

<u>Class - VI</u>

Super Computer

Exercíse Corner



<u>Year- 2020-21</u>

Ch-8 Programming with QBasic

Focus of the chapter

- 1. Computer program
- 2. Starting Qbasic
- 3. The Qbasic window
- 4. Creating a new program
- 5. Saving a program
- 6. Opening a saved program
- 7. Elements of QBasic
- 8. Constants and variables
- 9. Rules for naming variables
- 10. Operators
- 11. PRINT, LET, END, CLS, REM, INPUT statements
- Keywords
- Character set a set of symbols used to write in a programming language.
- **Keywords** –words that have a defined function in QBasic
- Constants –values that do not change during the execution of a program
- variables named memory locations that contain values
- > **Operators** symbols that indicate the type of operation QBasic has to perform
- Statements instructions or commands given to the computer to perform a task.

Checkpoint 1

Identify valid and invalid numeric constants. State reason, if invalid. A few have been solved

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for your help.

Numeric	Valid/Invalid	Reason(if invalid
Constant		
7.5	Valid	
"56"	Invalid	Double quotes are not allowed in numeric constants.
3.65	Valid	
"890"	Invalid	Double quotes are not allowed.
8	Valid	
7,00,000	Invalid	A comma is not allowed in numeric constants.

Checkpoint 2

Identify valid and invalid string constants. State reason, if invalid. A few have been solved for your help.

String Constant	Valid/Invalid	Reason(if invalid)
"Computer"	Valid	Animal and Demonstration
67	Invalid	Double quotes are missing
"I am enjoying learning"	Valid	10071
"Taj	Invalid	Double quotes are missing
"78"	valid	

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- Exercise Corner
- A. Tick (\checkmark) the correct answers.
- 1. Which of the following does a computer understand?
- A. machine language
- 2. Which of the following is the full form of BASIC?
- A. Beginners All Purpose Symbolic Instruction Code
- 3. Which of the following is not a statement in QBasic?
- A. CLEAN SCREEN
- 4. Which of the following is a correct statement in QBasic?
- A. LET N\$ = "School"

B. Fill in the blanks.

- 1. Compilers and Interpreters translate a program written in a high-level language into machine code.
- 2. A keywords has a defined function in QBasic.
- 3. A String variable name always ends with the <u>\$</u> sign.
- 4. AND is a logical operator used in QBasic.
- 5. The Input statement is used to get values for the variables from the user.

Extras

➤ Tick(✓) the correct answers.

- 1. Which of the following components of QBASIC displays the name of the current program?
 - a. Menu Bar
- b. Title Bar

c. Program Area

d. Status Bar

2. Which of the following languages does a computer understand ?

a. machine language

b. high – level language

c. assembly language

d. BASIC language

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