

Class-VI
Sub:-Computer
Chapter 6 – First Step In Programming

Note: -> [Do it in book – Q1, 2, 3 and 4] [Do it in notebook – Q5, 6 and 7]

Q1. Which of the following are invalid constants? Give reasons:

- a- valid
- b- valid
- c- valid
- d- invalid (As it is alphanumeric value and it must be enclosed within double quotes.)
- e- valid

Q2.

- a- invalid (As special symbol excluding underscore is not allowed to use in variable name.)
- b- invalid (As only \$ cannot be used as variable.)
- c- valid
- d- valid
- e- invalid 2 (As space character is not allowed to use in variable name)

Q3.

- a- machine language.
- b- QBASIC
- c- Relational
- d- execute
- e- numeric

Q4.

- a- Program
- b- computer
- c- software development
- d- variable
- e- String operator

Q5. Differentiates between:

a. Numeric variable and String variable

Numeric variable	String variable
1. A variable that stores a numeric value is referred as 'Numeric Variable'.	1. A variable that stores a Letters or words is referred as 'String Variable'.
2. The name of numeric variable should not contain any special character.	2. The name of string variable always ends with a dollar (\$) sign.
3. Example: N=12	3. Name\$="MICA"

b. Operator and Operand

Operator	Operand
<p>1. Set of special symbols used to indicate the nature of operations to be performed on the given data is known as operators.</p>	<p>1. The data items on which calculation is done are called operands.</p>

c. Numeric constants and String constants

Numeric constants	String constants
<p>1. A constant on which mathematical operations such as addition, subtraction, multiplication, division etc. can be performed is known as Numeric constants.</p> <p>2. Example: 71</p>	<p>1. A constant on which mathematical operations cannot be performed is known as String constants.</p> <p>2. Example: "Ranchi"</p>

Q6. Write short notes on:

a. Syntax

Ans. Programs in BASIC are written in its own format. The rules for the structure of a format are referred as **Syntax**.

b. Program

Ans. Program is a set of instructions or commands which are written in a computer language.

Q7. Answer these following questions:

a. Briefly explain about the different arithmetic operators in BASIC.

Ans: The operators that operates on numeric constants and variables is said to be an arithmetic operator. Some arithmetic operators are:

1. **Multiplication (*)** → The '*' operator is used to find the product of the value.
2. **Division (/)** → The '/' operator is used to find the division value.
3. **Addition (+)** → The '+' operator is used to add two values.
4. **Subtraction (-)** → The '-' operator is used to subtract one value from another.

b. What is Character Set?

Ans: It is a set of symbols that consists of digits, letters and special characters including white spaces.

- Digits(Numbers) :** 0-9
Letters(Alphabets) : (A-Z, a-z)
Special Characters : + - * / < > = () . ; : ' " ^ # ! % ?

- c. Write the steps : (I) To start a new program in BASIC
 (II) To execute a program
 (III) To save a program

Ans: Following are the steps

(I) To start a new program in BASIC:

- Go to the 'File' menu.
- Select the option 'New Program'.

(II) To execute a program

- Go to the 'Run' menu.
- Select the option 'Start' or press 'Shift + F5' key.

(III) To save a program

- Go to the 'File' menu.
- Select the option 'Save As'.
- Type the file name.
- Click on 'OK'.

d. Name the file extension with which a program is saved in BASIC.

Ans: '.BAS'

e. Skip this question as it is same as 5-a & 5-c

