

eExam Question Bank

Coursecode:

Choose Coursecode

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<input type="checkbox"/>	Question Type	Question	A	B	C	D	Answer	Remark
<input type="checkbox"/>	FBQ	<input type="text"/> __system testing is designed to ensure that the system requirements and specifications are achieved	Functional					<input type="button" value="eExam"/>
<input type="checkbox"/>	FBQ	COBOL, FORTRAN, C, C++ are examples of a (an) <input type="text"/>	Procedural Programming					<input type="button" value="eExam"/>
<input type="checkbox"/>	FBQ	Another name for assembly language is <input type="text"/>	Low-level language					<input type="button" value="eExam"/>
<input type="checkbox"/>	FBQ	The two efficiency attributes used to analyze the performance of an algorithm are time and <input type="text"/> —.	Space					<input type="button" value="eExam"/>
<input type="checkbox"/>	FBQ	<input type="text"/> (1823) proposed an algorithm that finds a path without any backtracking	Warnsdoff					<input type="button" value="eExam"/>
<input type="checkbox"/>	FBQ	The full meaning of the acronym ANSI is <input type="text"/> —.	American National Standards Institute					<input type="button" value="eExam"/>
<input type="checkbox"/>	FBQ	<input type="text"/> attributes is used to analyse the performance of algorithm	Efficiency					<input type="button" value="eExam"/>
<input type="checkbox"/>	FBQ	Source code is the coded instruction given to the computer in a <input type="text"/> language in order to accomplish a given task	programming					<input type="button" value="eExam"/>
<input type="checkbox"/>	FBQ	<input type="text"/> is the fifth stage of algorithm design	Evaluation					<input type="button" value="eExam"/>

<input type="checkbox"/>									
<input type="checkbox"/>	FBQ	Another name for nondeterministic stage is <input type="text"/>	Guessing						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> algorithms require dividing problems into sub-instances	divide-and-conquer						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> sort can compare adjacent elements of the list and exchange them if they are out of order	Bubble						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> complexity classifies problems according to their inherent difficulty.	Computational						eExam
<input type="checkbox"/>	FBQ	The <input type="text"/> allows a program to be retrieved from the disk and amended as necessary.	Editor						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> sort divide its elements according to their values	Quick						eExam
<input type="checkbox"/>	FBQ	Among all elementary sorting methods, <input type="text"/> sorting is an inferior choice	bubble						eExam
<input type="checkbox"/>	FBQ	The more frequently used natural measures of size for a situation where the choice of a parameter indicating an input size is not really a factor is called <input type="text"/> order n.	Matrix						eExam
<input type="checkbox"/>	FBQ	The <input type="text"/> _ -case efficiency seeks to provide information on random input	Average						eExam
<input type="checkbox"/>	FBQ	A programming language must have language structure, which consists of <input type="text"/> _, expressions and statements	Keywords						eExam

<input type="checkbox"/>									
<input type="checkbox"/>	FBQ	A loader or <input type="text"/> ensures the running of a machine-oriented program by combining it with any necessary software also in machine-oriented form	Linker						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> is the process of adding elements to the stack	PUSH						eExam
<input type="checkbox"/>	FBQ	A procedure for solving computational problems is called an <input type="text"/>	Algorithm						eExam
<input type="checkbox"/>	FBQ	Decision problems that cannot be solved at all by any algorithm are called <input type="text"/> problems	Intractable						eExam
<input type="checkbox"/>	FBQ	The <input type="text"/> function is used in most programming languages to get a remainder when a number is divided by another number	Mod						eExam
<input type="checkbox"/>	FBQ	Algorithms that do not recall back the same algorithm or function are referred to as being <input type="text"/> -	Non-recursive						eExam
<input type="checkbox"/>	FBQ	Real numbers consist of values with <input type="text"/> parts	fractional						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> analysis is the first stage involved in developing an efficient program	Problem						eExam
<input type="checkbox"/>	FBQ	The major standard integer data-types are real, single, double and <input type="text"/> -	Extended						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> sort scan the entire given list to find its smallest element	Selection						eExam

