6. Execution and testing: The purpose of testing is to find if the results are correct. The program will be executed and the result will be compared.

7.Documentation: This is the last step in programming. Writing comments in source code is called internal documentation. Another form of documentation is preparing user manual

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4 - Getting Started with C + +

1. Pick odd one out: (float, break, add, char)   **[March 2020, Score 1]**

Ans. add

2. Define token in C++. Name any four tokens available in C++.   **[March 2020, Score 3]**

Ans. Tokens are the fundamental building blocks of the program. They are also called as lexical units. C++ has five types of tokens – Keywords, Identifiers, Literals, Punctuators and Operators.

3. The tokens that convey a specific meaning to the language compiler are called……………

[July 2019, Score 1]

Ans. keywords

4. Find the invalid C++ identifiers from the list given below and give reason.

   (a) count   (b) 2 Number   **[July 2019, Score 2]**
   (c) _totalTax   (d) Average height

 Ans.   2 Number – First character must be an alphabet or underscore
             Average height – Space is not allowed.

5.   What is the escape sequence character for new line in C++ program?

[March 2019, Score 1]

Ans. \n

6. Differentiate between character literal and string literal   **[March 2019, Score 2]**

 Ans.   Character literal is a single character enclosed in single quotes. Eg: 'a', '9', '+' etc.
             String constant is a sequence of one or more characters enclosed within a pair of double quotes is called. Eg: "Hello friends", "123" etc.

7. Define tokens in C++. List any four types of tokens.   **[July 2018, Score 3]**

Ans. Tokens are the fundamental building blocks of the program. They are also called as lexical units. C++ has five types of tokens – Keywords, Identifiers, Literals, Punctuators and Operators.

8. a) What is a token in C++ ?   **[March 2018, Score 1]**

   b) Distinguish between keywords and identifiers.   **[Score 2]**

Ans. a) Tokens are the fundamental building blocks of the program.

   b) i. Keywords: The words (tokens) that convey a specific meaning to the language compiler. These are also known as reserved words or special words as they are reserved for special purposes. Eg:- int, for, if, main....

ii. Identifiers: These are the user-defined words used to name different program elements such as memory locations, statements, functions, objects, classes etc. The identifiers of memory locations are called variables.

9. The following are invalid identifiers in C++. Write a reason for each. **[July 2017, Score 2]**

   a) Id#

   b) void

   c) 2ab

   d) avg hgt

Ans. a) Id#   -   # (special character) cannot be used.

   b) void   -   void is a keyword, which cannot be used.

   c) 2ab   -   Digit is not allowed as the first character.

   d) avg hgt   -   Space is allowed.

10. IDE Stands for ………………..   **[March 2017, Score 1]**

   a) Integrated Development Environment

   b) Information Development Environment

   c) Inheritance Development Environment

   d) Interactive Development Environment

Ans. a) – Integrated Development Environment.

11. Classify the following identifiers valid or invalid. If invalid, give a reason.

   a) Length_1   **[March 2017, Score 4]**

   b) _Length1

   c) Length 1

   d) 1Length

Ans.   a) Length_1 – Valid identifier

         b) _Length1 – Valid identifier

         c) Length 1 – Invalid identifier (Space is not allowed)

         d) 1Length – Invalid identifier (Digit is not allowed as the first character)

12. Which one of the following is NOT a character constant in C++ ?   **[July 2016, Score 1]**

a) 'a'

b) a

c) '8'

d) '\a'

Ans. b) a

13. Identify and classify the different tokens in the following C++ statements.

   age =18 ;   **[July 2016, Score 2]**

Ans.   age   –   identifier

   =   -   operator

   18   –   Literal (Integer literal)

14. In C++ which among the following is NOT a rule for a valid identifier.?

   a) The first character must be a letter or underscore (_).   **[March 2016, Score 1]**

   b) White space and special characters are not allowed.

   c) Keywords can be used as an identifier.

   d) Upper and lower case can be treated differently.

Ans. c) Keywords can be used as an identifier.

15. What are tokens in C++? List any two types of tokens.   **[March 2016, Score 2]**

Ans. Tokens are the fundamental building blocks of the program. They are also called as lexical units. C++ has five types of tokens – Keywords, Identifiers, Literals, Punctuators and Operators.

16. Classify the identifiers given below as valid and invalid. Give reasons for invalidity.

   sum, if, _Num 1, Switch, stud Age   **[July 2015, Score 2]**

Ans.   sum   -   Valid

   if   -   Invalid (if is a keyword, which is not allowed)

   Switch   -   Valid

   Stud Age   -   Invalid (Space is not allowed)

17. Explain the rules for naming identifiers.   **[March 2015, Score 2]**

Ans. Rules for naming identifiers:

   • The first character must be a letter or underscore (_).

   • White space and special characters are not allowed.

   • Keywords cannot be used.

   • Upper- and lower-case letters are treated differently.

18. ………………. are tokens that never change their values while execution takes place.

   [March 2015, Score 1]

Ans. Literals or constants.

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