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Programming Languages - Pascal

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Programming Languages

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Question 1:

What are the data types included in Pascal?

[ANSWER] Answer & Explanation:

- Data type defines a range of values that a variable can store. It also includes set of operations that are performed on different data types.- There is predefined data type as:- Integers are the whole numbers that allow only the numbers to be written without any decimal points.- The real numbers are treated as floating point numbers that can have decimals as well with the non-decimal digits.- Boolean data types define only the two values either it is true or false. In programming it can be used when there is a decision need to be made between the two entities.- Char data type allows the single character to be written in an ordered form with the ordered character set.

Question 2:

What are sub-range types and sub-types in Pascal language?

[ANSWER] Answer & Explanation:

The sub-range allows defining the implementation of the functions that provides the data conversions to be performed on the data types like real to integer, etc.The sub-ranges of the data type can be made using the ordinary data type which will be as follows:varx : 1..10;y : 'a'..'z';z : Apple..Mango;Set provides a way to group the things and the objects using the mathematical algorithm. The set can hold the values that will make it faster.The set types are used to have a set in which there are some values that needs to be defined.This is shown as:varSet1 : set of 1..10;Set2 : set of 'a'..'z';Set3 : set of Apple..Mango;Set operators can be used to implement the machine code operations that involve smaller domains.

Question 3:

What are the different pointer types used in pascal?

[ANSWER] Answer & Explanation:

- Record pointers are the pointers that allow the recording of the node and the sub-fields that are being used.- Reference pointers: Pointers are the reference to the dynamically created variables that doesn't allow the references to be done in static or local variables.- Associate type pointers: Pointers have an associated data type with them so that one type can be check for compatibility with another type.- It helps in eliminating the security concern and allows easy implementation of the pointer used in the language.- This allows the risk to be removed in case of using the dangling pointers and it dynamically allows the use of Dispose function that manages the risk.- Example of the pointer is as follows:typepNode = ^Node;Node = recorda : integer;b : char;c : pNode {extra semicolon not strictly required}end;varNodePtr : pNode;IntPtr : ^integer;- The NodePtr is a variable pointer that is pointing to the data type of Node that is a record. Pointers are used before they are declared.

Question 4:

What is the control structure used by Pascal?

[ANSWER] Answer & Explanation:

- Pascal uses structure programming language to display the flow of control in an structured manner.- It uses the goto statement/command as standard statements that allow the control to be given to the main program in a recursive manner.- It provides more easy way to represent them without using the semicolon to end the statements written in one line.- It uses loops as a control structure to represent the statements and uses assignment operators to assign the values to the variables.- The example of it is as follows:while (a <> b) do WriteLn('Waiting');if (a > b) then WriteLn('Condition met')else WriteLn('Condition not met');for i := 1 to 10 doWriteLn('Iteration: ', i);repeata := a + 1until (a = 10);case i of0 : Write('zero');1 : Write('one');2 : Write('two');else begin Write('?'); exit; endend;

Question 5:

What are the procedures and functions used in Pascals?

[ANSWER] Answer & Explanation:

- Procedures and functions both are different in their own sense and both are required the program construct.- Procedures and functions are the main part of the logical block and they can be nested to any depth in the code.- It has its own declarations like goto labels, constants, types, variables and other defining entity that allow them to keep every function in order.- The ordering of the functions are required to allow the efficient compilation process using the single pass.- The example of it is shown below:program Mine(output);var i : integer;procedure Print(var j : integer);begin...end;begin...Print(i);end

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