<input type="checkbox"/>									
<input type="checkbox"/>	FBQ	The object code is the result of the compilation process and it is also referred to as the <input type="text"/> code	Target						eExam
<input type="checkbox"/>	FBQ	The search that is based on both a recursive and non-recursive algorithms is called <input type="text"/> search	Binary						eExam
<input type="checkbox"/>	FBQ	Class NP is the class of decision problem that can be solved by <input type="text"/> polynomial algorithms	Nondeterministic	Non-deterministic					eExam
<input type="checkbox"/>	FBQ	A <input type="text"/> _ is a partially ordered data structure that is used in implementing priority queues	Heap						eExam
<input type="checkbox"/>	FBQ	A Tree is a connected <input type="text"/> graph.	acyclic						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> is a fast and easy way to transverse an array of a given set of elements	Bubble sort						eExam
<input type="checkbox"/>	FBQ	A graph with no cycle is called <input type="text"/> _.	Forest						eExam
<input type="checkbox"/>	FBQ	A programming language must have <input type="text"/> rules for forming statements	Syntactic						eExam
<input type="checkbox"/>	FBQ	Sorting is the arrangement of items in a <input type="text"/> order	predetermined						eExam
<input type="checkbox"/>	FBQ	The two major reasons for documentation are clarity and <input type="text"/>	Extensibility						eExam

<input type="checkbox"/>									
<input type="checkbox"/>	FBQ	The fundamental building blocks of object-oriented programming are object modelling, classification and <input type="text"/>	Inheritance						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> __ is a sequence of zero or more elements called nodes	Linked list						eExam
<input type="checkbox"/>	FBQ	Low level programming is also called <input type="text"/>	Coding						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> efficiency seeks to provide information on random input	average-case						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> __ consist of positive and negative whole values	Integers						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> __ is a means of organising related data items	Data structure						eExam
<input type="checkbox"/>	FBQ	There are <input type="text"/> levels of the programming language	four	4					eExam
<input type="checkbox"/>	FBQ	This is the final stage of program development <input type="text"/>	Documentation						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> __ is the result of the compilation process	Object code						eExam
<input type="checkbox"/>	FBQ	The normal program execution consists of <input type="text"/> stages	four	4					eExam
<input type="checkbox"/>	FBQ	<input type="text"/> __ is a finite sequence of unambiguous instructions	an algorithm						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> __ is a data structure in which insertion and deletion can only be done at one end	Stack						eExam

<input type="checkbox"/>									
<input type="checkbox"/>	FBQ	<input type="text"/> __ is an optimisation technique which belongs to the family of local search	Hill climbing						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> __ is designed to communicate signal between CPU and the monitor	virtual graphic interface	VGA					eExam
<input type="checkbox"/>	FBQ	<input type="text"/> __ generation of computers was coded in machine language	fourth	4th					eExam
<input type="checkbox"/>	FBQ	<input type="text"/> __ programming language is also called assembly language	low level						eExam
<input type="checkbox"/>	FBQ	Programming languages are languages through which we can <input type="text"/> the computer	instruct						eExam
<input type="checkbox"/>	FBQ	A graph can be pictorially defined as a connection of points in a plane called <input type="text"/> or edges	Vertices						eExam
<input type="checkbox"/>	FBQ	Languages can be used to execute a wide range of <input type="text"/>	Algorithms						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> __ is a data structure in which insertion and deletion can only be done at one end	Stack						eExam
<input type="checkbox"/>	FBQ	<input type="text"/> __ this indicates how fast an algorithm runs	Time efficiency						eExam
<input type="checkbox"/>	MCQ	The two major reasons for documentation are clarity and _____.	Extensibility	history	records	continuity	A		eExam
<input type="checkbox"/>	MCQ	_____ programmers are those who design and maintain the basic software that runs the system	System	Analyst	Special	Engineer	A		eExam
<input type="checkbox"/>	MCQ	The three popular methods used to develop a logic plan are flowcharts, _____ and a top-down chart	algorithm	pseudo-code	character	OOP	B		eExam

