

NAME # Ikram Ullah

ID # 7976

Subject # Introduction to  
Computer programming

Submitted to # Eng Ashraf Ali

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# Question #1

Part (a)

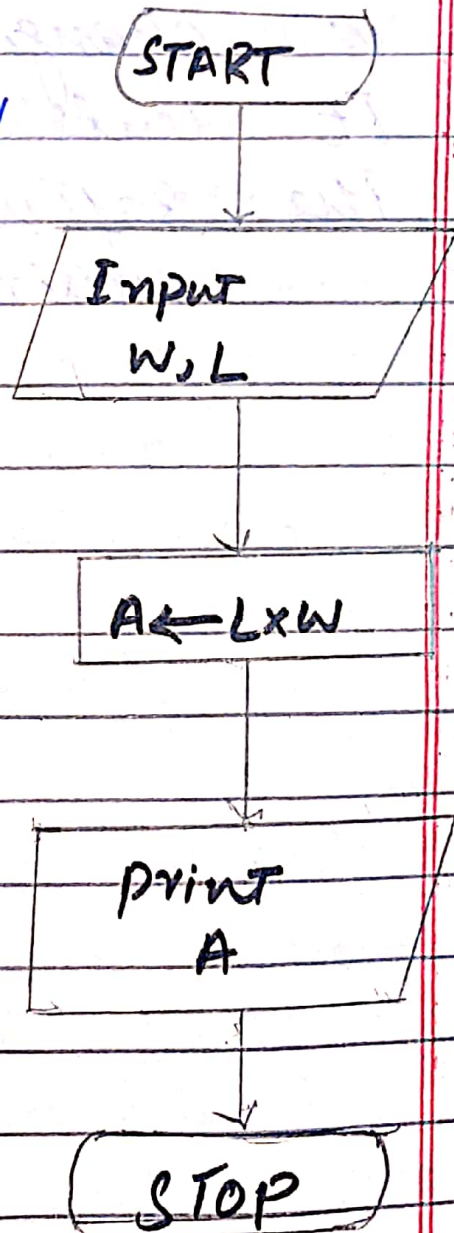
Ans  $\Rightarrow$

## Algorithm

• Step 1 : Input W, L

• Step 2 :  $A \leftarrow L \times W$

• Step 3 : Print A



②  
Question no 1

Part (b)

Ans ⇒ During the execution of a program, the error that may occur are:

① Syntax error :- error occur when our program contains grammatical errors.

Ex: Suppose we didn't put semicolon at the end of a statement -

② Run Time Errors :- These error occur while the program is running -

③ Logical Error :- Error such as calculation mistake -



③

## Question 2(a)

Ans  $\Rightarrow$  Use of iostream.h

$\Rightarrow$  In starting of every program we use iostream.h because C++ does not have the function to input and display the output function internally so we use io.stream.h to input the data in C++ as well as output it on the screen. So finally we got the answer for we use of io.stream.h in C++.

Use of conio.h in C++  
 $\Rightarrow$  conio.h is a C++

header file used mostly by MS-DOS compilers to provide console input/output -

④

It is not part of  
The C standard library  
or ISO C -

This header declares  
several useful library  
functions for performing  
"console input and output"  
from a program -



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## Question #2 (b)

Ans ⇒

Maintain and update the program

Maintenance and update are the modification of a software product after delivery to correct faults, to improve performance or other attributes, or to adapt the product to a modified environment -

• Types of maintenance

(a) corrective maintenance

⇒ Reactive modification of a software product performed after delivery to correct discovered problems - it deals with fixing bugs in the code -

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## ⑥ Adaptive Maintenance

⇒ modification of a software product performed after delivery to keep a software product usable in a changed or changing environment. It deals with adapting the software to new environments -



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## Question no 3

Q) Bug and Debug

⇒ In Computer Technology, a bug is a coding error in a computer program -

Debug

Debugging is the process of detecting and removing of existing and potential errors (also called as bugs) in a software code that can cause it to behave unexpectedly or crash -



(D) Syntax error

Syntax error occur when our program contain some grammatical error -

Logical error

⇒ Error such as calculation mistake -

(C) Compiler and Assembler

Compiler :- Compiler compiles entire C source code into machine code -

~~converts~~

Assembler :- Assembler is a program that converts assembly level language (low level language) into machine level language.

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## a) System Software

⇒ System software is the type of software which is the interface b/w application software and system.

## Application Software

Application software is the type of software which runs as per user request. It runs on the platform which is provided by system software.

## b) Low level language

⇒ Direct memory management  
⇒ Much faster than high level.  
⇒ Superb performance but hard to write.

⇒ Few support and hard to learn.



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## High level language

- ⇒ They are Interpreted.
- ⇒ poor performance
- ⇒ codes are Concise
- ⇒ Large Community
- ⇒ Flexible Syntax and easy to read -