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Self-Made Assignment - Introduction To Programming Technique

Program and Program Design

Solve the following MCQs

1. What is a program?

- A) A set of instructions executed by a computer
- B) A hardware component
- C) A network protocol
- D) A type of software

2. What does algorithm refer to in programming?

- A) A programming language syntax
- B) A step-by-step procedure to solve a problem
- C) A type of software bug
- D) A system software

3. In program design, what does modularity mean?

- A) Writing all code in a single file
- B) Dividing a program into smaller, manageable sections or modules
- C) Using only one data type
- D) Writing code without comments

4. What is the primary purpose of a flowchart in program design?

- A) To write code
- B) To visualize the logic and flow of a program
- C) To compile the program
- D) To test the program

5. Which of the following represents the correct order of program development?

- A) Design, Coding, Testing, Debugging
- B) Coding, Testing, Design, Debugging
- C) Design, Coding, Debugging, Testing
- D) Debugging, Design, Testing, Coding

6. What is pseudocode?

- A) A specific programming language
- B) An informal way of describing an algorithm using plain language
- C) A type of software documentation
- D) A method for debugging

7. What is the main advantage of using comments in code?

- A) To make the code run faster
- B) To explain the purpose and logic of the code to other programmers
- C) To increase the size of the code
- D) To prevent errors

