

SECTION B : 60 MARKS***BAHAGIAN B : 60 MARKAH*****INSTRUCTION:**

This section consists of **FOUR (4)** structured questions. Answer **ALL** questions.

ARAHAN:

Bahagian ini mengandungi EMPAT (4) soalan berstruktur. Jawab SEMUA soalan.

QUESTION 1***SOALAN 1***CLO1
C1

a) Define the following terms:

Takrifkan terma berikut:

- i. Programmer / Pengaturcara*
- ii. Programme / Program*

[3 marks]
[3 markah]b) Identify **TWO (2)** advantages and **ONE (1)** disadvantages of flowchart.*Kenalpasti DUA (2) kelebihan dan SATU (1) kekurangan carta alir.*CLO1
C2[5 marks]
[5 markah]

CLO2
C3

c) Based on pseudocode in Figure B1(c), draw a flowchart.

Berdasarkan kepada pseudo-code di Rajah B1(c), lukiskan carta alir.

1. *Start*
2. *Enter radius*
3. *Calculate, area of the circle = pi x radius x radius*
4. *Display areas*
5. *End*

Figure B1(c) / *Rajah B1(c)*[7 marks]
[7 markah]**QUESTION 2****SOALAN 2**CLO1
C1a) List **THREE (3)** elements of logical operator.*Senaraikan TIGA (3) unsur operator logik.*[3 marks]
[3 markah]CLO1
C2b) Based on problem in Figure B2(b), indentify **FIVE (5)** variables and declare it with suitable data types.*Berdasarkan masalah di dalam Rajah B2(b), kenalpasti LIMA(5) pembolehubah dan isytiharkan dengan jenis data yang sesuai.*

Problem : To calculate the total and average of three (3) numbers.

*Masalah : Mengira jumlah dan purata bagi tiga (3) nombor.*Figure B2(b) / *Rajah B2(b)*[5 marks]
[5 markah]CLO2
C3

c) Design a flowchart for the problem in Figure B2(b).

Rekabentuk carta alir bagi masalah Rajah B2(b).[7 marks]
[7 markah]

QUESTION 3

SOALAN 3

- CLO1
C1 a) List **THREE (3)** types of selection structure.

Senaraikan TIGA (3) jenis struktur pilihan.

[3 marks]
[3 markah]

- CLO1
C2 b) Convert the program in Figure B3(b) into flowchart.

Tukarkan program dalam Rajah B3(b) di bawah kepada carta alir.

```
#include <stdio.h>
int main ()
{
    int number;
    printf ("Enter any number : ");
    scanf ("%d", &number);
    if (number >0)
        printf ("POSITIVE NUMBER");
    else
        printf ("NEGATIVE NUMBER");
}
```

Figure B3(b) / *Rajah B3(b)*

[5 marks]
[5 markah]

CLO2
C3

- c) Convert a flowchart in Figure B3(c) into C program. Used switch case statement in the program.

Tukarkan carta alir di dalam Rajah B3(c) ke dalam pengaturcaraan C. Gunakan penyataan switch-case di dalam program tersebut.

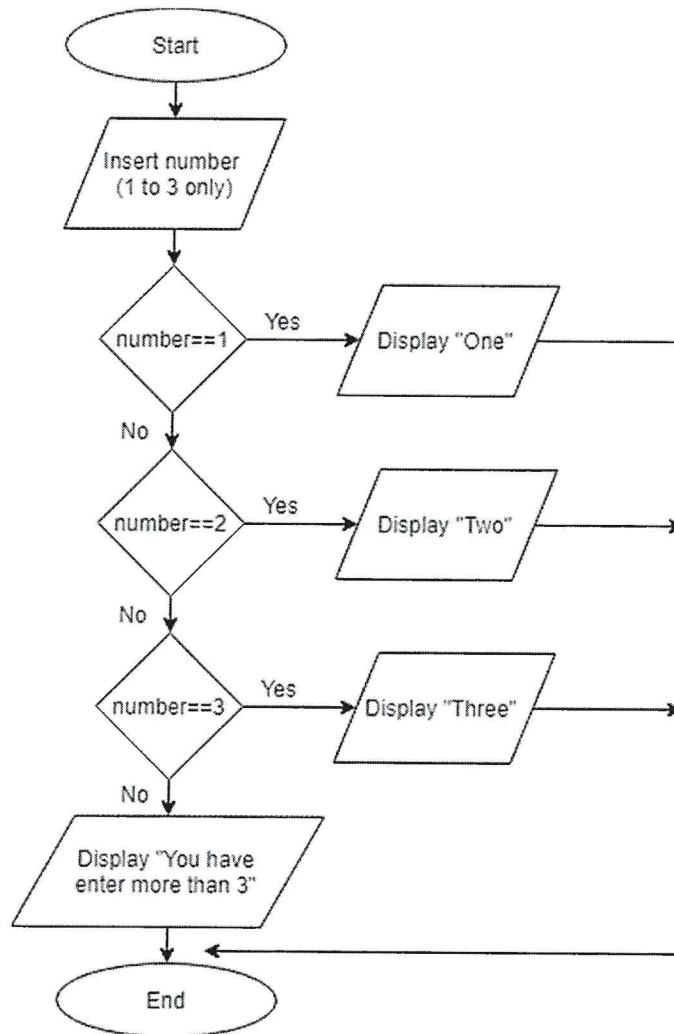


Figure B3(c) / *Rajah B3(c)*

[7 marks]
[7 markah]

