IMPORTANT QUESTION FOR 2022 اہم سوالات برائے امتحانات

S.S.C (Annual) Examinations Part II

Computer Studies Theory/کمپیوٹراسٹڈیز(نظری)

Class **X (Science Group)** دسویں جماعت کے لیے

MCQs

Choose the correct answer for each from the given options

1   **To "bake a cake" is an example of_____.**
- Problem
- Strategy
- Algorithm
- Solution

2   **To find a festival solution to a problems the first step is to:**
- Establish starting point
- Find available solutions
- Create strategy
- Identify and analyze the problem

3   **Step by step solution of a problem is simple language is called:**
- Problem solve
- Algorithm
- Flowchart
- Data structure

4   **Show the logic of program graphically:**
- Data structure
- Graph
- Algorithm
- Flowchart

5   **Symbol is used for input output in flow chart:**
- Triangle
- Square
- Parallelogram
- Rectangle

6   **Element of ---------- Data structure are not connected sequentially:**
- Array
- Graph
- Queue
- Stack

7   **_____ Store data in hierarchal manner:**
- Stack
- Queue
- Array
- Tree

8   **What that data is pushed in stack it means that data is:**
- Inserted
- Deleted
- Sorted
- Edited

9   **In binary tree each child can have maximum.**
- One nodes
- Two nodes
- Three nodes
- Four nodes

10   **Traversing an a array means accessing.**
- First element
- Last element
- Any specific element
- Each and every element of the array

11   **A computer program is the collection of:**
- Tasks
- Instructions
- Computers
- Programmers

12   **High level language have syntax that is:**
- Easily readable by humans
- Easily readable by machines
- Easily readable by both
- None of the above

13   **The primary characteristics of a compiler is to:**
- Translate codes line by line
- Translate low level code to machine language
- Detect logical errors
- Translate codes all at once

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Computer Studies Theory/(نظری) کمپیوٹراسٹڈیز

Class **X (Science Group)** دسویں جماعت کے لیے

14 **The primary characteristic of an interpreter is to:**
- Translate codes line by line
- Translate low level code to machine language
- Detect logical erors
- Translate codes all at once

15 **An integrated development environment facilities a program to:**
- Edit source code
- Complete and highlight syntaxes
- Debug and compile codes
- All of above

16 **All error deleted by user are typically:**
- Syntax Errors
- Semantic Errors
- Run-time Errors
- Logical Errors

17 **Allowed names for declaring a variable:**
- Can contain whitespaces
- Can be one of the reserved words
- Can contain letters digits and underscores
- Can be the same as its data type

18 **A bool data can story following type of value.**
- Numbers
- Strings
- Fractional number
- True or false

19 **Which data type of Peters the most space is memory:**
- Character
- Integer
- Floating point
- Double floating point

20 **Low level language have santax that is:**
- Easily readable by humans
- Easily readable by machines
- Easily readable by both
- None of above

21 **The C ++ header file _____ contains function prototype for the standard input and Output function.**
- <iomain.h>
- <isotream>
- <fstream.h>
- <cstdio.h>

22 **Which operator is used for input stream.**
- >
- <<
- >>
- <

23 **Gets stand for_____.**
- Get stream
- Get string
- Get str
- Get std

24 **Getch () and getche () are included in _____header file.**
- <cstdio.h>
- <conio.h>
- <stdlib.h>
- <stdio.h>

25 **Which operator is used for logical and operation.**
- &&
- ||
- !
- &

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S.S.C (Annual) Examinations Part II

