**Review Questions**

1. The two major components of any computer system are its \_\_\_\_\_\_\_\_\_\_.

a. input and output

b. data and programs

c. hardware and software

d. memory and disk drives

2. The major computer operations include \_\_\_\_\_\_\_\_\_\_.

a. hardware and software

b. input, processing, and output

c. sequence and looping

d. spreadsheets, word processing, and data communications

3. Another term meaning “computer instructions” is \_\_\_\_\_\_\_\_\_\_.

a. hardware

b. software

c. queries

d. data

4. Visual Basic, C++, and Java are all examples of computer \_\_\_\_\_\_\_\_\_\_.

a. operating systems

b. hardware

c. machine languages

d. programming languages

5. A programming language’s rules are its \_\_\_\_\_\_\_\_\_\_.

a. syntax

b. logic

c. format

d. options

6. The most important task of a compiler or interpreter is to \_\_\_\_\_\_\_\_\_\_.

a. create the rules for a programming language

b. translate English statements into a language such as Java

c. translate programming language statements into machine language

d. execute machine language programs to perform useful tasks

7. Which of the following terms is most closely related to machine language?

a. high-level

b. source code

c. binary language

d. all of the above

8. Which of the following is true about newer programming languages as opposed to older ones?

a. Newer languages do not require that you understand logic.

b. Newer languages do not have specific syntax rules.

c. Programs in newer languages tend to be written as one set of steps instead of being broken into modules.

d. Newer languages allow you to use reasonable names for memory locations instead of referencing memory addresses.

9. Object-oriented programming focuses most on \_\_\_\_\_\_\_\_\_\_.

a. data

b. objects

c. procedures

d. arithmetic

10. The attributes of an object are the things that it \_\_\_\_\_\_\_\_\_\_.

a. has

b. does

c. influences

d. understands

11. In object-oriented programming, each object \_\_\_\_\_\_\_\_\_\_.

a. maintains its own data

b. carries out tasks when another object requests them

c. both of these

d. none of these

12. Originally, object-oriented programming was used most frequently for two major types of applications. These were \_\_\_\_\_\_\_\_\_\_.

a. payroll and inventory

b. input and storage

c. computer simulations and graphical user interfaces

d. public and private applications

13. Identifying all the objects you want to manipulate and how they relate to each other is known as \_\_\_\_\_\_\_\_\_\_.

a. object programming

b. object-oriented design

c. method manipulation

d. relating

14. Writing a program in a language such as C++ or Java is known as \_\_\_\_\_\_\_\_\_\_ the program.

a. translating

b. coding

c. interpreting

d. compiling

15. A compiler would find all of the following programming errors *except* \_\_\_\_\_\_\_\_\_\_.

a. the misspelled word *prrint* in a language that includes the word *print*

b. the use of an *X* for multiplication in a language that instead requires an asterisk

c. a newBalanceDue calculated by adding a customerPayment to an oldBalanceDue instead of subtracting it

d. an arithmetic statement written as regularSales + discountedSales = totalSales

16. Two tools that are commonly used for planning a program’s logic are \_\_\_\_\_\_\_\_\_\_.

a. flowcharts and pseudocode

b. ASCII and EBCDIC

c. Java and Visual Basic

d. word processors and spreadsheets

17. In a flowchart, input is represented by a(n) \_\_\_\_\_.

a. rectangle

b. arrow

c. diamond

d. parallelogram

18. In a flowchart, processing is represented by a(n) \_\_\_\_\_.

a. rectangle

b. arrow

c. diamond

d. parallelogram

19. When you use an IDE instead of a simple text editor to develop a program, \_\_\_\_\_.

a. the logic is more complicated

b. the logic is simpler

c. the syntax is different

d. some help is provided

20. When you write a program that will run in a GUI environment as opposed to a command-line environment, \_\_\_\_\_.

a. the logic is very different

b. some syntax is different

c. you do not need to plan the logic

d. users are more confused