|  |
| --- |
| True / False |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1. All programming languages support four broad data types.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 39 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 2. Because one memory location can be used repeatedly with different values, you can write program instructions once and then use them for thousands of separate calculations   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 40 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 3. In many programming languages, if you declare a variable and do not initialize it, the variable contains an unknown value until it is assigned a value.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 46 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 4. Variable names can be more than one word with blanks between the words.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 43 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5. The assignment operator has left-to-right-to-left associativity, which means that the value of the expression to the left of the assignment operator is evaluated first and that the result is assigned to the operand on the right.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 45 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 6. A string variable can hold digits such as account numbers and zip codes.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 41 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/27/2016 10:15 AM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 7. Programmers generally write programs as one long series of steps.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 51 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 8. Modularization makes it harder for multiple programmers to work on a problem.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 52 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 9. Program comments are a type of internal documentation.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 67 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 10. Most modern programming languages require that program statements be placed in specific columns.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 71 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |
| --- |
| Multiple Choice |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 11. When you write programs, you work with data in three different forms: \_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | values, variables (or named values), and unnamed values | |  | b. | variables, named constants, and named memory | |  | c. | variables, literals (or unnamed constants), and named constants | |  | d. | variations, RAM (or unnamed constants), and named values |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 39 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 12. Fractional numeric variables that contain a decimal point are known as \_\_\_\_ variables.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | partial | b. | string | |  | c. | integer | d. | floating-point |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 39 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 13. A specific numeric value is often called a(n) \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | named constant | b. | defined constant | |  | c. | arithmetic constant | d. | numeric constant |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 39 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 14. In most programming languages, before you can use any variable, you must include a \_\_\_\_ for it.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | declaration | b. | definition | |  | c. | header | d. | proclamation |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 41 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 15. The process of naming program variables and assigning a type to them is called \_\_\_\_ variables.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | initializing | b. | declaring | |  | c. | identifying | d. | proclaiming |  |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | | *REFERENCES:* | 40 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 16. Declaring a starting value for a variable is known as \_\_\_\_ the variable.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | initializing | b. | declaring | |  | c. | defining | d. | identifying |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 45 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 17. A variable’s unknown value is commonly called \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | initial | b. | default | |  | c. | random | d. | garbage |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 46 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 18. When the variable starts with a lowercase letter and any subsequent word begins with an uppercase letter, this is called \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Hungarian notation | b. | Pascal casing | |  | c. | camel casing | d. | Turing notation |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 42 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 19. When the first letter of a variable name is uppercase, as in HourlyWage, the format is known as \_\_\_\_ casing.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Hungarian notation | b. | Pascal casing | |  | c. | camel casing | d. | Turing notation |  |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | | *REFERENCES:* | 43 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 20. \_\_\_\_ is where a variable’s data type or other information is stored as part of the name.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Hungarian notation | b. | Pascal case | |  | c. | Turing notation | d. | Camel case |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 43 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 21. The assignment operator is the \_\_\_\_ sign.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | \* | b. | + | |  | c. | = | d. | / |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 45 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 22. A(n) \_\_\_\_ is similar to a variable, except it can be assigned a value only once.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | unnamed constant | b. | literal | |  | c. | named constant | d. | constant |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 46 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 23. The \_\_\_\_ dictate the order in which operations in the same statement are carried out.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | rules of precedence | b. | statement rules | |  | c. | operation rules | d. | rules of arithmetic |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 48 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 24. Depending on the programming language being used, modules are also known as \_\_\_\_ .   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | subroutines, procedures, or methods | b. | subroutines, receptacles, or methods | |  | c. | tasks, functions, or methods | d. | procedures, functions, or containers |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 51 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 25. The process of breaking down a large program into modules is called \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | decomposing | b. | modularization | |  | c. | fragmentation | d. | caching |  |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | | *REFERENCES:* | 52 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 26. \_\_\_\_ is the process of paying attention to important properties while ignoring nonessential details.