="checkbox"/>
c. Square <input type="checkbox"/>	d. Line <input type="checkbox"/>

### B. Define the following:

1. High Level Language - .....  
.....
2. Low Level Language - .....  
.....
3. Programming - .....  
.....

Grade: ★ ★ ★ ★ ★

Teacher's Signature: .....