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reviewer3@nptel.iitm.ac.in ▼

Courses » Design and pedagogy of the introductory programming course

Announcements **Course** Ask a Question Progress Mentor FAQ

Unit 2 - Week 1

Course outline

How to access the portal

Week 1

- Lecture 1 : Course Overview
- Lecture 2 : Introduction and Survey.0: The standard approach to introductory programming
- Lecture 3 : Introduction and Survey.1: Experience with the standard approach
- Lecture 4 : Introduction and Survey.2: Alternative approaches, Summary, and Conclusion
- Quiz : Assignment 1
- Download Videos
- Weekly Feedback

Assignment 1

The due date for submitting this assignment has passed.

As per our records you have not submitted this assignment. **Due on 2018-09-12, 23:59 IST.**

A short assignment for week 1, to be attempted after watching the lectures 1 to 4.

1)The following is not a reason why the introductory programming course is an important part of the curriculum **1 point**

- It forms the basis of other topics in Computer Science.
- Many students get a job involving programming.
- It is a first course in almost all Computer Science degree programs.
- Most students pass the course easily.

No, the answer is incorrect.

Score: 0

Accepted Answers:

Most students pass the course easily.

2)According to reports in the educational literature, the number of students passing the introductory programming course is approximately **1 point**

- 30%
- 50%
- 70%
- 90%

No, the answer is incorrect.

Score: 0

Accepted Answers:

70%

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Week 3

Week 4

Writing a program that is easy to modify as per changes that may be required later.

No, the answer is incorrect.

Score: 0

Accepted Answers:

Writing a program given a description of how to solve the problem manually.

4) A Scheme program contains the following function definition

```
(define (f x y)
  (if (= x 0)
      y
      (f (- x 1) (+ y 1))))
```

What is the result of evaluating the expression (f 2 3) ?

No, the answer is incorrect.

Score: 0

Accepted Answers:

(Type: Numeric) 5

1 point

5) Which of the following ideas is not useful to solve the rainfall problem? **1 point**

- Use a "break" statement
- Use of logical (bool) variables
- Repeating some code in the loop outside the loop
- Using an array

No, the answer is incorrect.

Score: 0

Accepted Answers:

Using an array

6) The term "scaffolding" in the introductory programming literature refers to **1 point**

- Giving progressively harder exercises or teaching progressively harder concepts.
- Specialized code which can enable novices to program interesting functions.
- Teaching multiple similar concepts together by pointing out the similarities between them.
- Documentation about specialized programming environments written in a novice friendly manner.

No, the answer is incorrect.

Score: 0

Accepted Answers:

Specialized code which can enable novices to program interesting functions.

7) The most important disappointment reported in the education literature about what students learn in introductory programming courses is **1 point**

- Students do not learn syntax and semantics of programming languages.
- Students have difficulty remembering that = means assignment and not

comparison.

- Students cannot express in a program something that they can do manually.
- Students often miss important cases in writing the specification.

No, the answer is incorrect.

Score: 0

Accepted Answers:

Students cannot express in a program something that they can do manually.

8) Which of the following are true? Tick all that you think are true **1 point**
(there could be more than one).

- C is harder to teach in the initial weeks than C++ because you need to understand pointers.
- C++ is harder to teach in the initial weeks than C because you need to understand Object Oriented Programming.
- C is a safer language than C++.
- C++ is a safer language than C.

No, the answer is incorrect.

Score: 0

Accepted Answers:

C is harder to teach in the initial weeks than C++ because you need to understand pointers.

C++ is a safer language than C.

9) What do course descriptions say about "Learning to develop algorithms" **1 point**

- It is not mentioned at all.
- It is precisely defined.
- It is not precisely defined.
- It is considered an easy skill.

No, the answer is incorrect.

Score: 0

Accepted Answers:

It is not precisely defined.

10) "Pragmatics" in programming refers to **1 point**

- Being practical about what programs you should write.
- Skill of Compiling, debugging programs.

Skill of writing specifications by talking to users.

None of the above.

No, the answer is incorrect.

Score: 0

Accepted Answers:

Skill of Compiling, debugging programs.

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