# **CHAPTER – 6- SPECIFICATION AND ABSTRACTION**

#### I. <u>Answer in brief (2 marks)</u>

- 1. Define an algorithm.
- 2. Distinguish between an algorithm and a process.
- **3.** Initially, farmer, goat, grass, wolf = L, L, L, L and the farmer crosses the river with goat. Model the action with an assignment statement.
- 4. Specify a function to find the minimum of two numbers.
- 5. If  $\sqrt{2} = 1.414$ , and the square\_root() function returns -1.414, does it violate the following specification?

--square\_root (x)

--inputs: x is a real number ,  $x \ge 0$ 

--outputs: y is a real number such that y2=x

#### II. Answer in a brief (3 marks)

- 1. When do you say that a problem is algorithmic in nature?
- 2. What is the format of the specification of an algorithm?
- 3. What is abstraction?
- 4. How is state represented in algorithms?
- 5. What is the form and meaning of assignment statement?
- 6. What is the difference between assignment operator and equality operator?

## III. <u>Answer in a paragraph (5 marks)</u>

- 1. Write the specification of an algorithm hypotenuse whose inputs are the lengths of the two shorter sides of a right angled triangle, and the output is the length of the third side.
- 2. Suppose you want to solve the quadratic equation  $ax^2 + bx + c = 0$  by an algorithm.

## quadratic\_solve (a, b, c)

Puducherry, Ph. No.: 9042247637

--inputs : ?

## --outputs: ?

You intend to use the formula and you are prepared to handle only real number roots. Write a suitable specification.

$$\mathbf{X} = \frac{-b \pm \sqrt{b^2} - 4ac}{2a}$$

3. Exchange the contents: Given two glasses marked A and B. Glass A is full of apple drink and glass B is full of grape drink. For exchanging the contents of glasses A and B, represent the state by suitable variables, and write the specification of the algorithm

## IV. Additional Questions (2/3 marks)

- 1. What is known as control flow?
- 2. What is the role of specification of an algorithm?

#### V. Additional Questions (5 marks)

1. List and explain a few basic principles and techniques for designing algorithms.

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