Class: 6

Worksheet - Chapter 10

I. Fill in the blanks: -

1. Bug means _____ .
2. The set of instructions is called _____.
3. BASIC was developed by _____ and _____.
4. _____ and _____ are the two types of variables in QBASIC.
5. _____ and _____ are the two types of constants in QBASIC.
6. In _____ mode commands are executed immediately and are not stored in computer memory.
7. In _____mode commands are not executed immediately and are stored in computer's memory.
8. _____ Command clears the contents of the screen.
9. _____ Statement is used to print any message or results.
10. The common logical operators in QBASIC are _____, _____ and _____.
11. The extension of BASIC programs is _____.
12. The maximum size of filename in Basic is _____.
13. _____ Sign is used at the end of a string variable.
14. The specific set of rules of the programming language according to which the statements are written is called _____.
15. Length of a string variable can be maximum up to _____ characters.
16. A _____ is a set of symbols which are used in a programming language.

II. Answer in one word or one sentence.

1. Give any four examples of programming language.
2. Write the full form of the following:

   (a) IDE (b) BASIC (c) BEDMAS
3. What is debugging?
4. What is the use of END statement in QBasic?
5. Which statement in QBasic is not executed and ignored by the computer?
6. What is the output of the following QBasic statement?

   PRINT 12 * 3 + (14 + 4) + 2 ^ 3 -12 / 6
7. Which relational operator is used to check the equality between two operands?
8. Which function key is used to run a program in QBasic?
9. Name the relational operators in QBasic.

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10. Explain the arithmetic operators in QBasic.

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