BOARD OF INTERMEDIATE EDUCATION, KARACHI INTERMEDIATE EXAMINATION, 2016 (ANNUAL)

Date: 11.05.2016 9:30 a.m. to 9:50 a.m.

COMPUTER SCIENCE PAPER – II (Science General Group)

Max. Marks: 15 Time: 20 minutes

NOTE: This paper comprises Two independent options – (I) Programming Using 'C' and (II) Programming Using Visual Basic. The candidates have to attempt any One Option, Programming Using 'C' OR Programming Using Visual Basic, whichsoever they have offered.

Basic, whichsoever they have offered.								
The correct answers are highlighted in red colour.			<u>OPTION – I</u> PROGRAMMING USING 'C'					Code No:CSI-10
							Write this Code No. in the Answerscript.	
<u>SECTION 'A'</u> (MULTIPLE CHOICE QUESTIONS) – (M.C.Qs.)								
<u>NOTE:</u>	i) This section consists of 15 part questions and all are to be answered. Each question carries one mark.							
	 Do not copy the part questions in your answerscript. Write only the answer <u>in full</u> against the proper number of the question and its part. 							
	iii) The code number of your question paper is to be written <u>in bold letters</u> in the beginning of the answerscript.							
1. Choose the correct answer for each from the given options:								
i)	-			he follow				e used: float $a=3.14$; double $b=2.532$:
		"% f % lf ", a, b)						(f'', a, b);
	* printf ("%Lf%Lf" ,a	, <i>b</i>);		*	printf ("	f % Lf	(a,b);
ii)	The columns * Rows	s in a Microsoft Ac *	ccess Table are ca Records	lled:	Fields		*	Entities
iii)	A foreign ke							
111)		ing to do with the	primary key		*	has diffe	rent valu	ies than the primary key
	* is found	l in tables that do n	ot have a primary	v key	*	is relate	d to the	primary key of a different table
iv)	The various * Tools	components in MS *	S Access are calle Entities	d: *	Propertie	es	*	Objects
v)	A field in Dl	BMS is sometimes	called a/an·					
•)	* File	*	Attribute	*	Record		*	Database
vi)	A function w * Recursive	vhich invokes itsel <mark>e function</mark>		function	*	Library f	function	* Iteration function
vii)	Names giver * header f	n to variable, const files *	ants and function indentifiers	s are calle	ed: loops		*	structures
					1			
viii)		s used when we ne ial logic *	Selection logic	*	Iteratio	n logic	*	Parallel logic
ix)	This is a stat	ement terminator						
	* {	*	;	*	"		*	}
x)	• 1	error is detected b	• •					
	* Run tim	e *	Logical	*	Syntax		*	Absolute
xi)	A pictorial/ g * Flowch	graphical represen <mark>art</mark> *	tation of program Procedure	logic is k *	nown as: Source c		*	Algorithm
xii)	A program, v * Source	written in high lev code *	el language, is kn Object code	own as: *	Uni code	e	*	Executable code
xiii)	Format spec	ifiers must start wi	ith:					
,	* %	*	&	*	/		*	/
xiv)	This is a rela $*$ x = y;	ational expression:	x == y;	*	x + y;		*	x ++
	• /		*		л у,			
xv)		tatement is used to haracter data) input:	*	Integer d	lata		
	* String of			*	Float dat			
xxxxxxxx								