Introduction to QBASIC
Chapter – 9
Worksheet – 1

1) In _____ language, instructions are given in the form of strings of 0's and 1's.
   a) Assembly Language
   b) Machine Language
   c) High Level Language
   d) None of These

2) _____ language is the langauge in which instructions are given in the form of short words called mnemonics.
   a) High Level Language
   b) Machine Language
   c) Assembly Language
   d) None of These

3) _____ is the area in which you will type the instructions or programs.
   a) Status
   b) Work Area
   c) Menu Bar
   d) All of these

4) To run a QBASIC program from the key board press _____.
   a) F6
   b) F5
   c) F11
   d) Ctrl+R

5) _____ does not change during the execution of the program.
   a) Variables
   b) Constants
   c) Command
   d) None of these

6) Rules for naming a variable in QBASIC is/are:
   a) The first character of the variable should be alphabet.
   b) It should not contain any special character except '_' (Underscore).
   c) Both of these
   d) None of these

7) The _____ Command is used to assign or give a value to a variable.
   a) Print
   b) Input
   c) Let
   d) Rem

8) What will be the output of the given QBASIC Code:
   A=100
   B=200
   PRINT "A+B";A+B
   a) 300   300
   b) A+B   300
   c) 300   A+B
   d) A+B   A+B

9) _____ statement is used to clear the output screen.
   a) CLEAR
   b) CLS
   c) CS
   d) None of these

10) The _____ is used to give remarks or comments in a program.

a) REM
   b) INPUT
   c) CLS
   d) None of these

11) The _____ is used to take a value from the user and store it in a variable.
   a) Print
   b) Input
   c) Rem
   d) LET

12) If value of A=6 and B=2 then what will be the value of A^B?
   a) 16
   b) 12
   c) 3
   d) 36

13) An example of conditional statement is the:
   a) If…. Then statement
   b) Input Statement
   c) Print Statement
   d) Let Statement

14) An example of relational operator is _____.
   a) =
   b) AND
   c) +
   d) All of these

15) A colloction of statements written using a programming language to give the instructions to the computer.
   a) Program
   b) Variable
   c) Constant
   d) Operator