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Abstraction | b. | Modularization | |  | c. | Abbreviation | d. | Decomposition |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 52 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 27. Programmers say the statements that are contained in a module have been \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | embedded | b. | decomposed | |  | c. | encapsulated | d. | modularized |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 58 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 28. Programmers say that variables and constants declared within a module are \_\_\_\_ only within that module.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | abstracted | b. | out of scope | |  | c. | in scope | d. | in reference |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 59 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 29. \_\_\_\_ variables and constants are known to the entire program.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | Local | b. | Transient | |  | c. | Heap | d. | Global |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 60 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 30. The mainline logic of almost every procedural computer program consists of these three distinct parts: \_\_\_\_ .   |  |  |  | | --- | --- | --- | |  | a. | housekeeping tasks, main tasks, and end-of-job tasks | |  | b. | clearing tasks, detail loop tasks, and end-of-job tasks | |  | c. | housekeeping tasks, detail loop tasks, and end-of-job tasks | |  | d. | housekeeping tasks, detail loop tasks, and math tasks |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 60-61 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 31. When a program has several modules calling other modules, programmers often use a program \_\_\_\_, which operates similarly to an organizational chart, to show the overall picture of how modules are related to one another.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | hierarchy chart | b. | tree chart | |  | c. | flow chart | d. | data diagram |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 64 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 32. As programs become larger and more complicated, the need for good planning and design \_\_\_\_ .   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | decreases | b. | is inefficient | |  | c. | is not necessary | d. | increases |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 66 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 33. In a flowchart, an \_\_\_\_ is most often represented by a three-sided box that is connected to the step it references by a dashed line.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | abstraction symbol | b. | annotation symbol | |  | c. | abbreviation symbol | d. | enumeration symbol |  |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | | *REFERENCES:* | 67 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 34. Programmers refer to programs that contain meaningful names as \_\_\_\_.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | undocumented | b. | procedurally documented | |  | c. | formally documented | d. | self-documenting |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 69 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 35. A \_\_\_\_ variable is not used for input or output, but instead is just a working variable that you use during a program’s execution.   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | a. | programming | b. | throw away | |  | c. | temporary | d. | calculating |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 71 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |
| --- |
| Completion |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 36. Whole number variables are known as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ variables.   |  |  | | --- | --- | | *ANSWER:* | integer | | *POINTS:* | 1 | | *REFERENCES:* | 39 | | *QUESTION TYPE:* | Completion | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 37. Declaring a starting value is known as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ the variable.   |  |  | | --- | --- | | *ANSWER:* | initializing | | *POINTS:* | 1 | | *REFERENCES:* | 41 | | *QUESTION TYPE:* | Completion | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 38. Each programming language has a few reserved \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ that are not allowed as variable names because they are part of the language’s syntax.   |  |  | | --- | --- | | *ANSWER:* | keywords key words | | *POINTS:* | 1 | | *REFERENCES:* | 42 | | *QUESTION TYPE:* | Completion | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 39. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ tasks include any steps you must perform at the beginning of a program to get ready for the rest of the program.   |  |  | | --- | --- | | *ANSWER:* | Housekeeping House-keeping House keeping housekeeping house-keeping house keeping | | *POINTS:* | 1 | | *REFERENCES:* | 60 | | *QUESTION TYPE:* | Completion | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 40. Program \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ are written explanations that are not part of the program logic but that serve as documentation for readers of the program.   |  |  | | --- | --- | | *ANSWER:* | comments | | *POINTS:* | 1 | | *REFERENCES:* | 67 | | *QUESTION TYPE:* | Completion | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |
| --- |
| Matching |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| *Match each term with a statement below.*   |  |  | | --- | --- | | a. | Reliability | | b. | Declaration | | c. | Echoing input | | d. | String variable | | e. | Identifier | | f. | Prompt | | g. | Variables | | h. | Data dictionary | | i. | Numeric variable | | j. | Type-safety |  |  |  | | --- | --- | | *REFERENCES:* | 40 41 42 54 70 72 73 | | *QUESTION TYPE:* | Matching | | *HAS VARIABLES:* | False | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 41. Named memory locations whose contents can vary or differ over time   |  |  | | --- | --- | | *ANSWER:* | g | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 42. A statement that provides a data type and an identifier for a variable   |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 43. A program component’s name   |  |  | | --- | --- | | *ANSWER:* | e | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 44. Can hold digits and have mathematical operations performed on it   |  |  | | --- | --- | | *ANSWER:* | i | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 45. Can hold text, such as letters of the alphabet, and other special characters, such as punctuation marks   |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 46. The feature of programming languages that prevents assigning values of an incorrect data type   |  |  | | --- | --- | | *ANSWER:* | j | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 47. The feature of programs that assures you a module has been tested and proven to function correctly   |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 48. A list of every variable name used in a program, along with its type, size, and description   |  |  | | --- | --- | | *ANSWER:* | h | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 49. A message that is displayed on a monitor to ask the user for a response and perhaps explain how that response should be formatted   |  |  | | --- | --- | | *ANSWER:* | f | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 50. The act of repeating input back to a user either in a subsequent prompt or in output   |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | |

