

BINT 0113: INTRODUCTION TO PROGRAMMING I

Answer Question ONE and any other THREE Questions.

QUESTION 1

- a. What is a variable? [2 marks]
- b. Differentiate between global and local variables? [3 marks]
- c. Define the term flowchart? [2 marks]
- d. Define the term algorithm and List two types [3 marks]
- e. Differentiate between the Source code and Object code [3 marks]
- f. Distinguish between high level language and low level language. [4 marks]
- g. State three types of operators giving examples? [4 marks]
- h. List three programming operations on files [3 marks]

QUESTION 2

- a. Define the term machine language? [2marks]
- b. What are three modes of error detection? [3marks]
- c. Why is machine language considered faster in processing. [3marks]
- d. List three types of low level languages? [3 marks]
- e. Explain the following terms:
 - Object code [2marks]
 - Source code [2marks]

QUESTION 3

- a) What is Unicode? [2marks]
- b) What is a constant? [2 marks]
- c) Write a program to find the circumference of a circle given the following
Radius =2 cm, Pie =3.142 [4 marks]
- d) Describe the following control structures
 - i. Selection [2 marks]
 - ii. Iteration [2 marks]
 - iii. Sequence [3 marks]

QUESTION 4

- a. What is machine language? [2 marks]
- b. Explain the term structured programming. [4 marks]
- c. State three types of translators. [4 marks]
- d. State three examples of programming languages? [3 marks]
- e. Write the following acronyms in full
 - ASCII [1mark]
 - EBCDIC [1 mark]

QUESTION 5

- a. What is a pseudo code? [2 marks]
- b. State three guidelines of writing pseudo codes. [4 marks]
- c. Write a pseudo code for a program to find the sum of two numbers and display the result. [9 marks]