

# Worksheet

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Name: .....

Roll No: ..... Class: ..... Section: .....

Date: .....

## ALGORITHM, FLOWCHART AND MIND MAPS

### Chapter-9

#### A. Tick (✓) the correct option.

1. The strategy to generate ideas is called  
 a. Algorithms ☐      b. Programming ☐      c. Brainstorming ☐
2. Reads one line of instruction at a time and translates it into machine language.  
 a. Assembler ☐      b. Compiler ☐      c. Interpreter ☐
4. Languages that have visual tools to develop a program.  
 a. Third-Generation ☐      b. Fourth-Generation ☐      c. Fifth-Generation ☐

#### B. Fill in the blanks using the given words.

1. Programs written in high level language are called ..... (Machine Code/Source Code)
2. The ..... reads an entire set of instructions written in HLL and then converts them into machine language. (Compiler/Interpreter)
3. .... should have a finite number of instructions to complete the task. (Loop/Algorithm)
4. .... in Flowcharts are used to show the direction in which the process steps are moving. (Connector/Flow Lines)

#### C. Answer in one word

1. What is used to represent the start and end of the flowchart? .....
2. Which statements are used to represent decision making steps in algorithms? .....
3. Give an example of a High-Level Programming Language. ....
4. What is a software which is used to convert instructions to machine language called? .....