COMPUTER LANGUAGE

CLASS VI

CH-1 PERIOD -2

Learning Outcomes

- Learn the exercise questions.

- Solve the fill in the blanks of exercise.

- Solve the True/false given in the book

- Solve the multiple choice questions from the exercise.

EXERCISE

SECTION - A

A. Fill in the blanks.

1. A... is a set of instructions, which tells the computer what to do.

2. The development of computer languages can be classified into... categories.

3. The .... language consists of binary numbers, i.e., 0 and 1.

4. .... convert the assembly language program into machine language.

5. .... language uses simple English words and Mathematical operators.

6. .... language uses mnemonic codes or symbols.

7. .... are the rules governing the formation of statements in a programming language.

8. In binary language, 0 means .... and 1 means .... state.

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B. **State True or False.**

1. Machine language is the only language that a computer understands.

2. Assembly language is regarded as the first generation language.

3. Each programming language has its own specific rules.

4. A Compiler converts a high level language program into machine language, line by line.

5. High-level language program has to be converted into machine language by translator programs.

6. FORTRAN language was designed for business users.

7. Programming is the process of writing specific instructions in a computer language.

8. Machine language uses mnemonic codes.

Application based question

1. Kapil's aunt was a computer programmer during the third generation of computer language. Which type of language did she use back then?

   ....

2. Sumit is trying his hand at Java programming, but he does not know which type of language it is. Help him understand the type of language Java is.

SECTION - B

A. Multiple-choice questions.

1. A program written in the assembly language is called ....

   a. Assembler   b. Source Program   c. Object Program

2. An .... converts a high-level language program into machine language, line by |

   a. Assembler   b. Compiler   c. Interpreter

3. The program converted into machine language by the translator is called ....

   a. Source Program   b. Object Program   c. Assembler

4. The term software was first used by ....

   a. John McCarthy   b. John W. Tukey   c. John von Neumann

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B. Answer the following questions.

1. What do you mean by Machine language?

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....

2. How is Assembly language different from Machine language?

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3. What are the features of a high-level language?

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4. Differentiate between an interpreter and a compiler.

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5. List any three characteristics of fourth-generation languages.

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