

National Programme on Technology Enhanced Learning



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Our Approach 5	Score: 0
Remarks on	Ce De Accepted Answers:
individual topics - 1	C does not contain the digits, but the product does equal $\sum_i 10^i C[i]$.
Lecture 11 : Basic Ideas in Our Approach.6: Remarks on individual topics - 2, Conclusion	 3) When we use manual algorithms, which of the following is generally false? 1 point We use iteration. We use recursion. We use conditional evaluation.
Weekly Feedback	 We store values in variables. No, the answer is incorrect.
Download Videos	Score: 0 Accepted Answers: We store values in variables. 4) Suppose Lam calculating e using the series: $1 + \frac{1}{2} + \frac{1}{2} + \cdots$ In this 1 is 1 point
Quiz : Assignment 2	
 Assignment Solutions Week 2 	the zeroth term, $\frac{1}{i!}$ is the <i>i</i> th term. Note that $0! = 1$. Suppose at the beginning of any iteration variable <i>i</i> contains the number of iterations that have happened so
Week 2 Lecture Slides	far, s contains the sum $1 + \frac{1}{1!} + \cdots + \frac{1}{(i-1)!}$, and t contains $\frac{1}{i!}$. Then, before the loop, the variables should be initialized as:
Week 3	
Week 4	s = 1; i = 1; t = 1; s = 0; i = 1; t = 1;
	s = 0, i = 1, i = 1; s = 1; i = 0; t = 0; s = 1; i = 0; t = 1; None of the above. No, the answer is incorrect. Score: 0
	Accepted Answers:

s = 1; i = 0; t = 1;

⁵⁾ Suppose I am calculating *e* using the series: $1 + \frac{1}{1!} + \frac{1}{2!} + \cdots$. In this, 1 is **1** point the zeroth term, $\frac{1}{i!}$ is the *i*th term. Note that 0! = 1. Suppose at the beginning of any iteration variable *i* contains the number of iterations that have happened so far, *s* contains the sum $1 + \frac{1}{1!} + \cdots + \frac{1}{(i-1)!}$, and *t* contains $\frac{1}{i!}$. Then, the code inside the loop should be:

$$t = t/i; s = s + t; i = i + 1;$$

 $i = i + 1; t = t/i; s = s + t;$
 $t = t/i; i = i + 1; s = s + t;$
 $i = i + 1; s = s + t; t = t/i;$
None of the above.

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Score	ie answer is incorrect.
Accer	nted Answers:
i = i	+1; t = t/i; s = s + t;
6) "Bei closest	ng able to appreciate the beauty of object oriented programming" is 1 point to which of the following levels in Bloom's taxonomy of learning objectives?
0	Knowledge
	Comprehension
	Applying
0	Analyzing
0	Synthesizing
	Evaluating
No, th Score	ie answer is incorrect. :: 0
Accer Evalua	oted Answers: ating
7) Whi to discu	ch of the following attributes of real computer hardware is least important 1 point iss in an introductory programming course?
0	Numbers are represented in binary.
0	Memory is organized in bytes each of which has an address.
to a	The CPU of a computer has registers which hold numbers and which are faster access than main memory.
repi	A machine language program consists of sequence of instructions which are resented using numeric codes.
No, th Score	ie answer is incorrect. :: 0
Accer The C than	oted Answers: CPU of a computer has registers which hold numbers and which are faster to acc main memory.
8) Sup "++p".	pose p is an int variable. Consider the expressions "p++" and "p+1" and 1 point Which of the following is true?
0	You should avoid using expressions "p++" or "++p" for their values.
0	Only expressions "p+1" and "p++" have the same value.
0	All three expressions have the same value.
0	The value of p after executing "p+1" and "p++" is the same.
No, th Score	ie answer is incorrect. :: 0
Accer You s	oted Answers: should avoid using expressions "p++" or "++p" for their values.
9) Supp number t sequenc	bose I have an array of length 10 containing numbers. I want to find the maximum 1 poin that can be obtained by adding up elements in any subarray of A. A subarray is simply a e of consecutive elements of the array starting at any index and ending at any index.
Suppos each su	e I find the solution by considering all possible subarrays, finding the sum of Jbarray, and picking the maximum. How many subarrays do I need to consider?

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O 45
0 110
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No, the answer is incorrect. Score: 0
Accepted Answers: 55
10Suppose x is an integer. Then (x/1000)%10 evaluates to: 1 point
third least significant digit of x
third most significant digit of x
fourth least significant digit of x
fourth most significant digit of x
No, the answer is incorrect. Score: 0
Accepted Answers: fourth least significant digit of x
11)Which of the following is false? 1 point
Students should be encouraged to design a manual algorithm before writing a computer program.
We should teach strategies to translate common idioms found in manual algorithms to the corresponding programming language equivalents.
\bigcirc We should teach students how to design divide and conquer algorithms.
We should take programming examples from many different areas.
No, the answer is incorrect. Score: 0
Accepted Answers: We should teach students how to design divide and conquer algorithms.
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