<input type="checkbox"/>								
<input type="checkbox"/>	MCQ	_____ is the path that starts and ends at the same vertex and passes through all the other vertices exactly once	Hamiltonian circuit	Hamiltonian graph	Hamiltonian diagram	Hamiltonian circuit	A	eExam
<input type="checkbox"/>	MCQ	Which of the options is the standard number of rows and columns in a chess board?	Cworst (n) E O (log n)	Cavg (n) = 1	Cbest (n) = 1	Cavg (n) = 1 (log ₂ n)	B	eExam
<input type="checkbox"/>	MCQ	The following are advantages of Divide-and-Conquer, except?	Quicksort	Mergesort	Otions B and D	Binary	A	eExam
<input type="checkbox"/>	MCQ	Partition-Exchange Sort is also known as?	Stable	Operate in place	Adaptive	None of the options is correct	D	eExam
<input type="checkbox"/>	MCQ	The ideal sorting algorithm would have the following properties,except?	Quicksort	Mergesort	divide and conquer	Binary	C	eExam
<input type="checkbox"/>	MCQ	Which of the following options is the fastest sorting algorithm?	Quicksort	Mergesort	divide and conquer	Binary	D	eExam
<input type="checkbox"/>	MCQ	Which sort is an O(n log n) comparison-based sorting algorithm	Bubble sort	Insertion sort	Merge sort	Quick sort	C	eExam
<input type="checkbox"/>	MCQ	Which of the following sorting algorithms has average-case and worst-case running time of O (n log n) ?	Quicksort	Mergesort	divide and conquer	Binary	D	eExam
<input type="checkbox"/>	MCQ	Which of the following paradigms helps in the discovery of efficient algorithms?	Quicksort	Mergesort	Binary	All of the options	C	eExam
<input type="checkbox"/>	MCQ	Which of the options has a time complexity of $\Theta(n \log(n))$ on the average?	Quicksort	Mergesort	Binary	Options A and B	B	eExam
<input type="checkbox"/>	MCQ	Which of the following options is a recursive sort algorithm?	Quicksort	Mergesort	Binary	All of the options	D	eExam
<input type="checkbox"/>	MCQ	Which of the options is an example of divide-and-conquer paradigm?	Queue	Heap	Stack	Tree	C	eExam
<input type="checkbox"/>	MCQ	A data structure in which insertion and deletion can only be done at one end is called a	Character	Numeric	String	Memo	A	eExam
<input type="checkbox"/>	MCQ	Which of the following options is the major reason(s) for documentation?	Program Documentation	Program Testing	Program Coding	Program Checking	B	eExam

<input type="checkbox"/>								
<input type="checkbox"/>	MCQ	A finite sequence of unambiguous instructions for solving a problem is called	Object Code	Source Code	Machine Code	Modular Code	B	eExam
<input type="checkbox"/>	MCQ	The coded instruction given to the computer in a particular programming language in order to accomplish a given task is called	Testing and Debugging	Documentation and Design	Coding and Problem analysis	Literature Review	D	eExam
<input type="checkbox"/>	MCQ	Which of the following stages of developing an efficient program is not correct?	Object-Oriented Programming	Functional Programming	Event- Driven Programming	Procedural Programming	D	eExam
<input type="checkbox"/>	MCQ	Which of the following options is not correct as for the feature(s) of programming languages?	User Friendly	Saves time	Portable	Specific to particular Machine	D	eExam
<input type="checkbox"/>	MCQ	Java is an example of a (an)	Procedural programming	Logic Programming	Functional Programming	Object-Oriented Programming	D	eExam
<input type="checkbox"/>	MCQ	Which of the following is the major advantage of a high level language?	It is specific to particular machine	It saves much time and effort when used	It requires a translator	It requires a compiler	B	eExam
<input type="checkbox"/>	MCQ	A set of codes that instructs the computer to carry out some processes is called	A flowchart	A program	An object code	An Instructtin	B	eExam
<input type="checkbox"/>	MCQ	The languages through which we can instruct the computer to carry out some processes is called	COBOL	ADA	Programming	JavaScript	C	eExam
<input type="checkbox"/>	MCQ	Programming languages are languages through which we can instruct	the computer	tasks	some processes	None of the above	A	eExam
<input type="checkbox"/>	MCQ	programme is a collection of logical declarations about what outcome a function should accomplish	Budget	event driven	logic	None of the above	D	eExam
<input type="checkbox"/>	MCQ	...is concerned with making complex calculations very fast and very accurately	Management Information System	Artificial Intelligence	Systems	Scientific Computing	D	eExam
<input type="checkbox"/>	MCQ	Programs for use by institutions to manage their information systems	Management Information System	Artificial Intelligence	Systems	Scientific Computing	A	eExam
<input type="checkbox"/>	MCQ	This is a program that converts programs written in assembly	translator	intelligence	Assembler	Compilers	C	eExam
<input type="checkbox"/>	MCQ	Some advantages of high-level language are as follows except	used on few computer	It is very portable	It saves much time	It is more user friendly	A	eExam

