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ID - 7978

Sec - B

Sub - C++

To,

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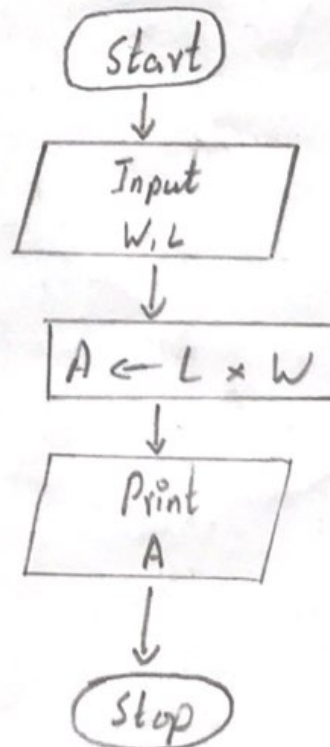
Q.No-01

Part (a)

Algorithm:

- Step 1: Input W, L
- Step 2: $A \leftarrow L \times W$
- Step 3: Print A

Flow chart:



Part B

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

• Syntax errors: error occurs when our program contains grammatical errors.

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

• Run time error: These error occur while the program is running.

• Logical errors: Errors such as calculation mistakes etc.

Q-No-02

Part (a)

C++ input/output streams are primarily defined by `iostream.h`, a header file that is part of the C++ standard library (the name stands for Input/output stream).

`Conio.h` is a C header file used mostly by MS-DOS compilers to provide console input/output. [1] It is not part of C standard library or ISO C, nor is it defined by POSIX.

This header declares several useful library functions for performing "console input & output" from a programme.

Part (b)

Maintain & Update the program:

Maintain 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.

It deals with updating
the software according to
changes in user requirements.

(5)

Q-No-03

Differentiate

a) Bug & Debug:

When we write a program to compile (software or computer program) and we make some mistake is known as bug.

Locating that error or making correction is known as debugging.

(6)

b) Syntax and Logic Errors:

- Syntax errors are mistakes such as misspelled keywords, a missing punctuation character, a missing bracket, or a missing closing parenthesis.
- Logic errors are those errors that prevent your program from doing what you expected it to do.

c) Compiler & Assembler

• Compiler:

A compiler is a program that translates users readable source code into computer executable machine.

• Assembler:

An Assembler Assembles a programme to compile.

(8)

d) System software to Application software

System software;

It is an independent software which runs application softwares.

Application software

It is dependent on system software. It can not be run with out system software.

e) Low level and High level

- | | |
|---|--|
| <ul style="list-style-type: none"> • Computer language consists of mnemonics that directly correspond to machine language instructions • Very close to machine language • Concentrate on machine architecture • Machine language • Assembly language | <ul style="list-style-type: none"> • Basically symbolic languages that use English words or mathematical symbols rather than mnemonic codes • Machine independent programming languages • concentrate on the logic problems • C • C++ • Java |
|---|--|