Chapter - 9
Problem and Problem What Solving

1. Which are the three different techniques available for solving the problem?

   Pseudo code, Flow chart and Algorithm.

2. What means fake or simulated?

   Pseudo.

3. Which technique is used for pictorial representation of every action that we perform within the machine process that solves a problem?

   A Flowchart.

4. Which component is used to show the beginning and the end of a flowchart?

   Start and Stop or Begin and End.

5. Using which shape cans you represent begin and end component?

   Oval shape.

6. What can you call to the oval shape in flowchart?

   Terminal symbol.

7. How many times can you define terminal symbol in flowchart?

   Two.

8. What is used to show the sequence of the actions that are to be performed? Or what start at one symbol and ends at another symbol?

   An arrow.

9. Which symbol will have arrow going out?

   Start.

10. Which symbol will have arrows coming in?

    End.

11. Which shape can we use to represent a process?

    Rectangle.

12. What is the either arithmetic or logical operation in computer?

    A process.

13. Which shape represents a logical decision of a process?

    Diamond.

14. What can we call to logical decision of a process?

 Test symbol.

15. Which shape is used to represent a connector?

 A circle.

16. How many minimum circles are required for a connection more than one flowchart?

 Two.

17. What refers to a step by step process for solving a particular problem? Or what is written in a natural?

 An algorithm.

18. What is the core part of any solution procedure?

 Process.

19. What do we call the symbols of flowchart?

 Components.

20. Which is written in a natural language like English?

 Algorithm

21. What is needed for every problem solution or process?

 Input.

22. Which flowchart component is used when we want to alter the normal sequence of the solution? Or which flowchart component is used when a specific statement needs to be executed based on the result of decision?

 Decision.

23. To solve a problem it needs to be given a complete set of **instructions.**

24. The **instructions** tell the computer what is to be done at **every step.**

25. The symbols are also called **components** of flowcharts.

26. A set of **symbols,** showing different actions, is used to represent a **flowchart.**

27. Every problem needs an **input.**

28. **A connector** can be used to join the two parts.

29. The **arithmetic** operations mean addition, subtraction, multiplication or division.

30. **Logical** operations generally help in decision making.