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Question No 1

PART "A"

what is C++ ?

C++ is general purpose object-oriented programming (oop) language developed by Bjarne Stroustrup. originally C++ was called "C with classes" as it had all the properties of the C language with the addition of user-defined data types called "classes". it renamed C++ in 1983

⇒ C++ is cross platform language that can be used to create high performance application. C++ was developed by Bjarne Stroustrup as

extension of the C language. C++ give programmers a high level of control over system resource and memory.

language paradigm: object oriented program.

language designers: Bjarne Stroustrup.

Features of C++

The main features of C++ is it object oriented programming language and it is very simple and easy language to read and write.

- * Object oriented programming
- * platform dependent
- * Compiler Based
- * Simple and easy to learn
- * Huge function library
- * uses of pointer concept
- * Syntax based
- * Power Full
- * Modularity
- * Case sensitive
- * Mid level programming language
- * Structured programming language.

CLASS

A class is a user defined blueprint or prototype from which objects are created. It is represent the set of properties or method that they are common at all objects of one type.

Question No 4

Part "B"

DATA TYPE:-

Integers:-

C++ requires that all variables used in a program be given a data type we have already seen that data type `int`. Variables of this type are used to represent integers (whole number). Declaring a variable to be type signals the compiler that it must associate enough memory with the variable identifier to store an integer value or integer values. But there is (system dependent) limit on the largest and smallest integers that can be stored. Hence C++ also supports the data type `short int` and `long int` which represent

represent respectively, a smaller
and a larger range of
integer value than int
Adding the prefix unsigned
to any these type
of means that you wish
to represent non negative
integers only example,
the declaration

int year age - Now, another
year another age:

reverses memory
for representing your
relatively small non-
negative integers

Some rules
have to be observed
when writing integer
value in program.

① Decimal point cannot
be used although 26 and
26.0 have the same
value "26.0" is not
type "int"

② Commas cannot be used
in integers so that (for
example) 23897 has to be
written as "23897"

Question NO 2

part "A"

Sub- programs:-

A natural way to solve large problem is to break them down into a series of sub problem which can be solved more-or-less independently and then combined arrive at the complete solution. In program this methodology reflects itself in this use of sub-program and C++ all sub programs are called function (corresponding to both languages) "function" and procedure is pascal and some other programming languages).

The function is define in sub program accessed via the library file (old header styles moth.n). The sub program takes "number" used a particular algorithm

to compute its square root and then returns the computed value back to the program. We don't care what the algorithm is as long as it gives the correct result. It would be ridiculous to have to explicitly (and perhaps repeatedly) include this program.

Computer program.

A computer program is a list of instructions that tell a computer what to do. Everything a computer does ~~not~~ is done by using a computer program. A computer program is written in programming language.

⇒ Computer programming is a way of giving computer instructions about what they should do next. These instructions are known as code and computer programmers write code to solve a problem or perform a task.

Question No 2

part "B"

Expression	True	False
→ $(6 < 6) \&\& (5 < 3)$		X
→ $(6 < 6) \ \ (5 < 3)$	✓	
→ $(5 != 6)$	✓	
→ $(5 < 3) \&\& (6 < 6) \ \ (5 != 6)$		X
→ $(5 < 3) \&\& ((6 < 6) \ \ (6 != 6))$		X

Question No 3

PART "A"

break program:-

The programmer can break a single program into separate files as generally known modules these modules are ~~applied~~ compiled into machine code by the C++ compiler and then combined during the build process to generate a single program.

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Example:

File can be opened in three modes: Reading Mode, Writing Mode, Appending Mode. If file is not present on the path specified then new file can be created using write and append mode. Overall we used to open following type of file.

Question No 3

Part "B"

Different b/w H and CPP averages?

CPP file is the compilation unit. It is the real source code file that will be compiled (++) -- h (header) file are files that be virtually copy/pasted in the CPP file where the #include precompiler instruction appears once headers code is inserted in the.

→ A CPP file include the definitions from any header which include (because CPP and header file together become a single translation unit).

⇒ A header file might be included by more than one CPP file.

⇒ A linker typically
won't like anything
define or more
than CPP file.

Therefore any definition
is header file should
be inline or static
Header file also contain
declaration which
are used by more
than one CPP file.