<input type="checkbox"/>									
<input type="checkbox"/>	MCQ	...program is a continuous loop that responds to events that are generated in an unpredictable order	event driven	logic	Concurrent	None of the above	A	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	These are various programming methodologies	procedural	logic	object-oriented	all of the above	D	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	This is where the clear statement of the problem is stated	Design	Coding	Problem Analysis	none of the above	C	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	...is the result of the compilation process	Execution Stages	Source Code	Compilation	object code	D	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	...is a finite sequence of unambiguous instructions	detector or a sensor	an assesor	an effector	an algorithm	D	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	This is a level of programming language which is different from the machine language	Low Level Language	High Level Language	Procedural Programming	none of the above	A	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	This is a level of programming language which is different from the machine language	Low Level Language	High Level Language	Procedural Programming	all of the above	A	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	...is a series of steps, each of which performs a calculation	procedural	Upwards	procedural program	none of the above	C	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	Low level programming language is also called assembly language	TRUE	FALSE	Undecided	None of the above	A	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	Machine language is peculiar to each type of computer	strongly agree	disagree	strongly disagree	agree	A	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	...language is independent of the computer	low level	high level	middle level	all of the above	B	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	Some advantages of high-level language are as follows except	used on few computer	It is very portable	It saves much time	It is more user friendly	A	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	...programming languages are as follows except	E	COBOL	FORTTRAN	C	A	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	Major functional programming languages are	Lisp	Scheme	Haskell	all of the above	D	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	programme is a collection of logical declarations about what outcome a function should accomplish	Budget	logic	event driven	None of the above	B	<input type="button" value="eExam"/>	
<input type="checkbox"/>	MCQ	program is a continuous loop that responds to events that are generated in an unpredictable order	event driven	logic	Concurrent	None of the above	A	<input type="button" value="eExam"/>	

<input type="checkbox"/>	MCQ	...program is a collection of cooperating processes	Concurrent	logic	event driven	None of the above	A	eExam
<input type="checkbox"/>	MCQ	Programs for use by institutions to manage their information systems	Management Information System	Artificial Intelligence	Systems	Scientific Computing	A	eExam
<input type="checkbox"/>	MCQ	...is a program that translates another program written in any programming language	Repetitiveness	A translator	Assembler	Compilers	B	eExam
<input type="checkbox"/>	MCQ	This is a program that converts programs written in assembly	translator	intelligence	Assembler	Compilers	C	eExam
<input type="checkbox"/>	MCQ	...allows a program to be retrieved from the disk	translator	An editor	Concurrent	Compilers	B	eExam
<input type="checkbox"/>	MCQ	...is the process of writing programs	The computer	Programming	Algorithms	All of the above	B	eExam
<input type="checkbox"/>	MCQ	There are levels of programming languages	eight	two	tree	three	D	eExam
<input type="checkbox"/>	MCQ	...is a means of organising related data items	Data	Data structure	All of the above	structure	B	eExam
<input type="checkbox"/>	MCQ	...is a sequence of zero or more elements called nodes	Linked list	Sequence	Pointers	Array	A	eExam
<input type="checkbox"/>	MCQ	The efficiency attributes of an algorithm are	time and space efficiency	time frequency	space effort	All of the above	A	eExam
<input type="checkbox"/>	MCQ	...efficiency seeks to provide information on random input	Average-case	Implementation	Pointers	Sequencing	A	eExam
<input type="checkbox"/>	MCQ	...is an optimisation technique which belongs to the family of local search	Hill climbing	Travelling	Local maxima	All of the above	A	eExam
<input type="checkbox"/>	MCQ	Low level programming is also called	Coding	Debugging	Invention of computers	Assembly language	D	eExam

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