کمپیوٹراسٹڈیز(نظری)/Computer Studies Theory

دسویں جماعت کے لیے Class **X (Science Group)**

26	**Which of the following operator is correct to compare two values of variables?**			
	▪ =	▪ <=	▪ ==	▪ Both b and c
27	**Which of the following needs pressing enter key from the keyboard?**			
	▪ Getch()	▪ Getche()	▪ Getchar()	▪ Gets()
28	**!= operator belong to which type of operator.**			
	▪ Relational	▪ Logical	▪ Arithmetic	▪ None of these
29	**Which operator add the first operand to the second operand and give the result to first operand.**			
	▪ +	▪ ++	▪ +=	▪ *=
30	**Cout << 12-6/2; what will be the result on screen?**			
	▪ 3	▪ 6	▪ 9	▪ 12
31	**Loop within a loop is called _____loop.**			
	▪ Inner	▪ Outer	▪ Enclosed	▪ Nested
32	**"Case" and _____ are also part of switch statement.**			
	▪ Have	▪ Default	▪ For	▪ If
33	**"for" () function is used to _____.**			
	▪	▪	▪	▪
34	**Exit () function is used to _____.**			
	▪ Close switch	▪ Close program	▪ Close Loop	▪ Close function
35	**Continue statement taken control to the _____:**			
	▪ End of function	▪ Top of function	▪ End of loop	▪ Top of loop
36	**In go to statement label following by _____ character:**			
	▪ Double quote (")	▪ Single quote (')	▪ Semi colon (;)	▪ Colon (:)
37	**To send value to the calling function we use _____-statement.**			
	▪ Throw	▪ Return	▪ Send	▪ Back
38	**"break" statement is used with_____:**			
	▪ While	▪ For	▪ Switch	▪ If
39	**Using "else" is _____with "if" statement.**			
	▪ Optional	▪ Compulsory	▪ Advised	▪ Prohibited
40	**"if" and loop expressions use _____operators to test condition.**			
	▪ Bitwise	▪ Insertion	▪ Relational	▪ Arithmetic
41	**The function that are defined by the programmer are called;**			
	▪ Function	▪ Sub function	▪ User defined-function	▪ Built-in function
42	**A programmer creates a function for a particular task and the programmer wants to include that function in program. Which extension is required to save that function?**			
	▪ .exe	▪ .cpp	▪ .h	▪ .obj

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43 **In C++, int main () returns which date type value by default?**
- Double
- Char
- Int
- Float

44 **The parameter specified is the function header are called;**
- Command line parameters
- Default parameters
- Actual parameters
- Formal parameters

45 **The word prototype means;**
- Both & b
- Definition
- Calling
- Declaration

46 **The function prototype consists of:**
- All of the these
- The value return from function
- The parameters are passed to the function
- Name of function

47 **All variables declared in function definition are called:**
- Local varible
- Instance variable
- Global variable
- Static variable

48 **Which are not the built-in function?**
- Sin()
- Exp()
- Time()
- Sqrt()

49 **The universal gate is_____:**
- NAND gate
- OR gate
- AND Gate
- None of these

50 **The _____ is inverter.**
- AND
- OR Gate
- NOT
- None of these

51 **In Boolean algebra the bar sign (-) indicates_____:**
- OR Operation
- NOR Operation
- NOT Operation
- None of these

52 **With the combination of three varibles how many outputs are expected altogether?**
- Nine
- Eight
- Six
- Three

53 **A+A=A is a _____ rule of Boolean algebra.**
- 7th
- 5th
- 6th
- 3rd

54 **A.A=0 is a _____-rule of Boolean algebra:**
- 10th
- 6th
- 8th
- 1st

55 **The feature of scratch is_____:**
- It is a visual
- Its free forever
- No need to remember codes
- All of above

56 **In scratch the character which moves on the stage is called a _____:**
- Event
- Script
- Command
- Sprite

57 **Repeat 10, forever and if then codes are available in _____:**

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Class **X (Science Group)** دسویں جماعت کے لیے

- Sensing
- Look
- Control
- Motion

58 **The looks of sprite can be changed by using_____:**

- Control tab
- Script tab
- Costume tab
- Backdrop tab

59 **Turn command turns sprite to specified:**

- Degree
- Steps
- Coordinate
- Seconds

60 **The looks of sprite can be changed by using _____:**

- Costume Tab
- Backdrop Tab
- Script Tab
- Control Tab