Q1. Mcqs

1. This strategy divides a complex problem into smaller
(a) seek and hide
(b) conquer and divide
(c) check and improve
(d) check and balance

2. Which refers to something spontaneous and unplanned.
(a) Candid
(b) unlimited
(c) Problem
(d) Prototype

3. Total steps of problem solving are:

(a) 4
(b) 5
(c) 6
(d) 7

4. Every algorithm must begin with notation

(a) else
(b) start
(c) goto
(d) input

5. The notation used to display values or results of processing is:

(a) end
(b) goto
(c) output
(d) input

6. The Problem solving method must be_____
(a) Finite
(B) Systematic
(c) Manual
(d) All

Q2. Short Questions.

I. Define a problem?
II. Define Candid Solution.
III. What is Problem analysis?
IV. What is GOTO notation of algorithm?
V. Define an algorithm and argue on its role.
VI. What is meant by Logical Error?
VII. What is trace table?

VIII.   Define Prototype.

Q3. Attempt the question in detail.

Write the efficiency of an algorithm with example.