Name: ....   Roll No: ....

Class: .... Section: ....   Date: ....
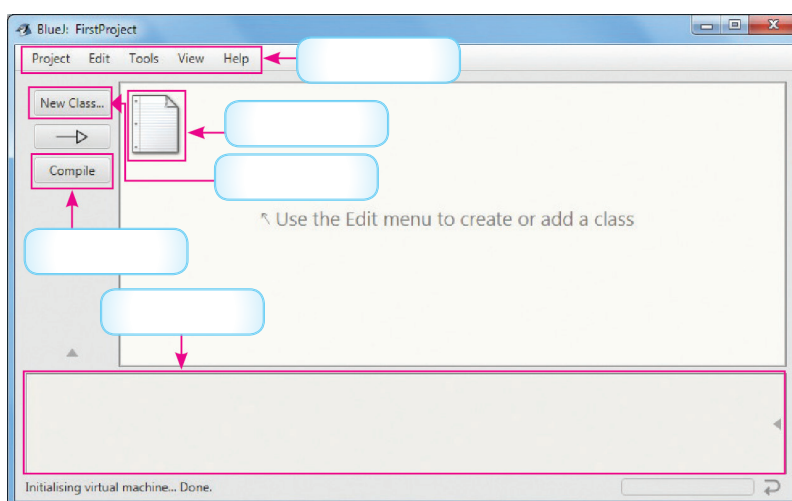
PROGRAM CODING   Chapter-4

A. Label the following window:

B. Answer the following questions:

1. Write any three rules for naming an identifier.

....

....

2. Write the steps to compile a program.

....

....

3. Write any three features of Java.

....

....

C. Explain three techniques to write comments.

....

....

....

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: ....

Touchpad iPRIME (Version 2.0)–VIII