|  |
| --- |
| Subjective Short Answer |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 51. What does a data item’s data type describe?   |  |  | | --- | --- | | *ANSWER:* | A data item’s data type is a classification that describes the following: 1) What values can be held by the item 2) How the item is stored in computer memory 3) What operations can be performed on the data item | | *POINTS:* | 1 | | *REFERENCES:* | 39 | | *QUESTION TYPE:* | Subjective Short Answer | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *TOPICS:* | Critical Thinking | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 52. List three reasons for modularizing a large program.   |  |  | | --- | --- | | *ANSWER:* | 1) Modularization provides abstraction. 2) Modularization allows multiple programmers to work on a problem. 3) Modularization allows you to reuse your work more easily. | | *POINTS:* | 1 | | *REFERENCES:* | 52 | | *QUESTION TYPE:* | Subjective Short Answer | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *TOPICS:* | Critical Thinking | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 53. What items should you include when you create a module?   |  |  | | --- | --- | | *ANSWER:* | When you create a module, you include the following: 1) A header—A module’s header includes the module identifier and possibly other necessary identifying information. 2) A body—A module’s body contains all the statements in the module. 3) A return statement—A module’s return statement marks the end of the module and identifies the point at which control returns to the program or module that called the module. | | *POINTS:* | 1 | | *REFERENCES:* | 54 | | *QUESTION TYPE:* | Subjective Short Answer | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *TOPICS:* | Critical Thinking | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 54. Explain the purpose of detail loop tasks.   |  |  | | --- | --- | | *ANSWER:* | Detail loop tasks do the core work of the program. When a program processes many records, detail loop tasks execute repeatedly for each set of input data until there are no more. For example, in a payroll program, the same set of calculations is executed repeatedly until a check has been produced for each employee. | | *POINTS:* | 1 | | *REFERENCES:* | 61 | | *QUESTION TYPE:* | Subjective Short Answer | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *TOPICS:* | Critical Thinking | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 55. What are end-of-job tasks?   |  |  | | --- | --- | | *ANSWER:* | End-of-job tasks are the steps you take at the end of the program to finish the application. You can call these finish-up or clean-up tasks. They might include displaying totals or other final messages and closing any open files. | | *POINTS:* | 1 | | *REFERENCES:* | 61 | | *QUESTION TYPE:* | Subjective Short Answer | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *TOPICS:* | Critical Thinking | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 56. List three design features that you can use while creating programs to make them easier to write and maintain.   |  |  | | --- | --- | | *ANSWER:* | Students should list three of the following: 1) You should use program comments where appropriate. 2) Your identifiers should be well chosen. 3) You should strive to design clear statements within your programs and modules. 4) You should write clear prompts and echo input. 5) You should continue to maintain good programming habits as you develop your programming skills. | | *POINTS:* | 1 | | *REFERENCES:* | 67 | | *QUESTION TYPE:* | Subjective Short Answer | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *TOPICS:* | Critical Thinking | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 57. Explain the purpose of annotation symbols.   |  |  | | --- | --- | | *ANSWER:* | In a flowchart, you can use an annotation symbol to hold information that expands on what is stored within another flowchart symbol. An annotation symbol is most often represented by a three-sided box that is connected to the step it references by a dashed line. Annotation symbols are used to hold comments, or sometimes statements that are too long to fit neatly into a flowchart symbol. | | *POINTS:* | 1 | | *REFERENCES:* | 67 | | *QUESTION TYPE:* | Subjective Short Answer | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *TOPICS:* | Critical Thinking | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 58. Discuss why it is important to use meaningful names for identifiers.   |  |  | | --- | --- | | *ANSWER:* | Creating a data item named someData or a module named firstModule() makes a program cryptic. Not only will others find it hard to read your programs, but you will forget the purpose of these identifiers even within your own programs. All programmers occasionally use short, non-descriptive names such as x or temp in a quick program; however, in most cases, data and module names should be meaningful. Programmers refer to programs that contain meaningful names as self-documenting. This means that even without further documentation, the program code explains itself to readers. | | *POINTS:* | 1 | | *REFERENCES:* | 69 | | *QUESTION TYPE:* | Subjective Short Answer | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *TOPICS:* | Critical Thinking | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 59. Explain the purpose of temporary variables.   |  |  | | --- | --- | | *ANSWER:* | When you need several mathematical operations to determine a result, consider using a series of temporary variables to hold intermediate results. A temporary variable (or a work variable) is not used for input or output, but instead is just a working variable that you use during a program’s execution. | | *POINTS:* | 1 | | *REFERENCES:* | 71 | | *QUESTION TYPE:* | Subjective Short Answer | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *TOPICS:* | Critical Thinking | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 60. Discuss why it is important to maintain good programming habits.   |  |  | | --- | --- | | *ANSWER:* | When you learn a programming language and begin to write lines of program code, it is easy to forget the principles you have learned in this text. Having some programming knowledge and a keyboard at your fingertips can lure you into typing lines of code before you think things through. But every program you write will be better if you plan before you code. If you maintain the habit of first drawing flowcharts or writing pseudocode, as you have learned here, your future programming projects will go more smoothly. If you desk-check your program logic on paper before starting to type statements in a programming language, your programs will run correctly sooner. If you think carefully about the variable and module names you use, and design your program statements to be easy to read and use, your programs will be easier to develop and maintain. | | *POINTS:* | 1 | | *REFERENCES:* | 74 | | *QUESTION TYPE:* | Subjective Short Answer | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *TOPICS:* | Critical Thinking | | *DATE CREATED:* | 9/12/2016 12:40 PM | | *DATE MODIFIED:* | 9/12/2016 12:40 PM | |