QUESTION 4

SOALAN 4

CLO1
C1

- a) List **THREE (3)** types of repetition structure.
Senaraikan TIGA (3) jenis struktur pengulangan.

[3 marks]
[3 markah]CLO1
C2

- b) Convert the program in Figure B4(b) using **FOR** statements.
Tukarkan program di Rajah B4(b) menggunakan kenyataan FOR.

```
#include <stdio.h>
int main()
{
    float marks;
    int loop = 1;
    do
    {
        printf("Enter marks : ");
        scanf ("%f", &marks);
        loop = loop +1;
    }
    while (loop <4);
    return 0;
}
```

Figure B4(b) / Rajah 4(b)

[5 marks]
[5 markah]CLO2
C3

- c) Write a simple program that will display “I WILL SCORE ‘A’ IN C PROGRAMMING”, 10 times. Use any looping statement that suitable for the program.

Tuliskan satu program yang akan memaparkan “I WILL SCORE ‘A’ IN C PROGRAMMING” sebanyak 10 kali. Gunakan mana-mana pernyataan pengulangan yang sesuai untuk program ini.

[7 marks]
[7 markah]

SECTION C : 30 MARKS***BAHAGIAN C : 30 MARKAH*****INSTRUCTION:**

This section consists of **TWO (2)** essay questions. Answer **ALL** questions.

ARAHAN:

Bahagian ini mengandungi DUA (2) soalan esei. Jawab SEMUA soalan.

QUESTION 1***SOALAN 1***

CLO2
C3

Based on Table C1, use “if-else” statement in C language to aid the taxi driver to determine the taxi ride fares of a passenger. The program allows the taxi driver to key in a distance, and an appropriate fare will be displayed.

Berdasarkan Jadual C1, gunakan kenyataan “if-else” dalam Bahasa C bagi membantu pemandu teksi untuk menentukan kadar tambang teksi untuk penumpang. Program ini membolehkan pemandu teksi untuk memasukkan jarak, dan kadar tambang yang sesuai akan dipaparkan.

Table C1/Jadual C1

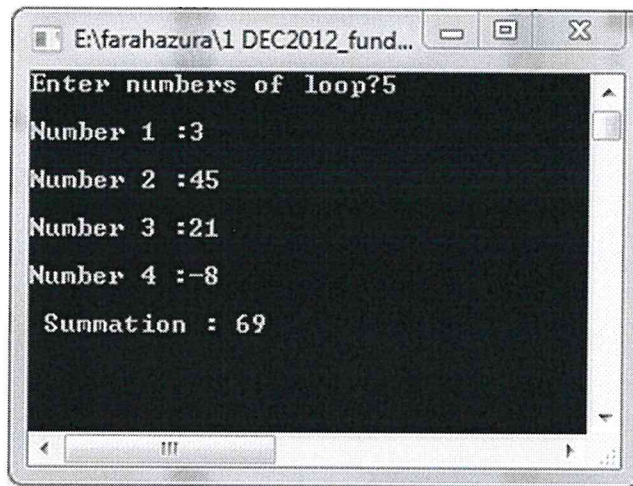
KM	RM/KM
0-5	3.00
6-10	2.50
11-20	2.00
Above 20	1.50

[15 marks]
[15 markah]

QUESTION 2**SOALAN 2**CLO2
C3

Write a program that will ask the user to input n positive numbers. Then add all the numbers. The program will terminate if one of those number is negative. The example output as shown in Figure C2. (Hint: Used break statement in your program).

Tulis program yang akan meminta pengguna memasukkan sebanyak n nombor positif. Kemudian, dapatkan hasil tambah untuk semua nombor tersebut. Program akan berakhir seandainya nombor yang dimasukkan adalah nombor negatif. Contoh output diberikan di dalam Rajah C2. (Tips: Gunakan pernyataan 'break' di dalam program anda).



```
E:\farahazura\1 DEC2012_fund...
Enter numbers of loop?5
Number 1 :3
Number 2 :45
Number 3 :21
Number 4 :-8
Summation : 69
```

Figure C2 / Rajah C2

[15 marks]
[15 markah]**SOALAN TAMAT**